

ROBINSONGZ SET 8.5 HANDBOOK

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CURRENT PATCH STRATEGY

13.3 TOP COMPS

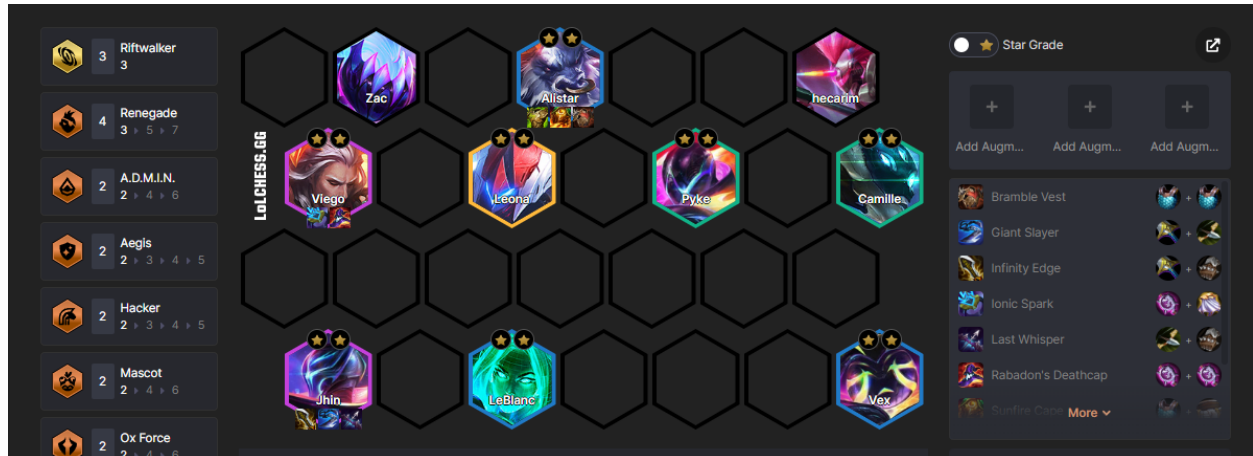
- [Riftwalker Jhin](#)
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- [Kaisa Reroll](#)

OTHER VIABLE COMPS

- [Kingslayer Sylas](#)
- [Cleaning Safeguard Leesin](#)
- [Yuumi Reroll](#)
- [Leblanc Reroll](#)
- [Growth Spurt Lulu](#)
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- [Justice Punch Galio](#)
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- [Illuminating Singularity Lux](#)
- [Reign of Anger Renekton](#)

RIFTWALKER JHIN



OPENERS: BOW, SWORD

- ★ Play **strongest board**
- ★ If you have to roll on 7 > JHIN, PYKE, VEX + VIEGO, SYLAS, CAMILLE +1 (ALISTAR, AATROX, GAREN)
- ★ SUCK YOUR JHIN FOR +1 RENEGADE

ITEMS

Jhin → LW, IE, GS >> DB, GUARDBREAKER, HOJ
TANK → Redemption, Sunfire, Dclaw >> Gargoyle, Bramble, Titans, Vow

RIFTWWALKER JHIN (AUGMENTS)

GOOD AUGMENTS

TIER 1:

THRILL 1

CB 1

BAND OF THIEVES

SURESHOT HEART

FIRST AID KIT

TIER 2:

ASCENSION

CB 2

SECOND WIND 2

STAND UNITED

JEWELLED LOTUS

TIER 3:

CB 3

SURESHOT CROWN

RADIANT RELICS

STAND UNITED 3

CYBER IMPLANTS 3

HERO AUGMENTS

BEST 2 COST: ENDLESS PIZZA (SIVIR)

BEST 3 COST: CORPS FORMATION (SENNA)

BEST 4 COST: BOTH SAMIRA AUGMENTS

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VEX REROLL



TEAR OPENER

- ★ **STRONGEST BOARD / OPEN FORT UNTIL LEVEL 6**
- ★ **LEVEL 6 BOARD = VEX ALISTAR NASUS + SUPERS**
- ★ **ROLL FOR VEX 3 > MALPHITE/LEESIN 3 > GP 3**
- ★ **PUSH LEVELS FOR RIFTWALKER, DROP NASUS**
- ★ **IF MASCOT EMBLEM, PLAY 6 MASCOT**

ITEMS

Vex → BB, ARCHANGEL, GS >> RABADON, JG, SHOJIN,

Alistar, Malphite, Lee Sin → Tank Items

VEX REROLL (AUGMENTS)

GOOD AUGMENTS

TIER 1:

RENEGADE HEART

THRILL 1

BATTLEMAGE 1

BAND OF THIEVES

OX FORCE HEART

TIER 2:

RENEGADE CREST

BATTLEMAGE 2

THRILL 2

OX FORCE CREST

JEWELLED LOTUS

CB 2

TIER 3:

RENEGADE CROWN

BATTLEMAGE 3

HERO AUGMENTS

BEST 1 COST: OXIAN RAGE (TALON)

BEST 2 COST: HEXTECH RETRIBUTION (CAMILLE)

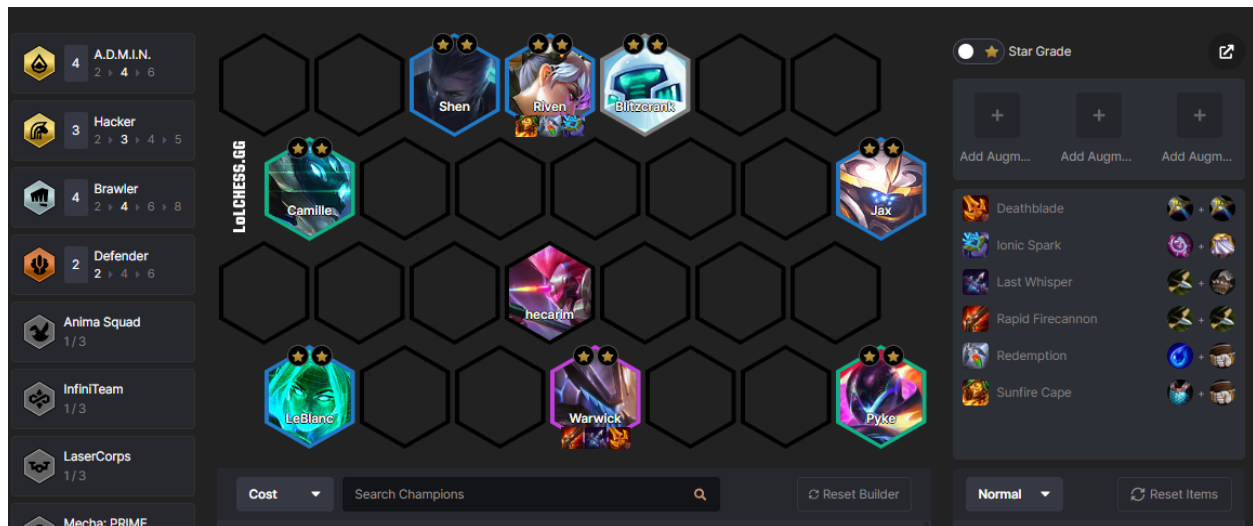
BEST 3 COST: BEHEMOTH (ALISTAR)

BEST 4 COST: BOTH VIEGO AUGMENTS

BURNING SPIRIT (ANNIE)

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BRUISER WARWICK



BOW OPENER

- ★ **BEST ADMINS : HP, AD, ATK SPEED**
- ★ **CAN DROP PYKE / ADMINS FOR MORE BRUISERS IF ADMIN SUCKS**
- ★

ITEMS

Warwick → RFC, DB, RUNAANS >> TITANS, LW, BT, HoJ, GS, QSS

Riven > SUNFIRE SPARK REDEMPTION

BRUISER WARWICK AUGMENTS

GOOD AUGMENTS

TIER 1:

RENEGADE HEART

THRILL 1

BATTLEMAGE 1

BAND OF THIEVES

OX FORCE HEART

TIER 2:

RENEGADE CREST

BATTLEMAGE 2

THRILL 2

OX FORCE CREST

JEWELLED LOTUS

CB 2

TIER 3:

RENEGADE CROWN

BATTLEMAGE 3

HERO AUGMENTS

BEST 1 COST: EDGELORD (TALON)

BEST 2 COST: HEXTECH RETRIBUTION (CAMILLE)

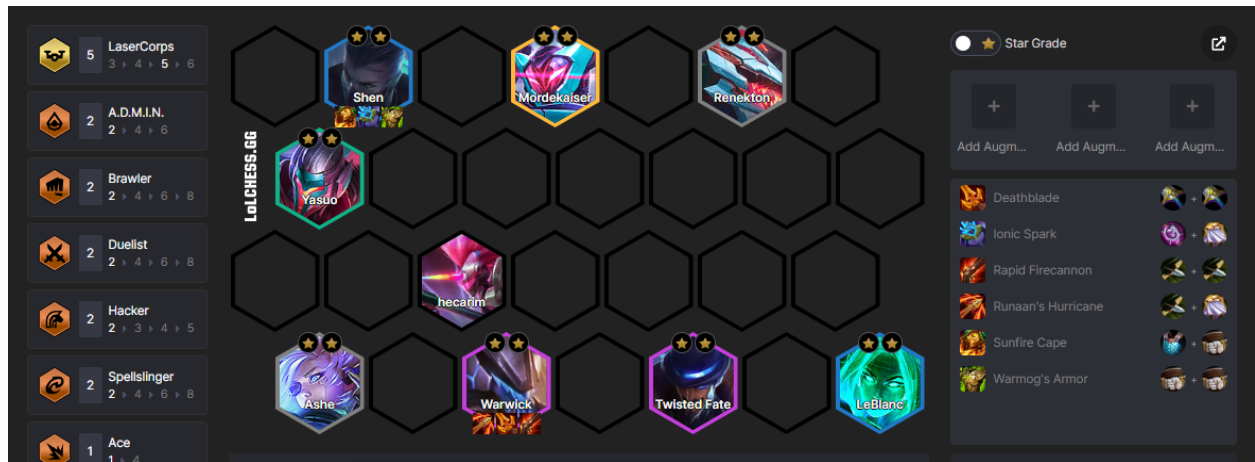
BEST 3 COST: BEHEMOTH (ALISTAR)

BEST 4 COST: PARTNERS IN CRIME (VIEGO)

BEST 5 COST: ECLIPSE PRIME (LEONA), FIDDLE, URGOT

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LASERCORP WARWICK



- ★ ONLY PLAY WITH KINGSLAYER AUGMENT
- ★ SLOWROLL 5 FOR SYLAS 3, TALON 3, NASUS 3
- ★ PUSH LEVELS FOR ANIMA SQUAD OR RENEGADE

ITEMS

Sylas → Warmogs, Sunfire, Dclaw >> Redemption, Gargoyle, Any Tank

Talon → Any AP

SYLAS REROLL AUGMENTS

GOOD AUGMENTS

TIER 1:

RENEGADE HEART

THRILL 1

BATTLEIMAGE 1

BAND OF THIEVES

ANIMA SQUAD HEART

TIER 2:

RENEGADE CREST

BATTLEIMAGE 2

THRILL 2

ANIMA SQUAD CREST

JEWELLED LOTUS

CB 2

TIER 3:

RENEGADE CROWN

BATTLEIMAGE 3

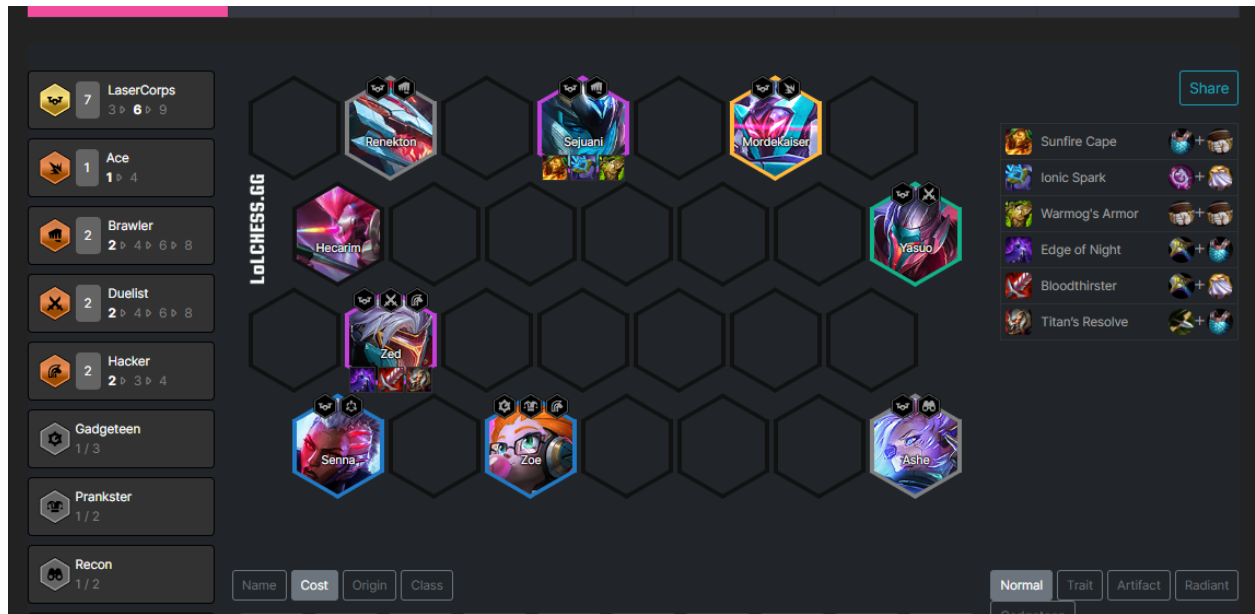
ANIMA SQUAD
CROWN

HERO AUGMENTS

KINGSLAYER (SYLAS)

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LASERCORP ZED



- ★ WAY BETTER WITH LASERCORP SPAT/HEART
- ★ CORE IS 5 LASERCORP + HACKER + X
- ★ SPARK AND SHIV = GOOD!!!

ITEMS

Zed → Any Tank / AD items work

Sejuani → Tank Items

Morde → AP Items

LASERCORP ZED AUGMENTS

GOOD AUGMENTS

TIER 1:

LASERCORP HEART

THRILL 1

EXILES 1

**SECOND WIND
CB 1**

TIER 2:

LASERCORP CREST

THRILL 2

SECOND WIND

CB 2

TIER 3:

LASERCORP CROWN

VERDANT VEIL

HERO AUGMENTS

BEST 1 COST: CORPS FOCUS (ASHE), CULL THE MEEK (RENEKTON)

BEST 2 COST: SPIRIT OF THE EXILE (YASUO)

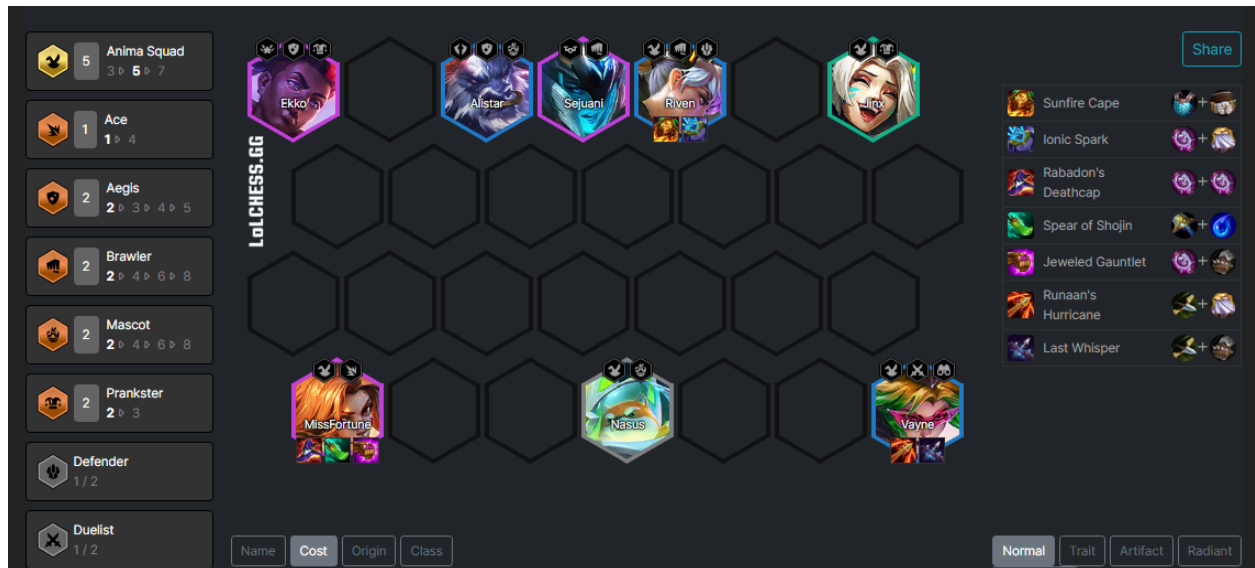
BEST 3 COST: CORPS FORMATION (SENNA)

BEST 4 COST: BOTH SEJ OR CONTEMPT OF THE WEAK (ZED)

BEST 5 COST: OBLITERATE (MORDEKAISER)

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ANIMA SQUAD MF



- ★ PLAY WITH **ANIMA SQUAD OPENER**
- ★ **ROLL ON 7 FOR 5 ANIMA** (MF, NASUS, JINX, RIVEN, VAYNE)
- ★ CAN ROLL FOR RIVEN 3 VAYNE 3 ON 7
- ★ CAN PLAY **7 ANIMA WITH EMBLEM**

ITEMS

MF → Shojin, Rabadons, JG >> Hoj, Gunblade, GS, AA, Shiv, Guardbreaker

Riven → Sunfire, Spark

Vayne → Leftover AD Items

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ANIMA SQUAD MF AUGMENTS

GOOD AUGMENTS

TIER 1:

ANIMA SQUAD HEART

THRILL 1

SECOND WIND

ITEM GRAB BAG

CB 1

TIER 2:

ANIMA SQUAD CREST

THRILL 2

SECOND WIND

JEWELLED LOTUS

ASCENSION

CB 2

TIER 3:

ANIMA SQUAD
CROWN

RADIANT RELICS

HERO AUGMENTS

BEST 1 COST: SOULEATER (NASUS)

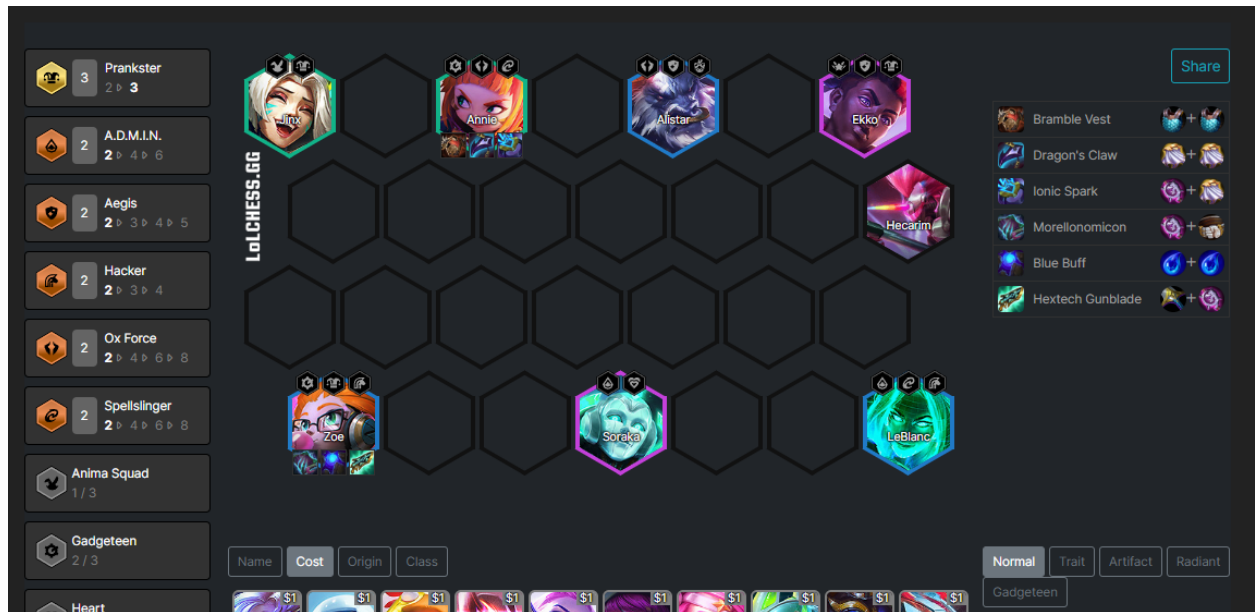
BEST 2 COST: BOTH JINX

BEST 3 COST: REVERBATION (RIVEN) OR SPREAD SHOT (VAYNE)

BEST 4 COST: BOTH MF

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ZOE REROLL



TEAR OPENER

- ★ SLOWROLL LEVEL 7 FOR ZOE 3 > ANNIE 3 > LB 3
- ★ GOOD ADMIN HELPS
- ★ CAN ALSO PLAY WITH THREATS FRONTLINE INSTEAD OF ANNIE/ALI
- ★ CAN ALSO PLAY GADGETEEN (LULU) INSTEAD OF SORAKA

ITEMS

Zoe → BB + Morello + 1 >> Gunblade, JG, Rabadons, AA, Guardbreaker

Annie → Sunfire, Spark + 1 >> Redemption, Warmogs, Dclaw, Bramble

ZOE REROLL AUGMENTS

GOOD AUGMENTS

TIER 1:

EXILES 1

LUDENS ECHO

STAND UNITED 1

SECOND WIND

CB 1

TIER 2:

PRANKSTER CREST

EXILES 2

STAND UNITED 2

JEWELLED LOTUS

LUDENS ECHO 2

CB 2

TIER 3:

LUDENS ECHO 3

HEART CROWN

STAND UNITED 3

PRANKSTER CROWN

MARCH OF
PROGRESS

HERO AUGMENTS

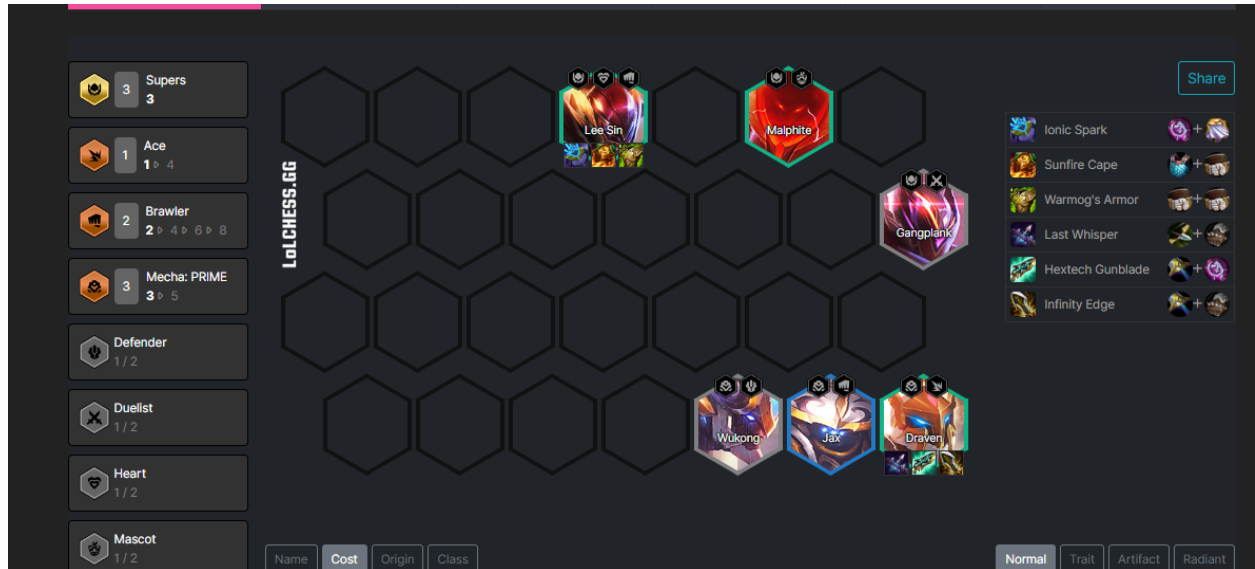
BEST 2 COST: BURNING SPIRIT (ANNIE)

BEST 3 COST: BOTH ZOE OR LB

BEST 4 COST: CHRONOBREAK (EKKO)

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DRAVEN REROLL



GLOVE OPENER

- ★ **LEVEL 6 → ROLL FOR 3 MECH, 3 SUPERS**
- ★ **SLOWROLL LEVEL 6 FOR ALL 3 STARS**
- ★ **PUSH LEVEL FOR 5 MECH, 4 ACE OR LEGENDARIES**
- ★ **CAN ALSO PLAY 4 DEFENDER (RIVEN, REL, SETT/POPPY) FRONTLINE IF SUPER IS CONTESTED**

ITEMS

***Draven* → LW, IE >> BT, GS, Gunblade, HoJ, Guinsoo, Titans, DB, Guardbreaker**

***Lee Sin* → Tank Items**

DRAVEN REROLL (AUGMENTS)

GOOD AUGMENTS

TIER 1:

FEATHERWEIGHTS 1

THRILL 1

CB 1

BAND OF THIEVES

TIER 2:

THRILL 2

CB 2

ASCENSION

FEATHERWEIGHTS 2

JEWELLED LOTUS

TIER 3:

GOLDEN TICKET

CB 3

FEATHERWEIGHTS 3

VERDANT VEIL

HERO AUGMENTS

BEST : BOTH DRAVEN AUGMENTS

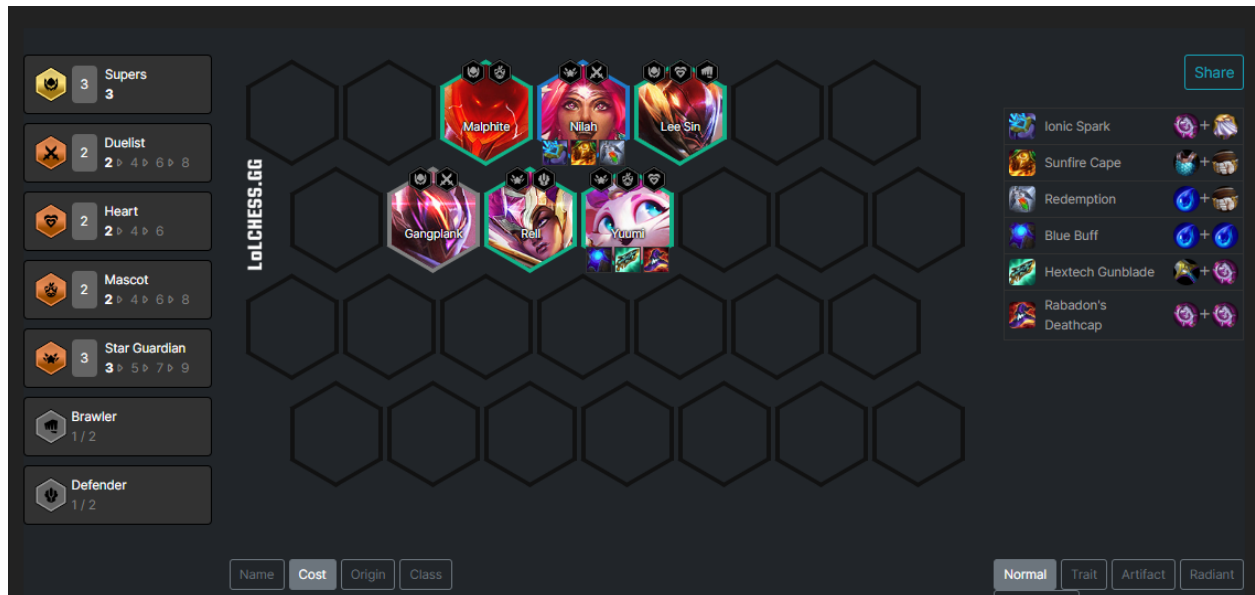
GUARDIAN SPIRIT (MALPHITE)

BOTH LEE SIN AUGMENTS

GET PAID (GP)

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YUUMI REROLL



STRONGEST BOARD OR OPEN FORT UNTIL STAGE 3-2 LEVEL 6.

ROLL FOR ABOVE BOARD

3 STAR YUUMI > RELL > NILAH > LEE SIN > MALPHITE > GP

PUSH LEVELS FOR MORE HEART OR MASCOT

ITEMS:

TEAR/ROD OPENER > PRIO BB AP ON YUUMI, SUNFIRE SPARK ON NILAH

YUUMI: BB, RABADONS, GUNBLADE >>> JG, GUARDBREAKER, HOJ, GS, SHOJIN

NILAH: SUNFIRE SPARK >>> WARMOGS BRAMBLE DCLAW, REDEMPTION

YUUMI REROLL (CONT.)

GOOD AUGMENTS

TIER 1:

PREP 1

FEATHER 1

BAND OF THIEVES

BIG FRIEND

FIRST AID KIT

BATTLEIMAGE 1

TIER 2:

FEATHER 2

PREP 2

TRADE SECTOR

BATTLEIMAGE 2

FIRST AID KIT 2

TIER 3:

GOLDEN TICKET

RADIANT RELICS

THINK FAST

FEATHER 3

PREP 3

BATTLEIMAGE 3

HERO AUGMENTS

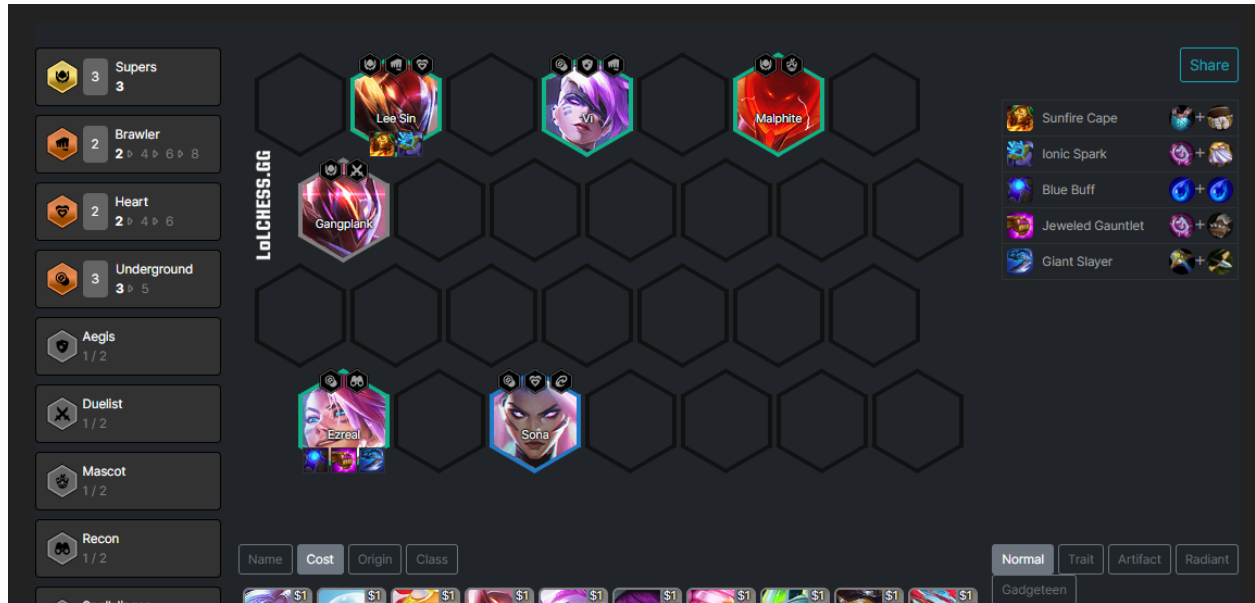
BEST 2 COST: CHanneled Ferromancy (REll) ,PREDATORY PRECISION (YUUMI) , GUARDIAN SPIRIT (MALPHITE)

BEST 3 COST: BOTH NILAH AUGMENTS

BEST 4 COST: CHRONOBREAK (EKKO)

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RISING SPELLFORCE EZREAL



TEAR OPENER

- ★ **ONLY PLAY** WITH EZREAL HERO AUGMENT: *Rising Spell Force*
- ★ SLOWROLL LEVEL 6 FOR EZ 3, VI 3, LEE SIN 3, MALPHITE 3, GP 3
- ★ CASH OUT **EVERY** SINGLE FIRST UNDERGROUND CASHOUT FOR GOLD!

ITEMS

Ezreal → BB, JG, GS >> Shojin, Guardbreaker, IE, HoJ, Gunblade

Vi/Lee/Malph (whichever is most likely to be 3*) → Sunfire, Spark

EZREAL REROLL (CONT.)

GOOD AUGMENTS

TIER 1:

PREP 1

FEATHER 1

BAND OF THIEVES

TIER 2:

FEATHER 2

PREP 2

TRADE SECTOR

TIER 3:

GOLDEN TICKET

RADIANT RELICS

THINK FAST

FEATHER 3

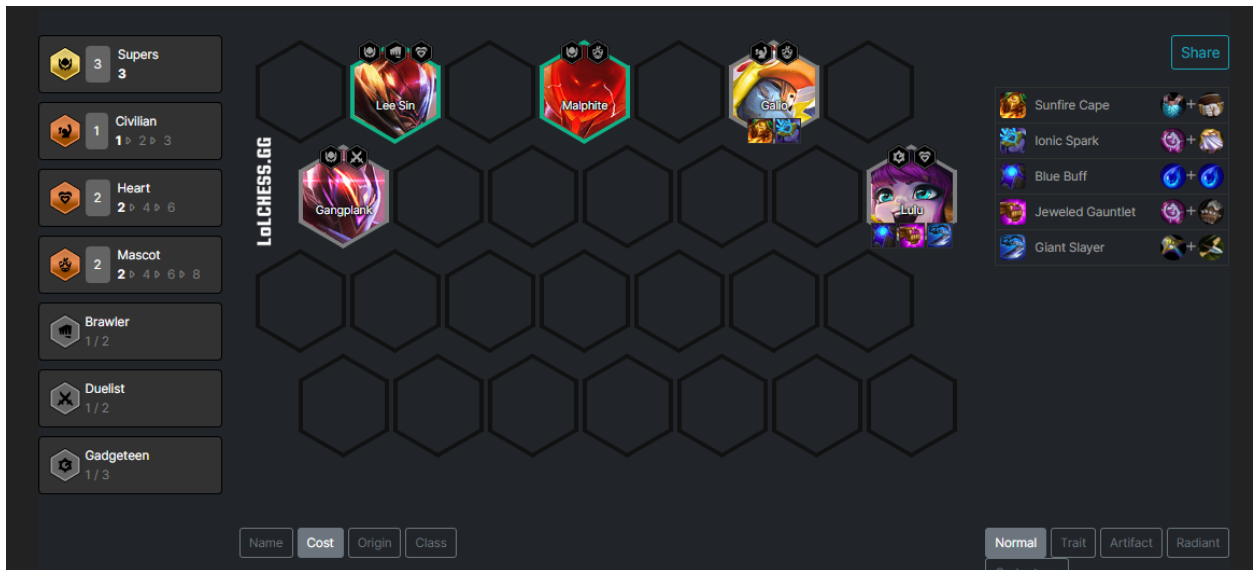
PREP 3

HERO AUGMENTS

RISING SPELL FORCE (EZREAL)

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GROWTH SPURT LULU



ONLY PLAY WITH GROWTH SPURT

DONT LEVEL UP ON STAGE 2

AT STAGE 3-1, LEVEL 4, ROLL DOWN TO 30 GOLD

SLOWROLL LEVEL 5 FOR LULU, GALIO, GP 3 > PUSH LEVELS FOR 4 HEART 4 MASCOT

ITEMS:

TEAR OPENER > PRIO BB + AP ITEM, SUNFIRE SPARK ON GALIO!

LULU: BB, JG, GS >>> GUNBLADE, HOJ, SHOJIN, GUARDBREAKER, RABADONS

GALIO: SUNFIRE SPARK >> TANK ITEMS

LULU REROLL (CONT.)

GOOD AUGMENTS

TIER 1:

PREP 1

FEATHER 1

BAND OF THIEVES

HEART HEART

TIER 2:

FEATHER 2

PREP 2

TRADE SECTOR

TIER 3:

GOLDEN TICKET

RADIANT RELICS

THINK FAST

FEATHER 3

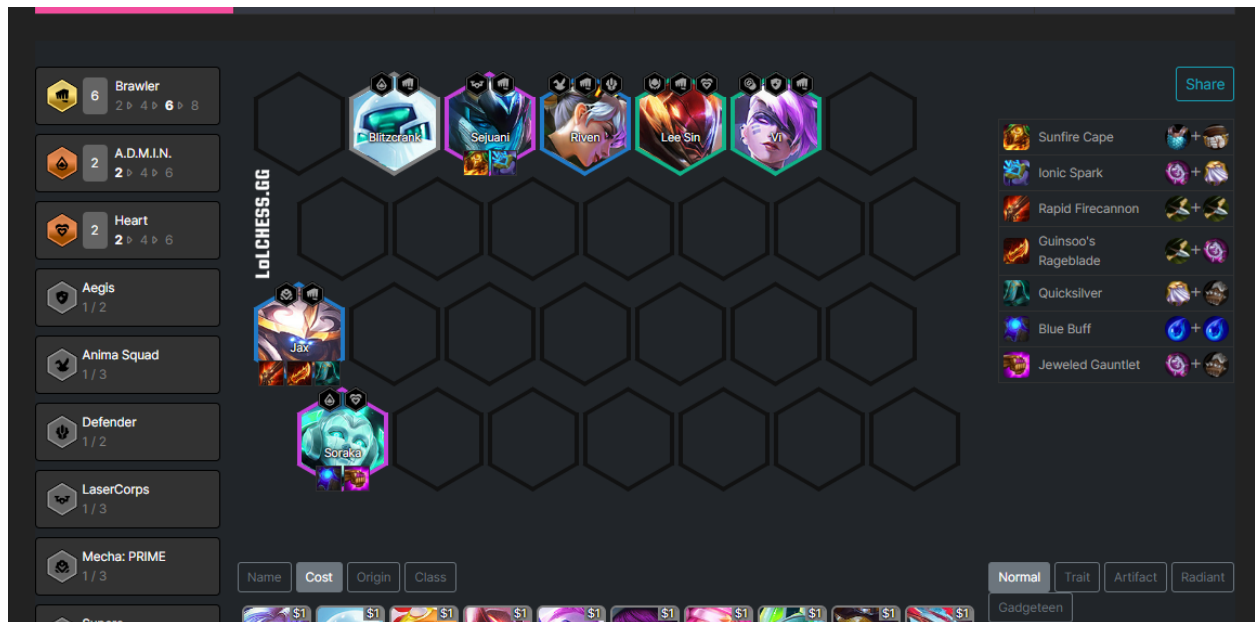
PREP 3

HERO AUGMENTS

GROWTH SPURT (LULU)

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BRAWLER JAX



3-2 ROLL DOWN FOR 4 BRAWLER / 6 BRAWLER BOARD WITH JAX

4-1 ROLL DOWN FOR 6 BRAWLER + SORAKA

SLOWROLL LEVEL 7 FOR JAX 3 , RIVEN 3 IF UNCONTESTED

IF CONTESTED, PUSH 8 FOR ASOL / VELKOZ

ITEMS:

BOW OPENER > RFC > GUINSOO

JAX ITEMS: RFC, GUINSOO, BT, QSS > GUNBLADE, TITANS, JG, GS

SORAKA ITEMS: BB, JG

SUNFIRE SPARK ON TANK

BRAWLER JAX (CONT.)

GOOD AUGMENTS

TIER 1:

BRAWLER HEART

SECOND WIND 1

BATTLEIMAGE 1

ELECTROCHARGE 1

MAKESHIFT ARMOR 1

BIG FRIEND

TIER 2:

BRAWLER CREST

SCOPED WEAPONS

ASCENSION

BATTLEIMAGE 2

SECOND WIND 2

BGI FRIEND 2

ELECTROCHARGE 2

MAKESHIFT ARMOR 2

TIER 3:

BRAWLER CROWN

VERDANT VEIL

ELECTROCHARGE 3

WOODLAND CHARM

HERO AUGMENTS

BEST 1 COST: CULL THE MEEK (RENEKTON)

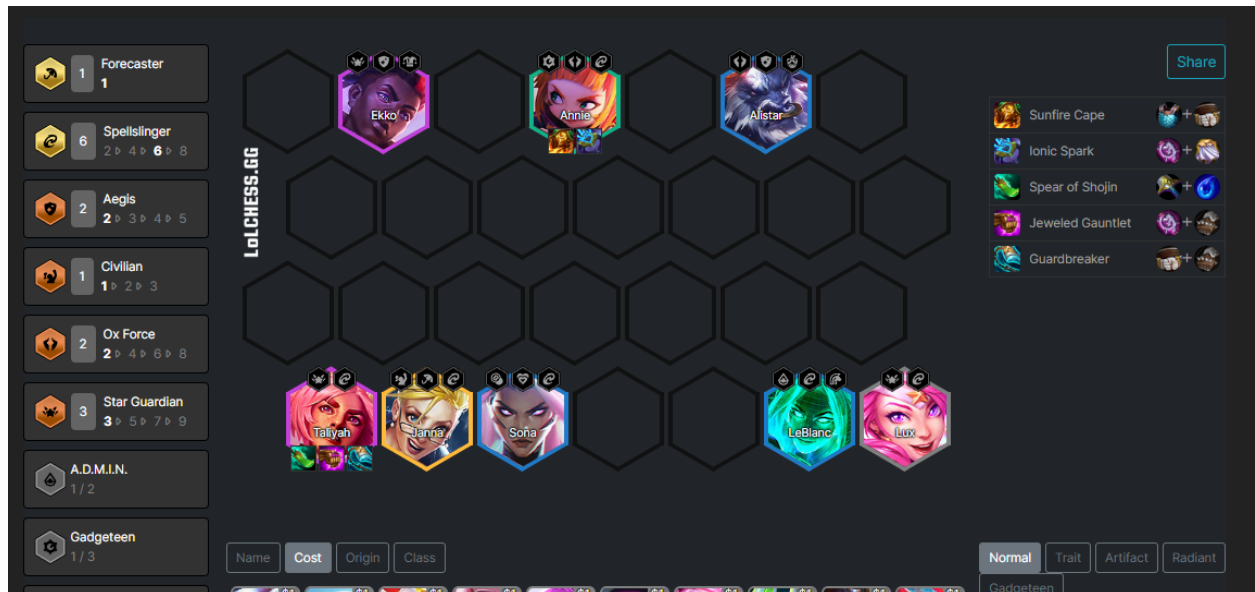
BEST 2 COST: BOXING LESSONS (VI)

BEST 3 COST: BOTH JAX AUGMENTS

BEST 4 COST: BOTH SEJUANI AUGMENTS

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SPELLSLINGER TALIAH



TEAR/ROD OPENER

- ★ **MIDGAME UNITS** TO LOOK FOR IF YOU HAVE TO ROLL:
ANNIE, SONA, LEBLANC, ALISTAR, YUUMI, LULU, ZOE, THREATS
- ★ **LEVEL 7 ROLL FOR 1 TALIAH** OR SONA 2/LB 2 CARRY, ANNIE 2 ALISTAR
2 FRONTLINE
- ★ **MANY VARIATIONS OF THIS BOARD, CAN FIT IN NUNU + ZOE FOR
GADGETEEN, PLAY 4 SPELL, PLAY 5 SG, FIDDLE/URGOT**

ITEMS

Taliyah → Shojin, JG, Guardbreaker > GS, BB, Shiv, Gunblade, HoJ

Annie → Sunfire, Spark

SPELLSLINGER TALIAH (CONT.)

GOOD AUGMENTS

TIER 1:

**SPELLSLINGER
HEART**

LUSENS 1

UPLINK 1

STAND UNITED 1

**STAR GUARDIAN
HEART**

TIER 2:

**SPELLSLINGER
CREST**

JEWELLED LOTUS

LUSENS 2

STAND UNITED 2

UPLINK 2

SG CREST

TIER 3:

SG CROWN

NEW RECRUIT

UPLINK 3

LUSENS 3

HERO AUGMENTS

BEST 1 COST: LUCENT BARRIER (LUX)

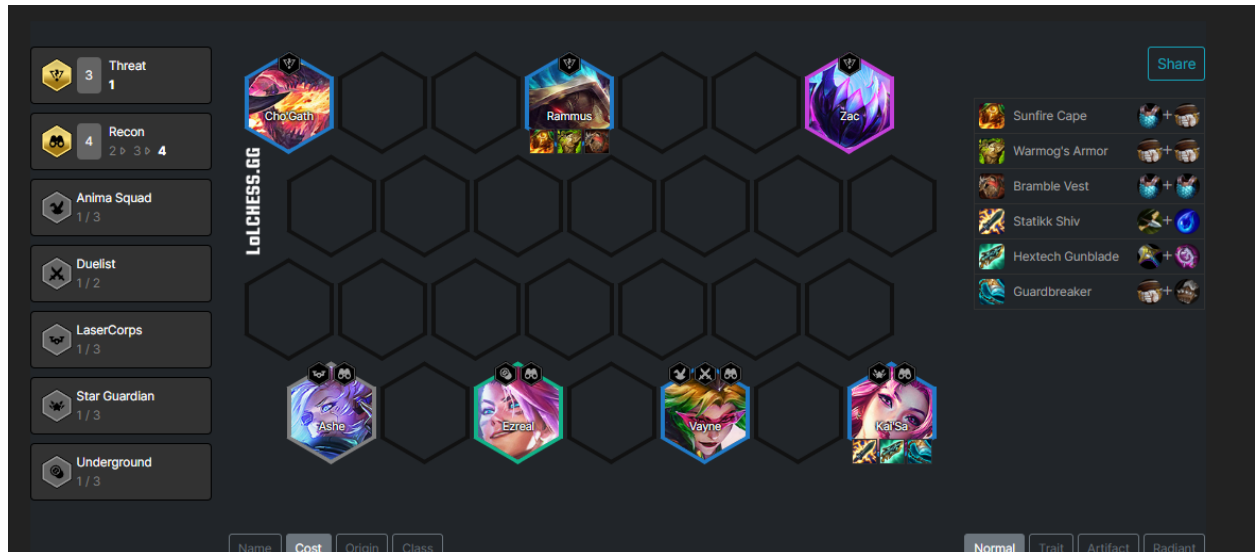
BEST 2 COST: BURNING SPIRIT (ANNIE)

BEST 3 COST: POWER GRID (SONA) OR MIRROR IMAGE (LEBLANC)

BEST 4 COST: BOTH TALIAH OR CHRONOBREAK (EKKO)

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KAISA REROLL



BOW OPENER

- ★ STRONGEST BOARD TO LEVEL 7
- ★ ROLL FOR 4 RECON + THREATS
- ★ SLOWROLL LEVEL 7 FOR KAISA 3, RAMMUS/CHO 3, VAYNE 3

ITEMS

Kaisa: Shiv, Gunblade, Guinsoo >> Guardbreaker, JG, Rabadons, AA

Cho Or Rammus → Tank Items

Vayne → Leftover AD Items

KAISA REROLL (CONT.)

GOOD AUGMENTS

TIER 1:

RECON HEART

CB 1

TRIFORCE 1

EXILES 1

LUDENS 1

TIER 2:

TRIFORCE 2

JEWELLED LOTUS

SECOND WIND 2

PHONY FRONTLINE

EXILES 2

TRADE SECTOR

TIER 3:

TRIFORCE 3

RECON CROWN

WOODLAND CHARM

MARCH OF
PROGRESS

CRUEL PACT

HERO AUGMENTS

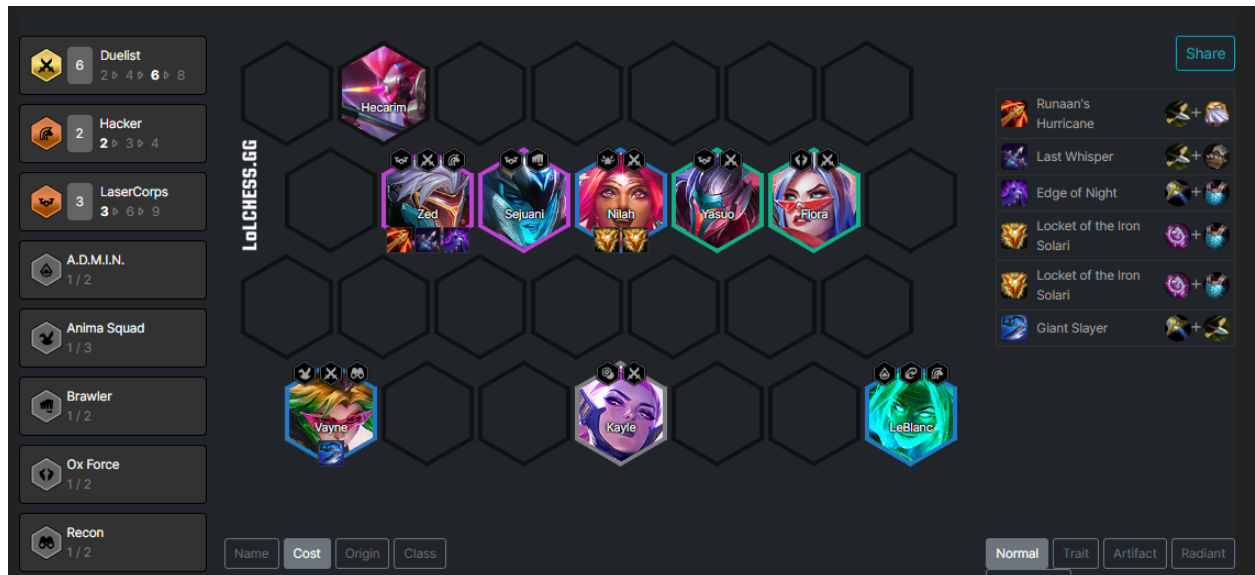
BEST 1 COST: CORPS FOCUS (ASHE)

BEST 2 COST: RAIDERS SPOILS (EZREAL)

BEST 3 COST: MULTI-SHOT (KAISA)

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DUELIST ZED



BOW/CHAIN OPENER

- ★ ROLL ON 3-2 FOR 4-6 DUELISTS
- ★ ROLL ON 4-1 FOR 1 ZED + 6 DUELIST + HACKER OR SEJ
- ★ LOCKETS ARE SUPER IMPORTANT!
- ★ CAN CARRY VAYNE INSTEAD OF ZED IF NO EON!

ITEMS

Zed → EON, Runaans, LW >> GS, DB, IE, Guardbreaker

Nilah > Lockets

Vayne → Leftover Ad Items

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DUELIST ZED (CONT.)

GOOD AUGMENTS

TIER 1:

DUELIST HEART

KNIFES EDGE 1

CB 1

MAKESHIFT ARMOR 1

EXILES 1

TIER 2:

DUELIST CREST

KNIFES EDGE 2

CB 2

MAKESHIFT ARMOR 2

PHONY FRONTLINE

EXILES 2

TIER 3:

DUELIST CROWN

CB 3

VERDANT VEIL

HERO AUGMENTS

BEST 1 COST: GET PAID (GP)

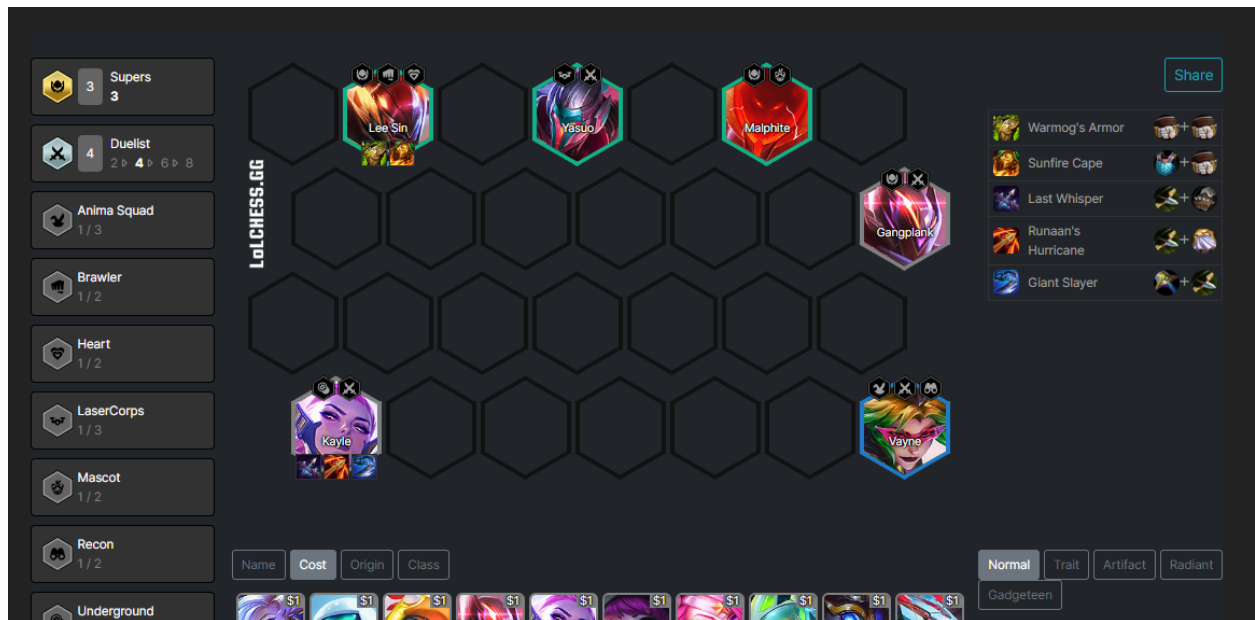
BEST 2 COST: VITALITY OF THE OX (FIORA)

BEST 3 COST: BOTH VAYNE AUGMENTS

BEST 4 COST: BOTH ZED AUGMENTS

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DIVINE ASCENT KAYLE



ONLY PLAY WITH DIVINE ASCENT AUGMENT !!

DONT LEVEL UP STAGE 2

STAGE 3-1 LEVEL 4, ROLL TO 30 GOLD

SLOWROLL LEVEL 5 FOR KAYLE 3, GP 3

SLOWROLL 6 FOR LEESIN 3, MALPHITE 3, YASUO 3, FIORA 3

PUSH LEVELS FOR MORE DUELISTS

ITEMS:

BOW OPENER

KAYLE ITEMS: LW, GS, RUNAANS >> GUINSOO, DB, IE, GUARDBREAKER

TANK ITEMS ON LEE / MALPH

KAYLE REROLL (CONT.)

GOOD AUGMENTS

TIER 1:

DUELIST HEART

CB 1

EXILES 1

PREP 1

FEATHERWEIGHTS 1

TIER 2:

DUELIST CREST

CB 2

PHONY FRONTLINE

EXILES 2

PREP 2

FEATHERWEIGHTS 2

TIER 3:

DUELIST CROWN

CB 3

GOLDEN TICKET

PREP 3

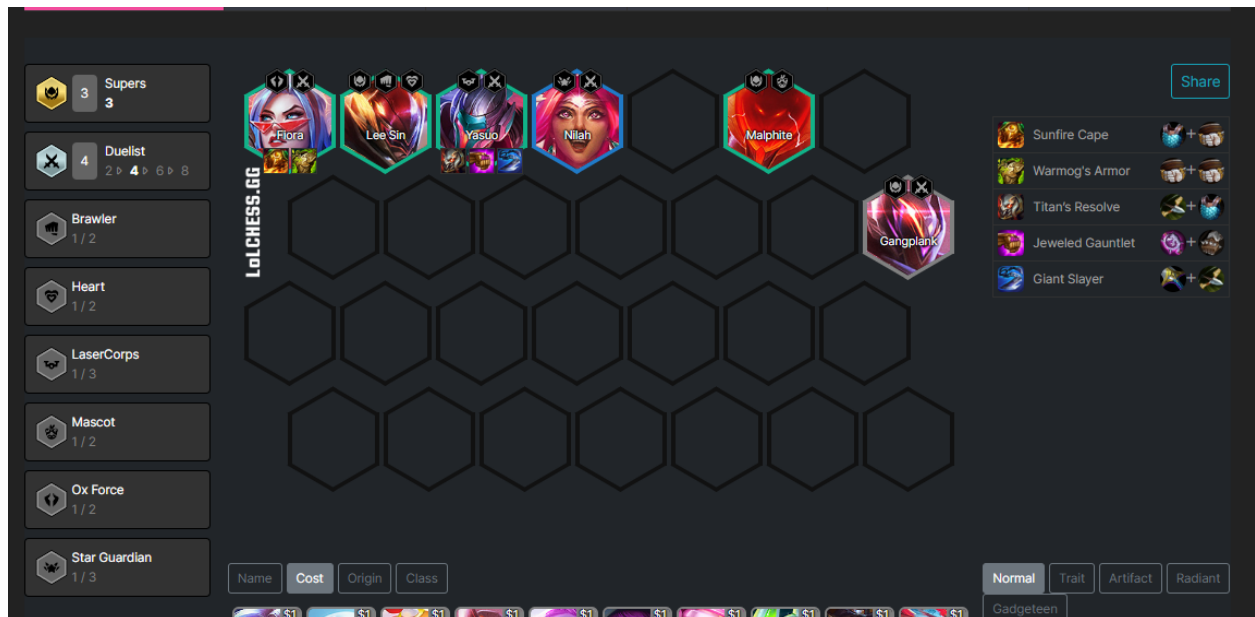
FEATHERWEIGHTS 3

HERO AUGMENTS

DIVINE ASCENT (KAYLE)

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SIPHONING WINDS YASUO



ONLY PLAY WITH SIPHONING WINDS AUGMENT!!

SLOWROLL 6 FOR YASUO 3, FIORA 3, LEESIN 3, MALPHITE 3, GP 3

PUSH LEVELS FOR MORE DUELISTS

ITEMS:

BOW OPENER

YASUO ITEMS: TITANS, JG >> GS, RABADONS

TANK ITEMS ON FIORA

YASUO REROLL (CONT.)

GOOD AUGMENTS

TIER 1:

DUELIST HEART

BATTLEIMAGE 1

PREP 1

FEATHERWEIGHTS 1

TIER 2:

DUELIST CREST

BATTLEIMAGE 2

JEWELLED LOTUS

PREP 2

FEATHERWEIGHTS 2

TIER 3:

DUELIST CROWN

GOLDEN TICKET

PREP 3

FEATHERWEIGHTS 3

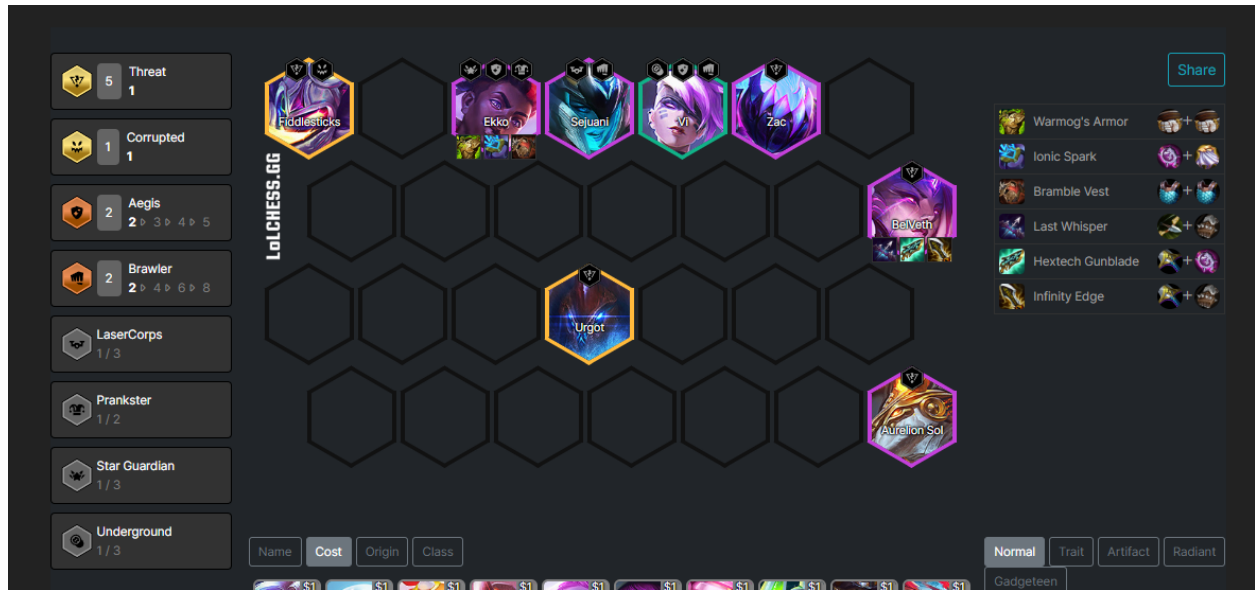
BATTLEIMAGE 3

HERO AUGMENTS

SIPHONING WINDS (YASUO)

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AEGIS BELVETH



USUALLY PLAY THIS IF YOU HIT EARLY BELVETH, OR DONT HIT SURESHOTS

CAN DROP AEGIS FRONTLINE FOR MECH IF HEAVY AD LOBBY

IF U HAVE THREAT LEVEL MAXIMUM AUGMENT, JUST PLAY ALL THREATS

ITEMS

BELVETH - LW GUNBLADE >> TITANS, IE, RUNAANS, DB, GS, GUARDBEAKER, BT, EON

ASOL - AP ITEMS

TANK ITEMS ON EKKO, SEJ, ZAC

FULL THREATS (CONT.)

GOOD AUGMENTS

TIER 1:

ELECTRO 1

SECOND WIND 1

TIER 2:

THREAT LEVEL MAX

JEWELLED LOTUS

SECOND WIND 2

ELECTRO 2

TIER 3:

HIGHROLLER

CB 3

WOODLAND CHARM

HERO AUGMENTS

BEST 3 COST: RAMMUS OR CHOGATH

BEST 4 COST: BACK FOR BLOOD (BELVETH)

[Back to Comp List](#)

[illegible]

- ## ITEMS

***MF* → Shojin + AP**

[Back to Comp List](#)

BUILT DIFF (CONT.)

GOOD AUGMENTS

TIER 1:

ITEM GRAB BAG

BAND OF THIEVES

ELECTRO 1

SECOND WIND 1

CB 1

TIER 2:

BD 2

COMP GRAB BAG

SECOND WIND 2

CB 2

ELECTRO 2

JEWELLED LOTUS

TIER 3:

BD 3

HIGH END SHOPPING

CB 3

HERO AUGMENTS

BOTH MF AUGMENTS

BOTH SAMIRA AUGMENTS

BOTH SEJ AUGMENTS

SORAKA FLEX



- ★ VERY SIMILAR COMP TO TALIIYAH, SAME EARLY/MID-GAME
- ★ LEVEL 7 ROLL DOWN FOR 1 SORAKA, SONA, LB, ANNIE, ALISTAR
- ★ LOTS OF VARIATION TO THIS COMP DEPENDING ON AUGMENTS, +1 HEART. CAN PLAY THREATS, DROP ADMIN, PLAY 4 HEART, JANNA, ETC

ITEMS

Soraka → BB + AP

Tank → Sunfire Spark

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SORAKA FLEX (CONT.)

GOOD AUGMENTS

TIER 1:

ADMIN HEART

BAND OF THIEVES

LUDENS 1

EXILES 1

STAND UNITED 1

TIER 2:

LUDENS 2

HEART CREST

PHONY FRONTLINE

JEWELLED LOTUS

STAND UNITED 2

TIER 3:

HEART CROWN

LUDENS 3

NEW RECRUIT

URFS GRAB BAG

STAND UNITED 3

HERO AUGMENTS

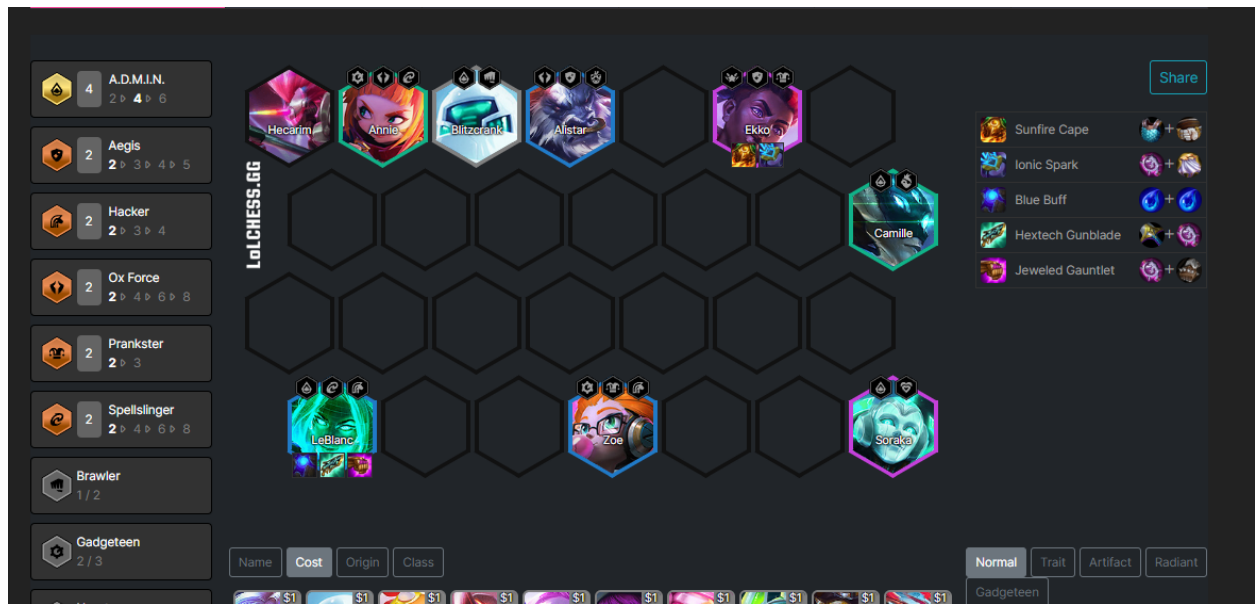
BEST 2 COST: BURNING SPIRIT (ANNIE)

BEST 3 COST: POWER GRID (SONA) OR MIRROR IMAGE (LB)

BEST 4 COST: BOTH SORAKA AUGMENTS OR CHRONOBREAK (EKKO)

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LEBLANC REROLL



- ★ VERY SIMILAR COMP TO SORAKA, JUST CARRY LB INSTEAD OF SORAKA
- ★ CAN DROP TO 2 ADMIN IF 4 ADMIN IS NOT GOOD
- ★ GOOD ADMINS: ANYTHING TO DO WITH AP, MANA, HEALING

ITEMS

Leblanc → BB + AP

Ekko/Annie → Sunfire Spark

LEBLANC REROLL (CONT.)

GOOD AUGMENTS

TIER 1:

ADMIN HEART

BAND OF THIEVES

LUDENS 1

SECOND WIND 1

STAND UNITED 1

TIER 2:

LUDENS 2

AXIOM ARC 2

PHONY FRONTLINE

JEWELLED LOTUS

ADMIN CREST

STAND UNITED 2

TIER 3:

HEART CROWN

ADMIN CROWN

GOLDEN TICKET

HACKER CROWN

STAND UNITED 3

LUDENS 3

HERO AUGMENTS

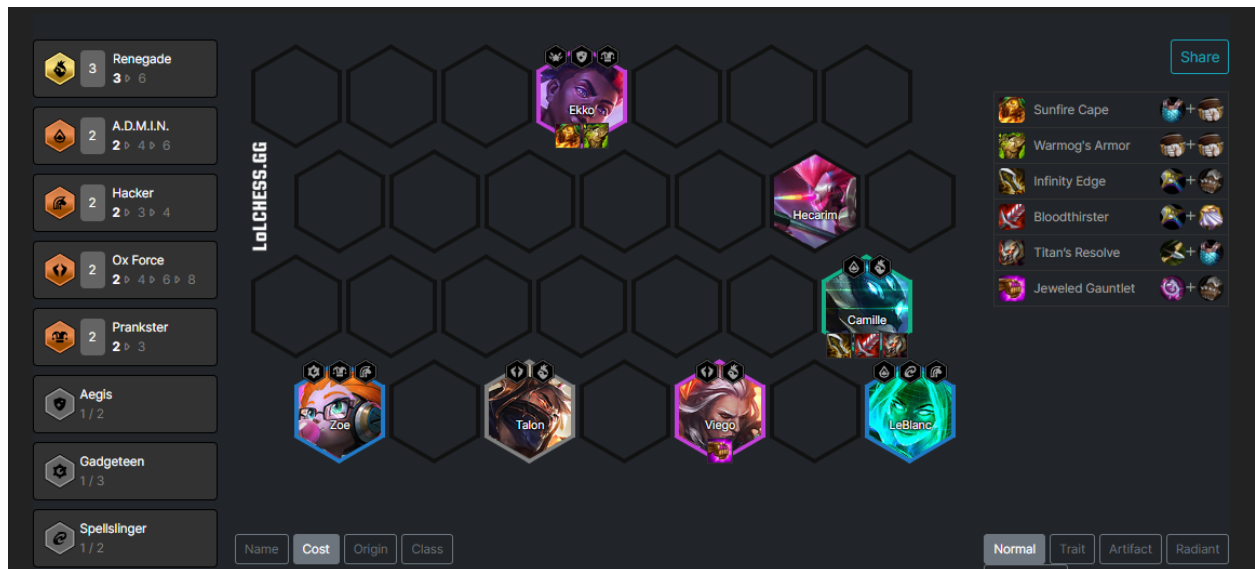
BEST 2 COST: BURNING SPIRIT (ANNIE)

BEST 3 COST: AIM ASSIST (LB)

BEST 4 COST: INFUSE (SORAKA) OR CHRONOBREAK(EKKO)

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ADAPTIVE DEFENSES CAMILLE



- ★ ONLY PLAY WITH CAMILLE HERO AUGMENT
- ★ WAY BETTER WITH GOOD ADMIN (AD, HEALING, HP)
- ★ SLOWROLL LEVEL 6 FOR CAMILLE 3, IF YOU HAVE A LOT OF TALONS YOU CAN SLOWROLL 5 FOR TALON 3, SYLAS 3
- ★ THE BOARD ON L6 IS 2 HACKER + CAMILLE + 3 RENEGADE (TALON SYLAS) + PRANKSTER (JINX)
- ★ REPLACE SYLAS WITH VIEGO, JINX WITH EKKO, OR PLAY 3 PRANKSTER

ITEMS

Camille → Titans, IE, BT >> GS, DB, HoJ, Gunblade, LW

Ekko/Sejuani → Tank Items

Viego → AP Items

CAMILLE REROLL (CONT.)

GOOD AUGMENTS

TIER 1:

RENEGADE HEART

ADMIN HEART

KNIFES EDGE 1

THRILL 1

CB 1

TIER 2:

KNIFES EDGE 2

RENEGADE CREST

ADMIN CREST

THRILL 2

CB 2

TIER 3:

RENEGADE CROWN

ADMIN CROWN

HIGH ROLLER

KNIFES EDGE 3

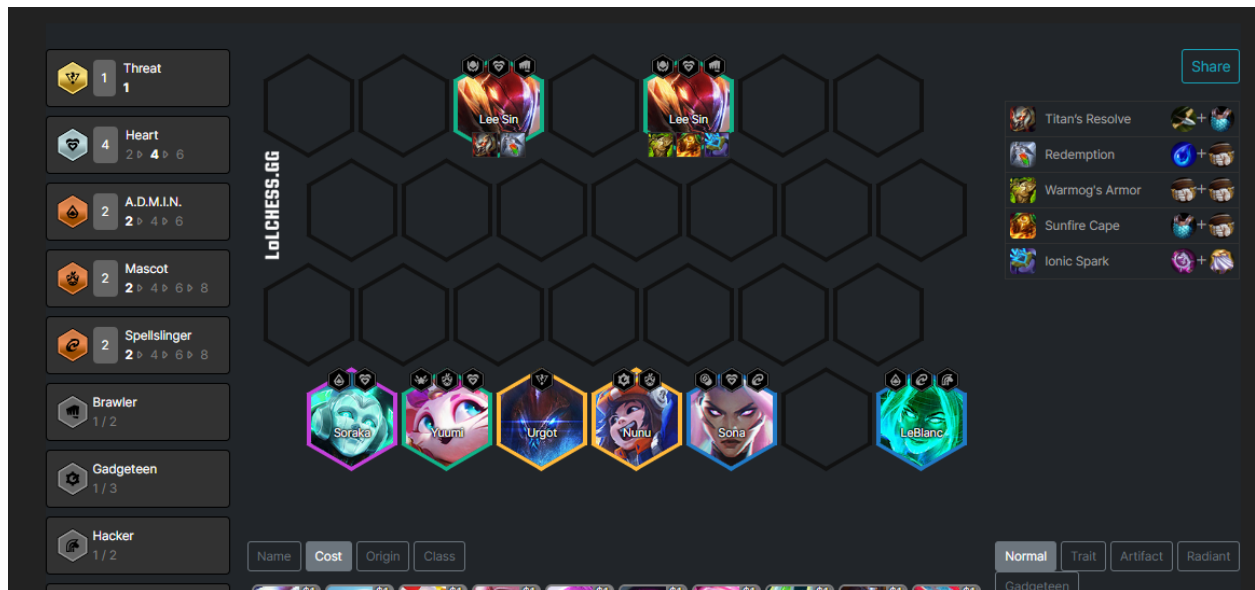
GOLDEN TICKET

HERO AUGMENTS

ADAPTIVE DEFENSES (CAMILLE)

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CLEANSING SAFEGUARD LEESIN



- ★ ONLY PLAY WITH CLEANING SAFEGUARD HERO AUGMENT
- ★ STACK BOTH LEE SINS WITH TANK ITEMS
- ★ ROLL ON 6 FOR LEE SIN 2 + 1 MORE LEE SIN + HEART BACKLINE

ITEMS

***Lee Sin* → Warmogs, Sunfire, Bramble, any tank**

Leblanc / Sona / Soraka - AP items

CLEANSING SAFEGUARD (CONT.)

GOOD AUGMENTS

TIER 1:

HEART HEART

FIRST AID KIT 1

SECOND WIND 1

TIER 2:

FIRST AID KIT 2

ASCENSION

JEWELLED LOTUS

SECOND WIND 2

HEART CREST

TIER 3:

RADIANT RELICS

HEART CROWN

WOODLAND CHARM

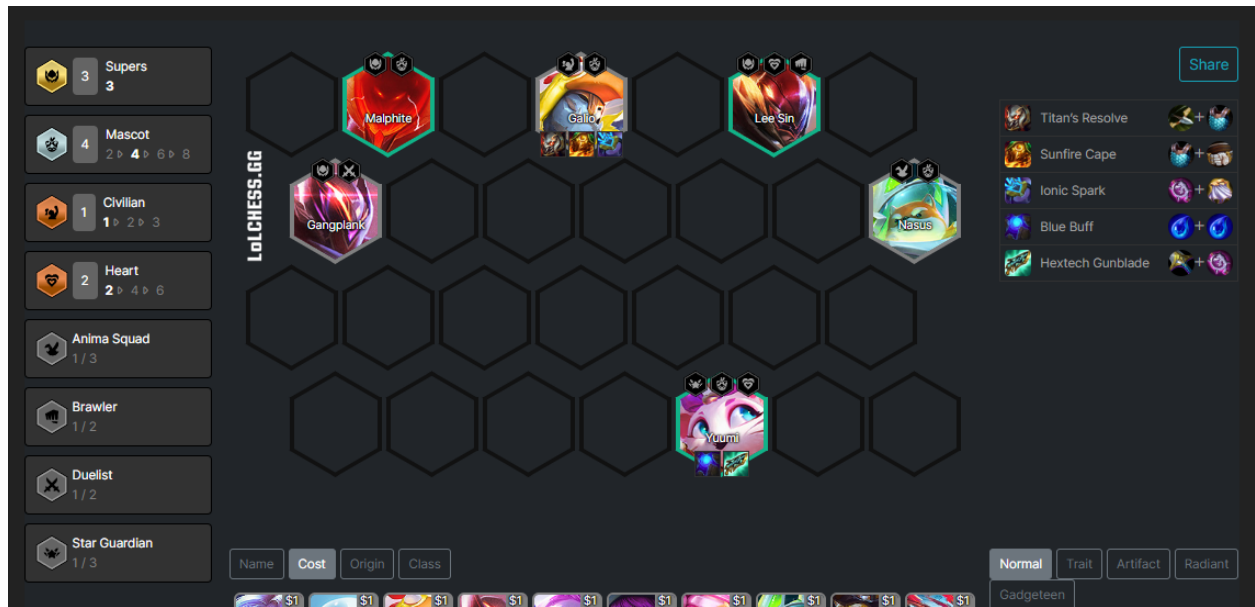
URFS GRAB BAG

HERO AUGMENTS

CLEANSING SAFEGUARD (LEESIN)

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JUSTICE PUNCH GALIO



- ★ ONLY PLAY WITH JUSTICE PUNCH AUGMENT
- ★ SLOWROLL LEVEL 5 FOR 3 STARS
- ★ TANK ITEMS ON GALIO
- ★ AD ITEMS ON NASUS, AP ITEMS ON YUUMI
- ★ PUSH LEVELS FOR MORE MASCOTS

ITEMS

Galio → Titans , Sunfire, Spark >> Warmogs, Bramble, Gargoyle, Dclaw

Yuumi - AP items

Nasus - AD items

GALIO REROLL (CONT.)

GOOD AUGMENTS

TIER 1:

MASCOT HEART

FIRST AID KIT 1

SECOND WIND 1

TIER 2:

FIRST AID KIT 2

ASCENSION

MASCOT CREST

SECOND WIND 2

**COMPONENT GRAB
BAG**

TIER 3:

RADIANT RELICS

MASCOT CROWN

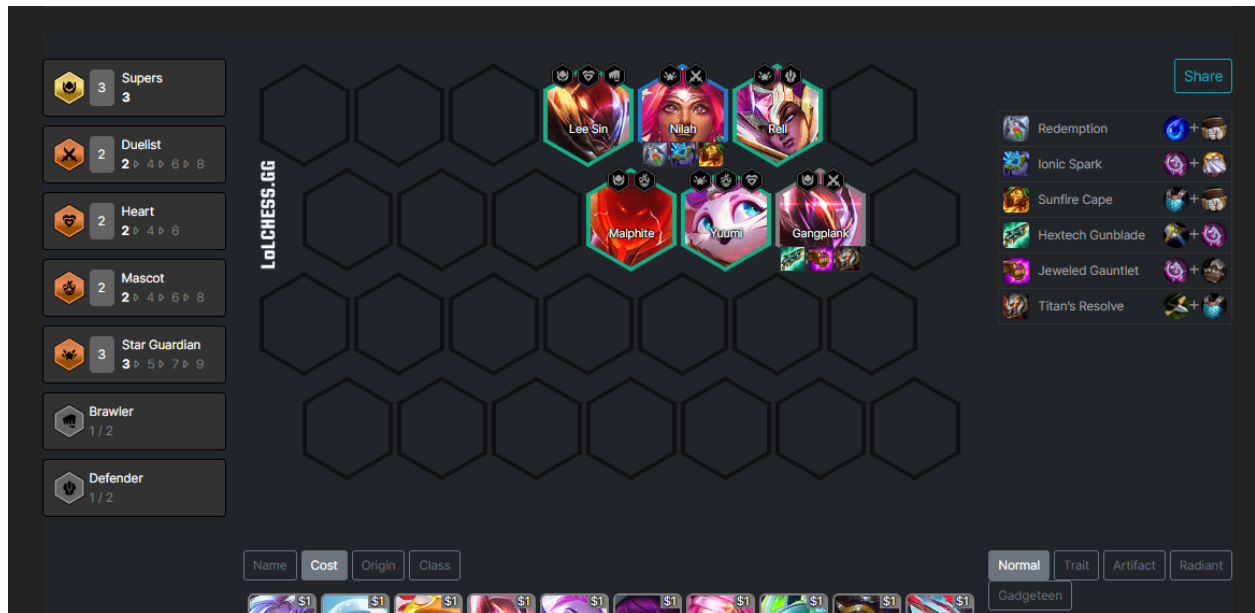
WOODLAND CHARM

HERO AUGMENTS

JUSTICE PUNCH (GALIO)

[Back to Comp List](#)

FLAMING RICOCHET GANGPLANK



- ★ ONLY PLAY WITH FLAMING RICOCHET AUGMENT
- ★ BOARD IS SAME AS YUUMI REROLL
- ★ SLOWROLL LEVEL 5 FOR 3 STAR GP THEN PUSH 6 TO ADD IN RELL
- ★ TANK ITEMS ON NILAH
- ★ AP ITEMS ON GP
- ★ PUSH LEVELS FOR MORE DUELISTS / MASCOTS

ITEMS

GP→ Gunblade, Titans, JG >> BB, BT, HOJ, GS, RABADONS, GUARDBREAKER
NILAH - Sunfire, Spark, Redemption >> tank items

FLAMING RICOCHET GANGPLANK (CONT.)

GOOD AUGMENTS

TIER 1:

BATTLEIMAGE 1

THRILL 1

FEATHERWEIGHTS 1

TIER 2:

BATTLEIMAGE 2

THRILL 2

AXIOM ARC 2

SECOND WIND 2

JEWELLED LOTUS

TIER 3:

BATTLEIMAGE 3

CB 3

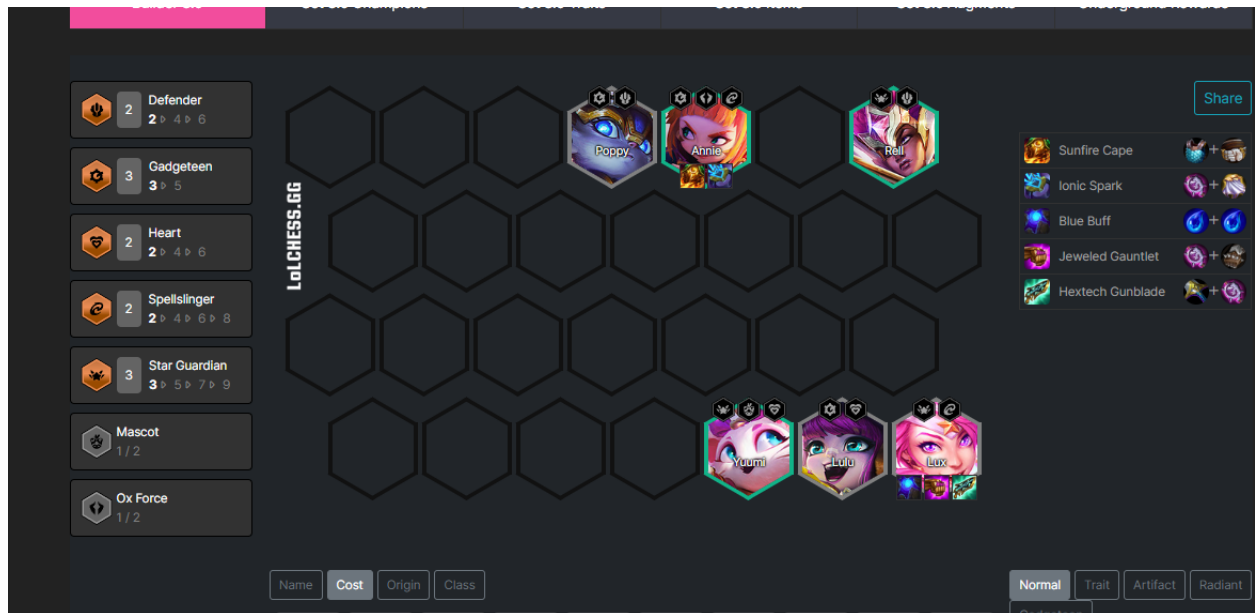
RADIANT RELICS

HERO AUGMENTS

FLAMING RICOCHET (GP)

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ILLUMINATING SINGULARITY LUX



- ★ ONLY PLAY WITH ILLUMINATY SINGULARITY AUGMENT
- ★ SLOWROLL LEVEL 5 FOR LUX 3, PUSH LEVELS FOR TALIIYAH BOARD

ITEMS

Lux → BB, JG, GUNBLADE >>> Shojin, Rabadons, AA, Guardbreaker, Hoj, GS
Annie - Sunfire Spark +1

ILLUMINATING SINGULARITY LUX (CONT.)

GOOD AUGMENTS

TIER 1:

SPELLSLINGER
HEART

STAR GUARDIAN
HEART

TIER 2:

STAR GUARDIAN
CREST

SPELLSLINGER
CREST

AXIOM ARC 2

JEWELLED LOTUS

TIER 3:

STAR GUARDIAN
CROWN

SPELLSLINGER
CROWN

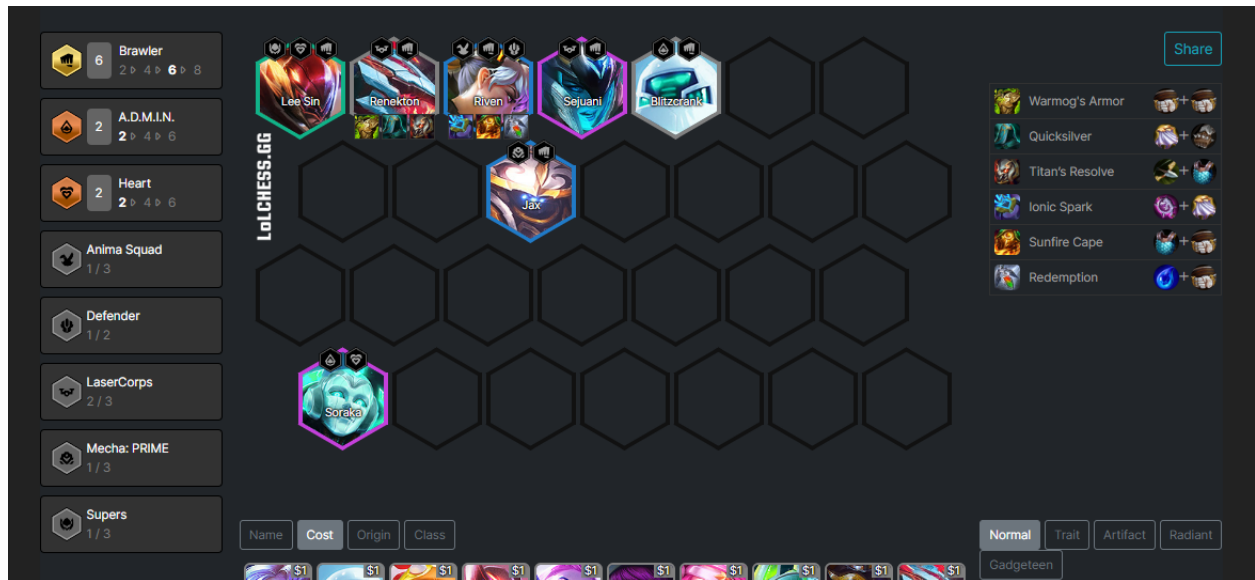
RADIANT RELICS

HERO AUGMENTS

ILLUMINATING SINGULARITY LUX

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REIGN OF ANGER RENEKTON



- ★ ONLY PLAY WITH REIGN OF ANGER AUGMENT
- ★ SLOWROLL LEVEL 5 FOR RENEKTON 3, PUSH LEVELS JAX BOARD

ITEMS

Renekton→ Titans, Warmogs, QSS >>> BT, Gunblade, Guinsoo, RFC, GS, IE
Riven/Lee: Sunfire Spark Redemption

REIGN OF ANGER (CONT.)

GOOD AUGMENTS

TIER 1:

BRAWLER HEART

THRILL 1

SECOND WIND 1

BATTLEIMAGE 1

TIER 2:

BRAWLER CREST

ASCENSION

SECOND WIND 2

SCOPED WEAPONS

BATTLEIMAGE 2

TIER 3:

BRAWLER CROWN

GOLDEN TICKET

RADIANT RELICS

HERO AUGMENTS

REIGN OF ANGER RENEKTON

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AUGMENTS

Augments are **not balanced**. Some are OP, some are useless. Knowing which ones are OP in the current patch is **extremely important**. Taking **correct lines starting from 2-1** can help you climb in the long run. Now that you are allowed 4 HERO augment rerolls, you should memorize what hero augments are broken with your units and items.

OP STAGE 2-1 AUGMENTS

Champ/Trait Augments	Suggested Comps
[Rammus] Spiked Shell/Armored Dillo	Full Threat / Kaisa Reroll
Anima Squad Heart/Crest/Crown [Sylas] Petricite Chains [Riven] Reverberation [Jinx] Get Excited [Jinx] Everyone goes Boom! Prankster Crest/Crown	Anima Squad
Prankster Crest/Crown	Soraka / LB / Zoe
[Renekton] Reign of Anger	Renekton Reroll
Ox Force Crest/Crown [Camille] Hextech Retribution [Talon] Ox-ian Rage	Ox Force Viego
[Sivir] Endless Pizza/Delivery Tips Sureshot Crest/Crown	Sureshot
Lasercorp Heart/Crest/Crown [Yasuo] Spirit of the Exile	Lasercorp

[Renekton] Cull The Meek	
[Talon] Edgelord	Talon reroll
[Vayne] Into The Night Duelist Heart/Crest/Crown Knifes Edge 2	Duelists
[Rell] Hold The Line	Yuumi
[Draven] League of Draven	Draven reroll
[Ashe] Corps Focus	Kaisa Reroll / Lasercorp
Recon Heart/Crest/Crown	Kaisa reroll
Heart Crown	Soraka Heart
Spellslinger Crest/Crown	Taliyah
Clear Mind Cluttered Mind	Fast 8 Comp
Exiles I/II	Flex
March of Progress	3 cost reroll - Threats, Senna, Sona, LB, etc.
Gruel Pact	3 cost reroll - Threats, Senna, Sona, LB, etc.
Hustler	Flex
Built Different 2/3	BD
Windfall	Flex
[Poppy] Bigger Better Buckler	Flex, Poppy Reroll
[Senna] Corps Focus	Sureshot , Lasercorp
[Lux] Illuminati Singularity	Lux Reroll

[Vi] Boxing Lessons	Flex
AFK	Flex
[Blitzcrank] Dynamic Defenses	Flex, Soraka
Threes Company	Flex
Battlemage 2/3	Yuumi / Viego
Triforce II / III [Kaisa] Multi-Shot [Vayne] Spread-Shot	Kaisa Reroll

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MANIPULATING AUGMENTS

In Set 8, 3-2/4-2 augments (**especially** hero augments) are catered to the **active** traits of your **previous board**.

This means, as well as knowing which augments are OP right now, you can **manipulate your board** to **maximize your chances** of getting the **augments that you want**. With 4 augment rerolls now, you don't have to completely cater your board not having too many traits it still very good.

E.G. #1: PLAYING SAMIRA

IF PLAYING SURESHOTS, ON 3-1, MAKE SURE TO HAVE **SURESHOTS OR CIVILIAN** IN AS YOUR ACTIVE TRAIT.

This means you have a **higher chance** of getting Sivr/Senna/Samira augments

If you dont have sureshots at your disposal, make sure to have BRAWLERS in so you can get BOXING LESSONS or EVASION

E.G. #2: PLAYING DUELISTS

WHEN PLAYING DUELISTS, MAKE SURE TO **ONLY HAVE DUELISTS** IN AT **3-1**

YOU MAXIMIZE YOUR CHANCES OF GETTING DUELIST HEART/CREST/CROWN AND THE HERO AUGMENTS INTO THE NIGHT (VAYNE), VITALITY OF THE OX (FIORA), SPIRIT OF THE EXILE (YASUO), AND EVEN BOTH ZED AUGMENTS!

E.G. #3: PLAYING RECON

WHEN PLAYING KAISA REROLL, MAKE SURE TO HAVE RECON IN AT 3-1, MAXIMIZING YOUR CHANCES OF GETTING KAISA / VAYNE HERO AUGMENTS.

E.G. #4: PLAYING VIEGO

AT 3-1 AND 4-1, MAKE SURE TO ONLY HAVE OXFORCE OR RENEGADE IN. YOU WANT TO MAXIMIZE YOUR CHANCES OF GETTING THE CAMILLE AUGMENT, ANNIE, OR VIEGOS!

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AUGMENT TREE

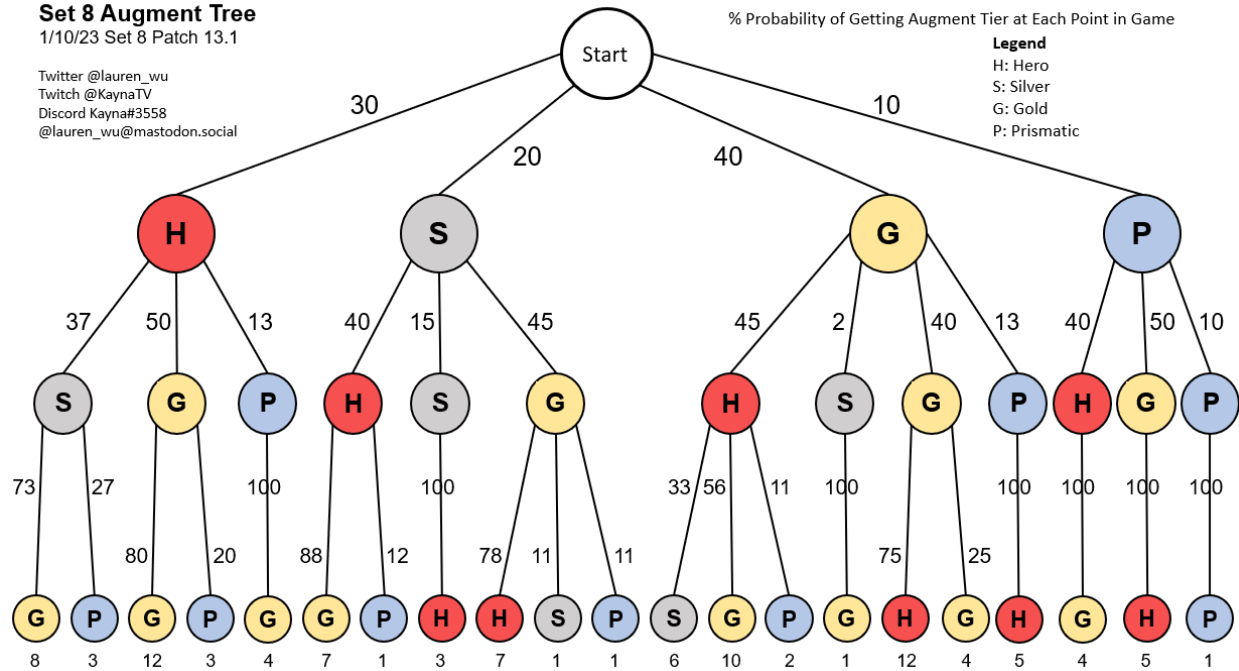
Set 8 Augment Tree

1/10/23 Set 8 Patch 13.1
 Twitter @lauren_wu
 Twitch @KaynaTV
 Discord Kayna#3558
 @lauren_wu@mastodon.social

% Probability of Getting Augment Tier at Each Point in Game

Legend

H: Hero
 S: Silver
 G: Gold
 P: Prismatic



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ITEM ECONOMY

LEAVING YOURSELF WITH FLEXIBLE COMPONENTS

Think of your itemization like a **puzzle**. Usually when you decide what item to slam, you want to slam an item that has **good value on your current board**, but also leaves you with a **very flexible component**.

E.G. #1: CHAIN, BELT, BOW → almost always **sunfire cape + open bow**

Sunfire cape is **super strong** on board, and the bow is **extremely flexible**
If playing ad: you can make runaans, last whisper, GS, guinsoos

E.G. #2: When playing duelists, if you have **SWORD, ROD, CHAIN** → always **slam locket + flex sword**

A lot of newer players will slam edge of night because it is best in slot zed, but the rod is an **extremely bad** item in duelist, the **only** item that rod can be used for is locket, so you would need to get a chain from carousel or creep round to make use of that rod in the near future.

We all know you don't always get the item you want from the carousel/creep round, so **playing around a flexible component is very important**. If you **slammed locket + open sword**, you can make giantslayer, deathblade, IE, zekes, edge of night.

NATURALLING COMPONENTS

ITEM ECON ALSO TAKES INTO ACCOUNT ONE SIMPLE RULE: IF YOU HAVE NOT NATURALLED AN ITEM COMPONENT FROM CREEP ROUND, YOU ARE **MORE LIKELY** TO NATURAL IT FROM FUTURE CREEP ROUNDS. IF YOU ALREADY NATURALLED A COMPONENT FROM CREEP ROUND, YOU ARE **LESS LIKELY** TO NATURAL IT FROM FUTURE CREEP ROUNDS.

THIS IS IMPORTANT WHEN KNOWING WHAT ITEM TO GO FOR FROM CAROUSEL!

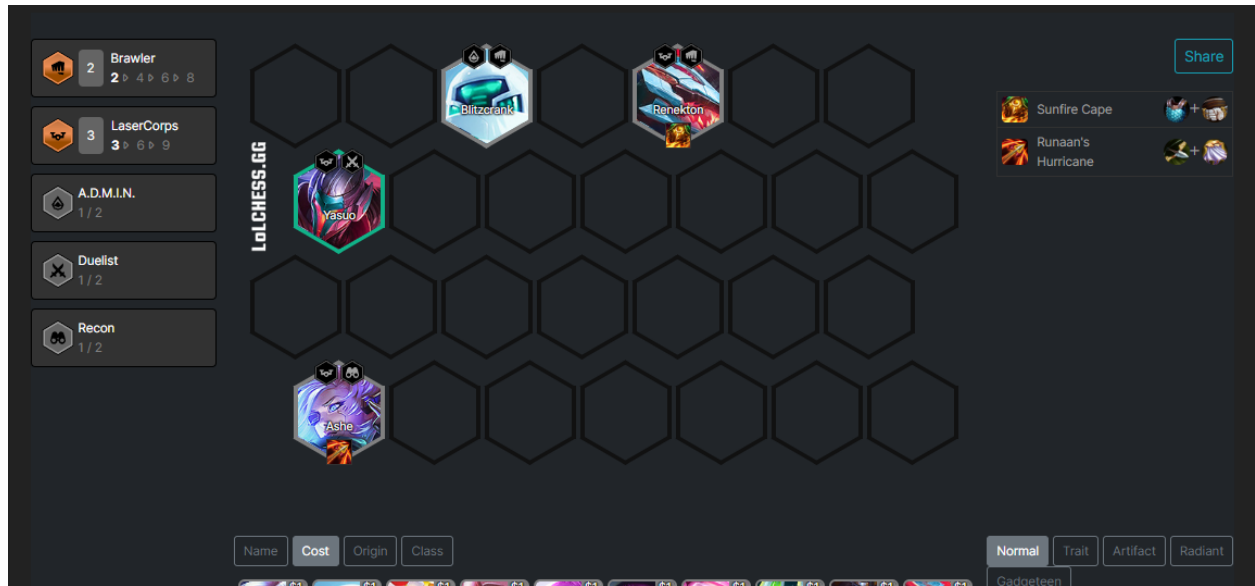
Make sure that the component you are going for from carousel, if you have not naturalled it already, **expect another one from future creep rounds** and **plan what you are going to do with it**.

IMPORTANCE OF STARTING ITEM COMPONENT:

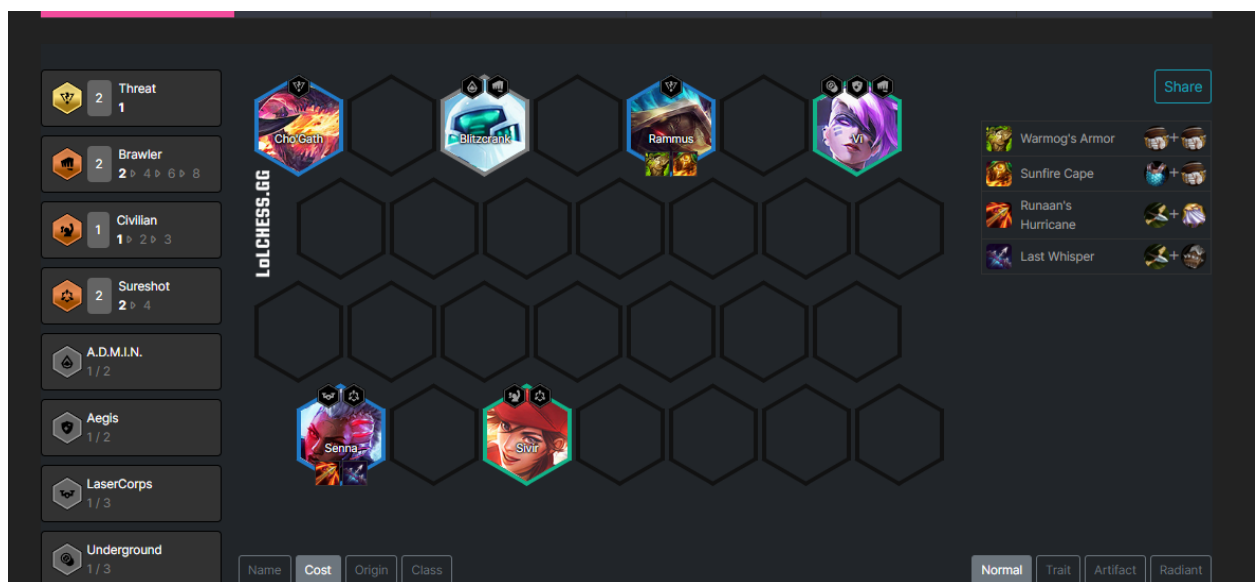
- ★ **BOW START** → LEAN AD BECAUSE YOU WILL GET *AT LEAST* 1 OTHER BOW
- ★ **ROD START** → LEAN AP BECAUSE YOU WILL GET *AT LEAST* 1 OTHER ROD.
- ★ **TEAR START** → LEAN AP BECAUSE YOU WILL GET *AT LEAST* 1 OTHER TEAR

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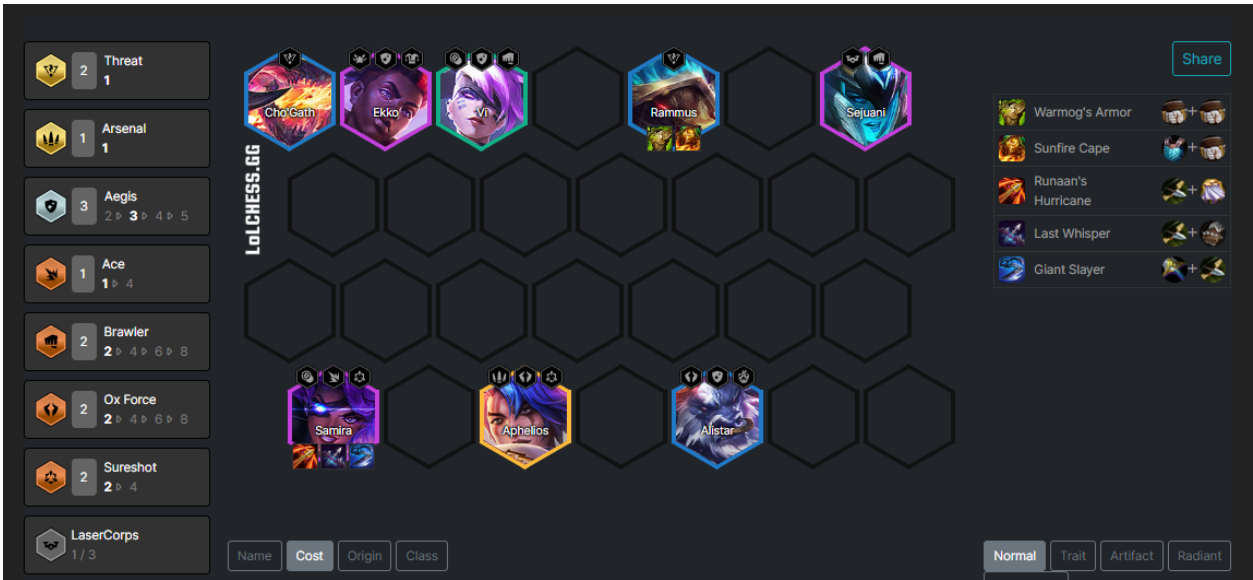
SAMPLE EARLY / MID GAME BOARDS



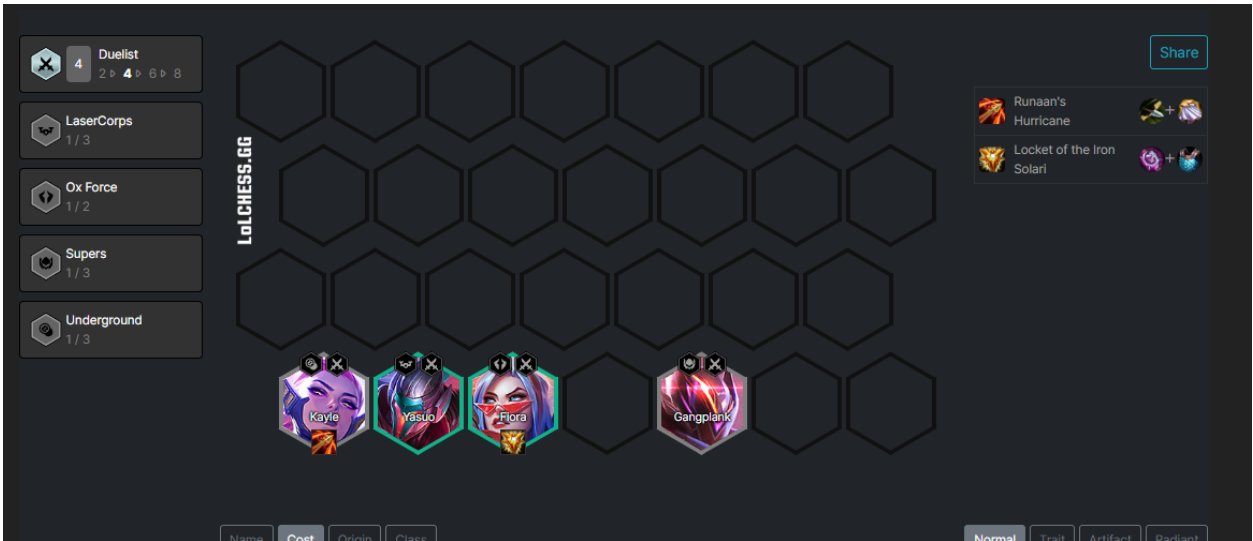
EARLY GAME AD OPENER - LASERCORP BRAWLER, ASHE ITEM HOLDER



MID GAME AD OPENER - SURESHOT + THREAT + BRAWLERS

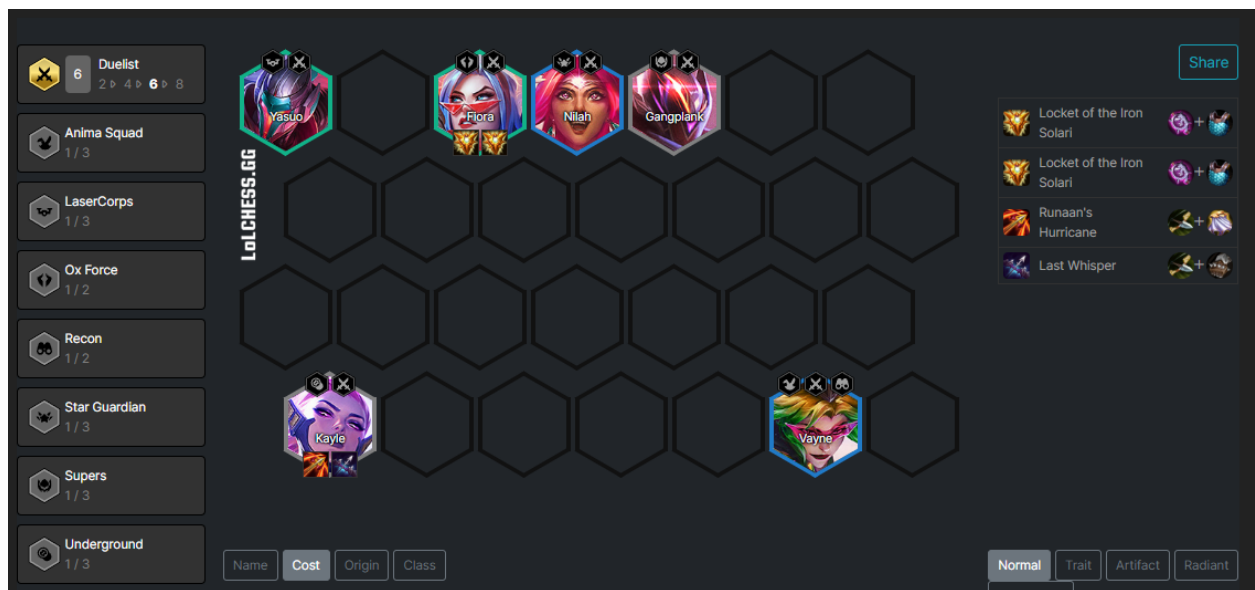


LATE GAME SAMIRA COMP

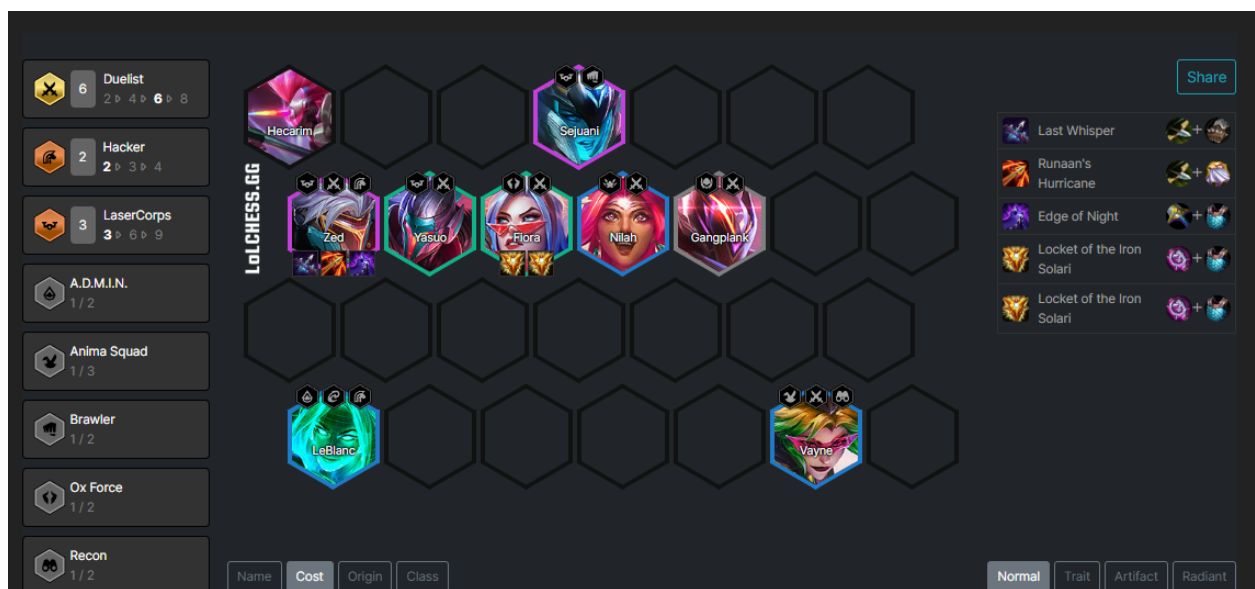


DUELIST OPENER - KAYLE ITEM HOLDER

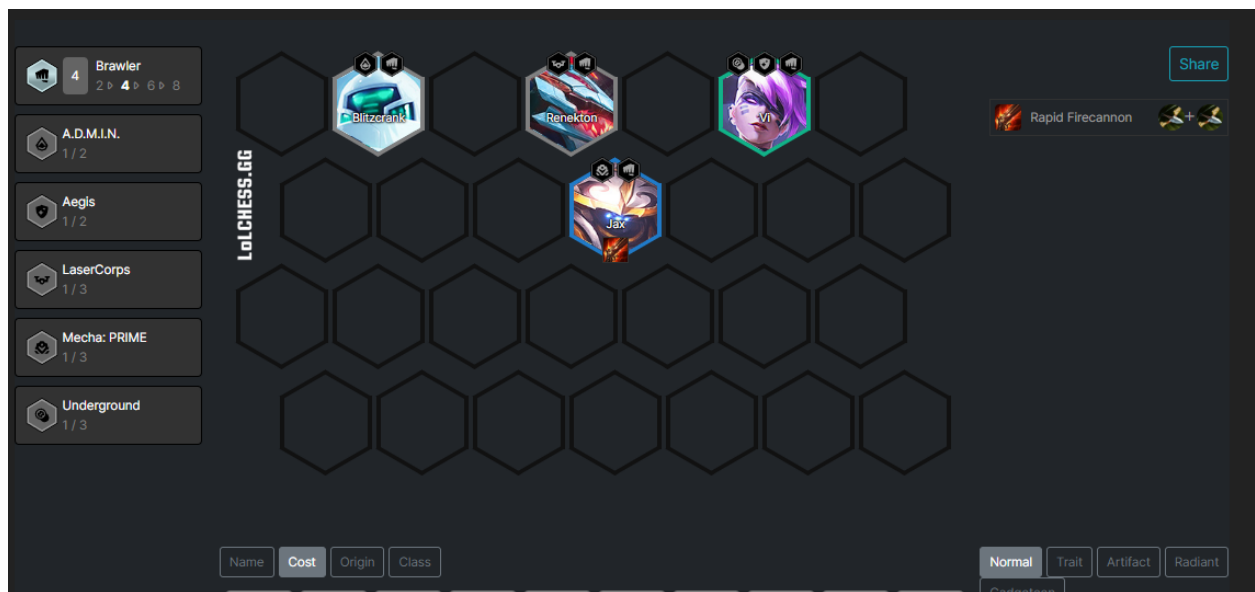




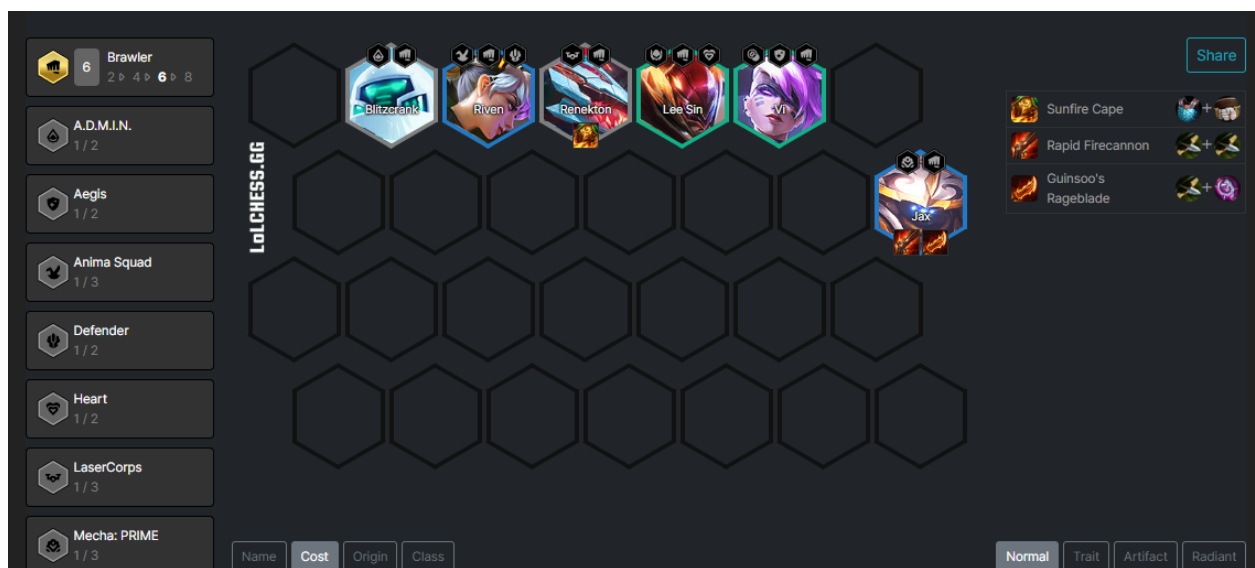
DUELIST MID GAME



DUELIST LATE GAME - ZED COMP

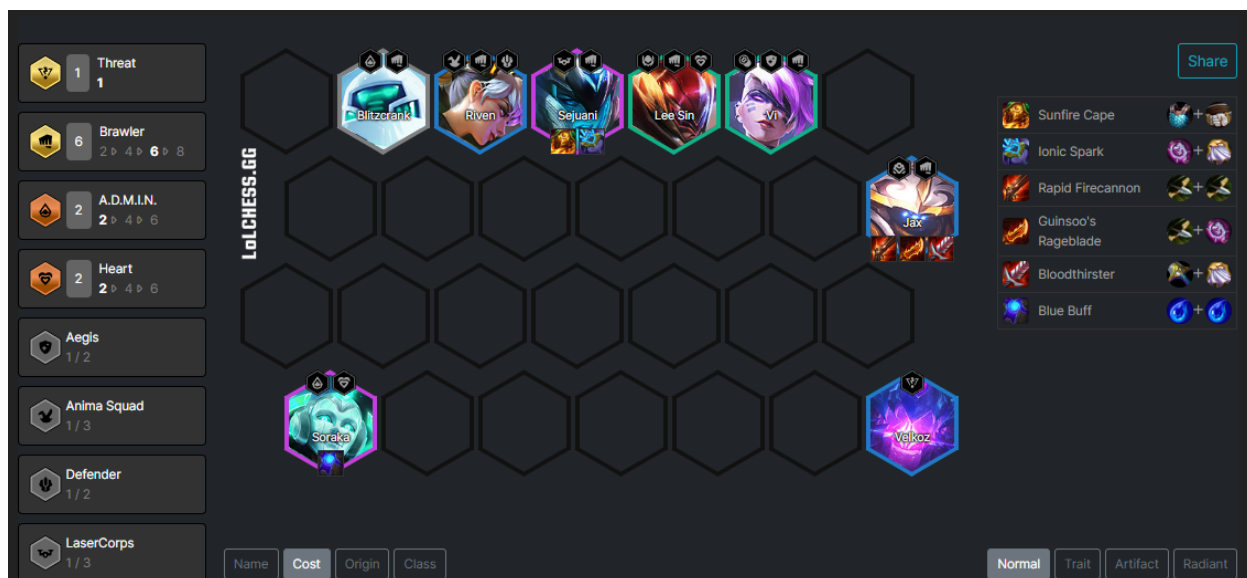


EARLY GAME JAX OPENER

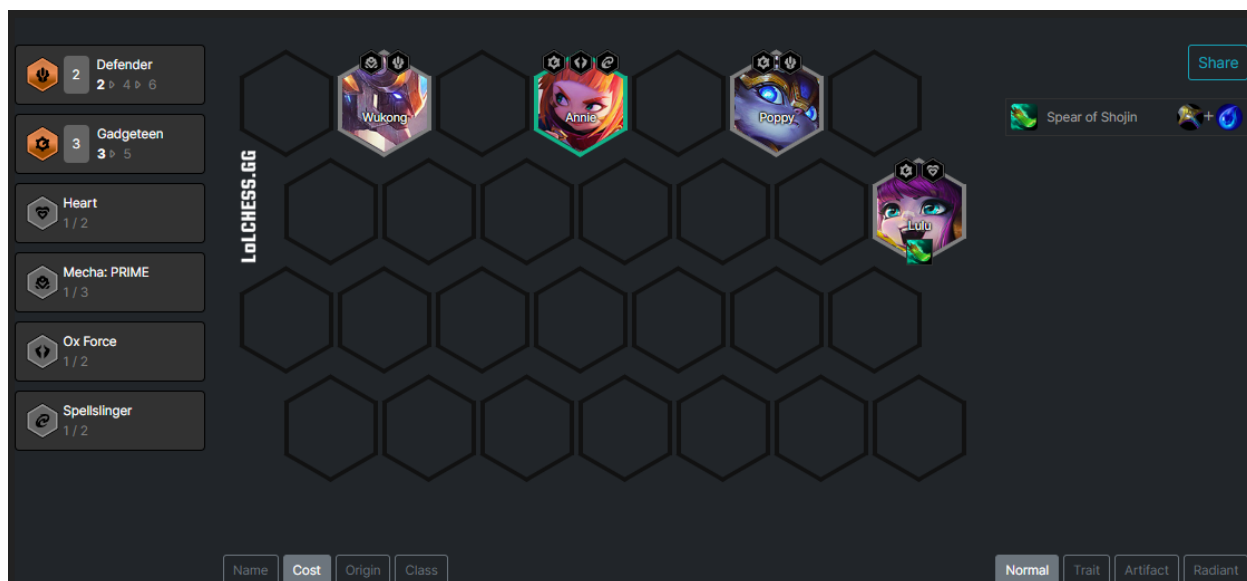


MID GAME JAX



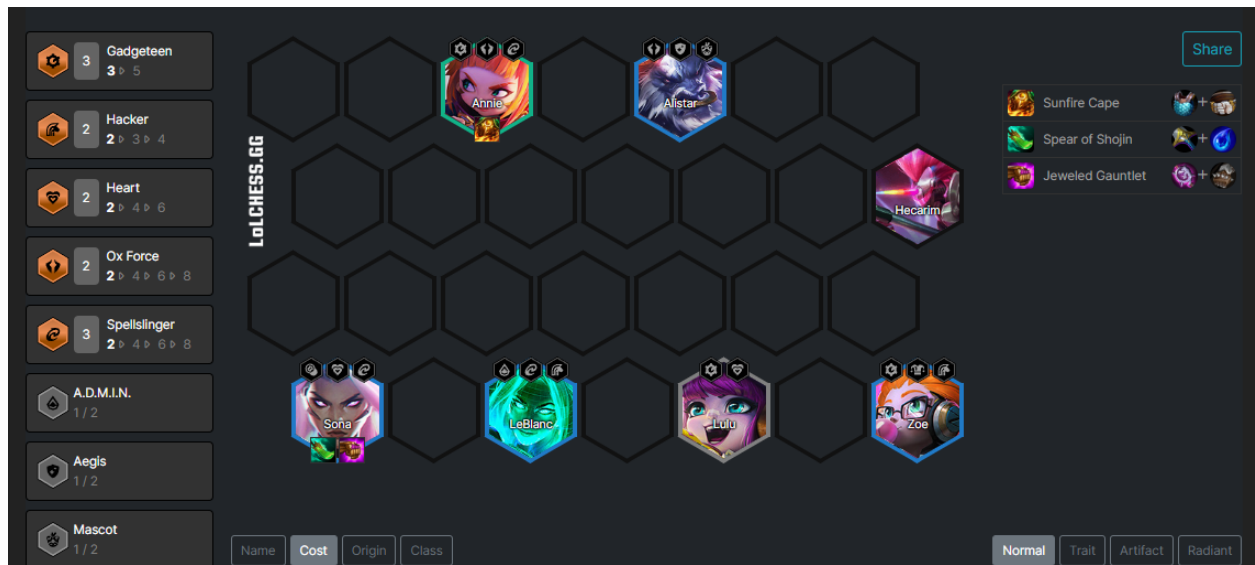


LATE GAME JAX

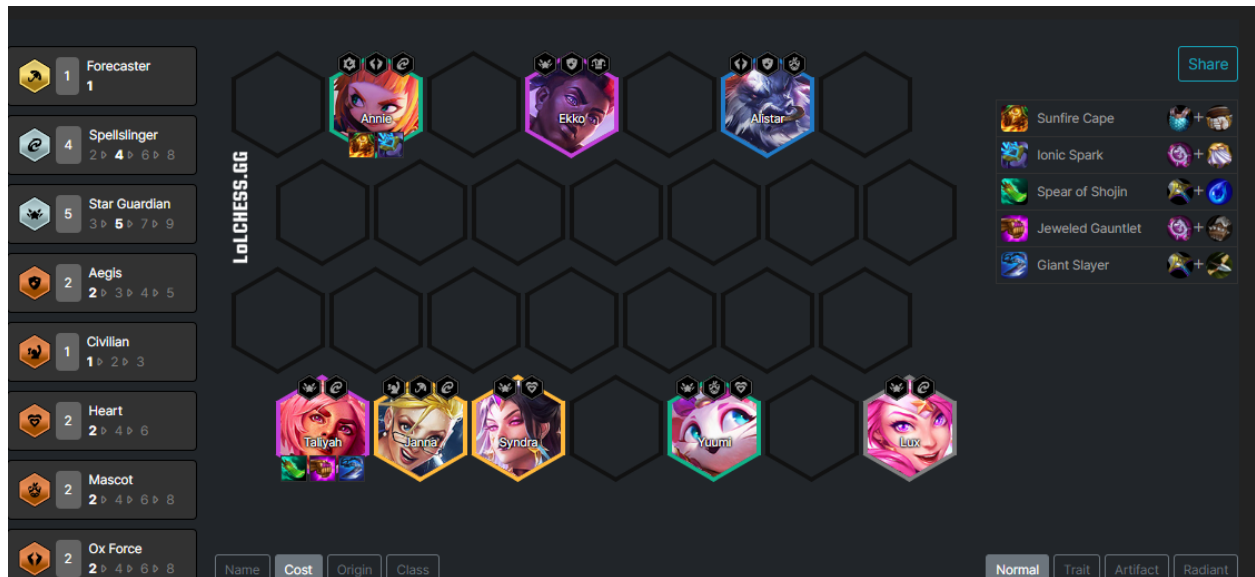


EARLY GAME AP OPENER - LULU ITEM HOLDER

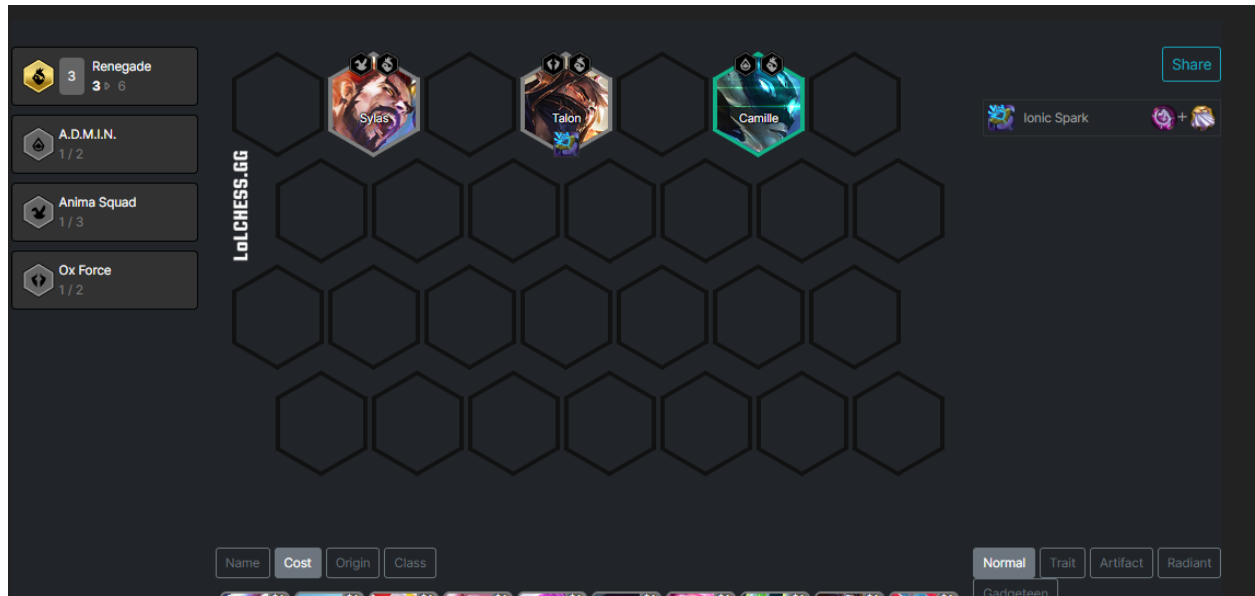




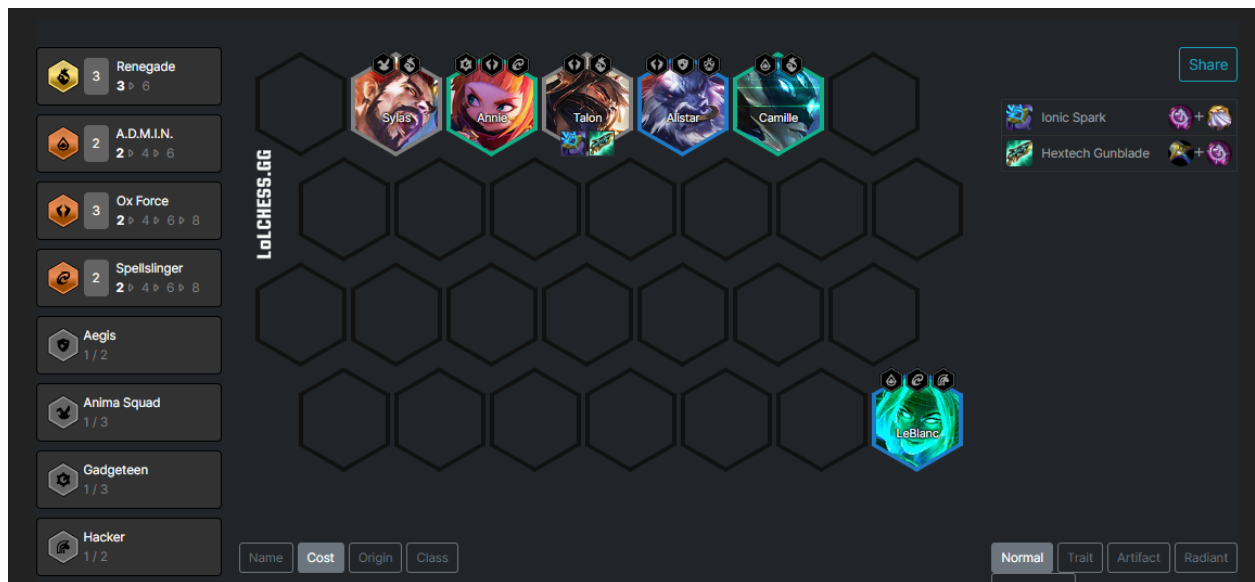
AP MID GAME OPENER



AP LATE GAME TALIYAH COMP



EARLY GAME VIEGO BOARD - TALON ITEM HOLDER

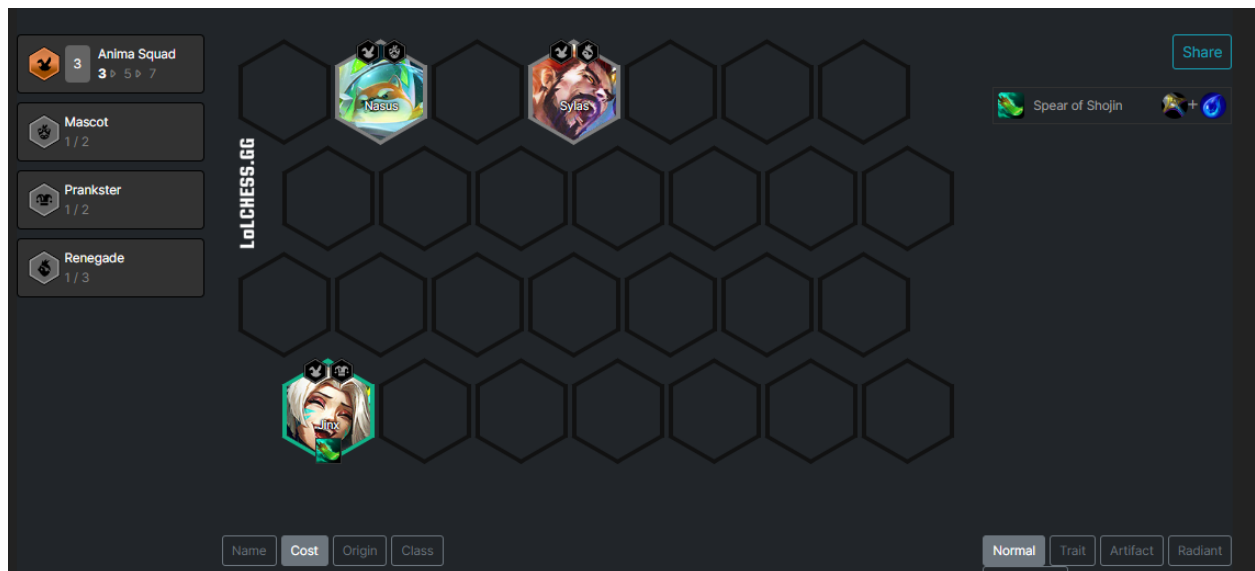


MID GAME VIEGO BOARD - ADDING ADMIN AND OXFORCE



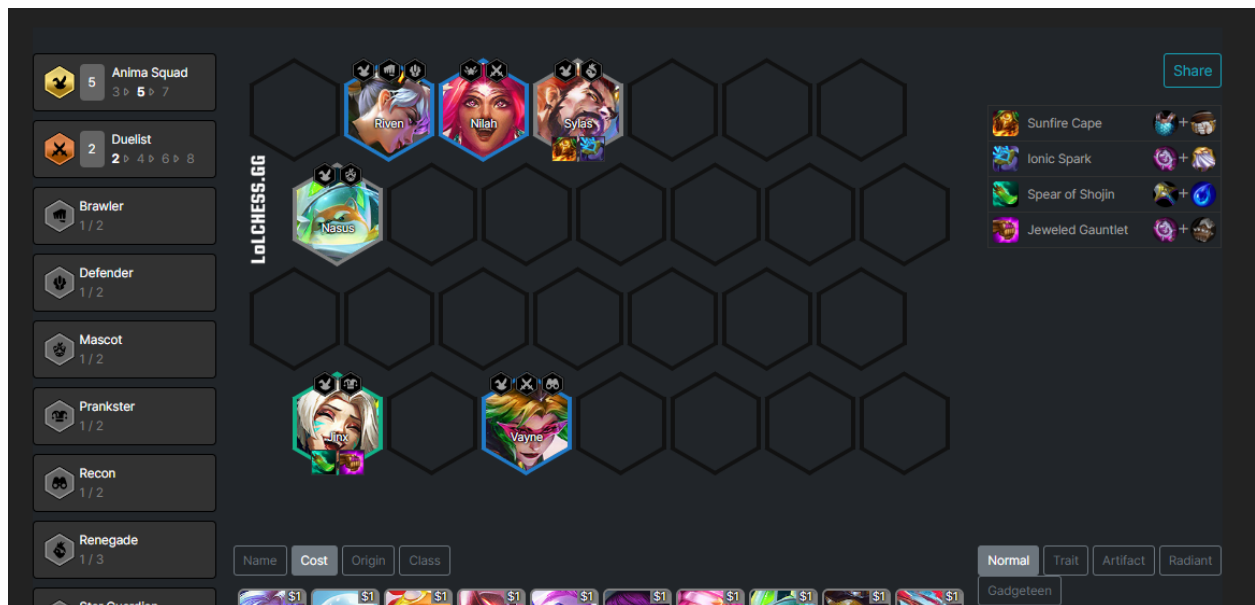


LATE GAME VIEGO BOARD - TRANSFERING ITEMS TO VIEGO, ADDING LEGENDARIES

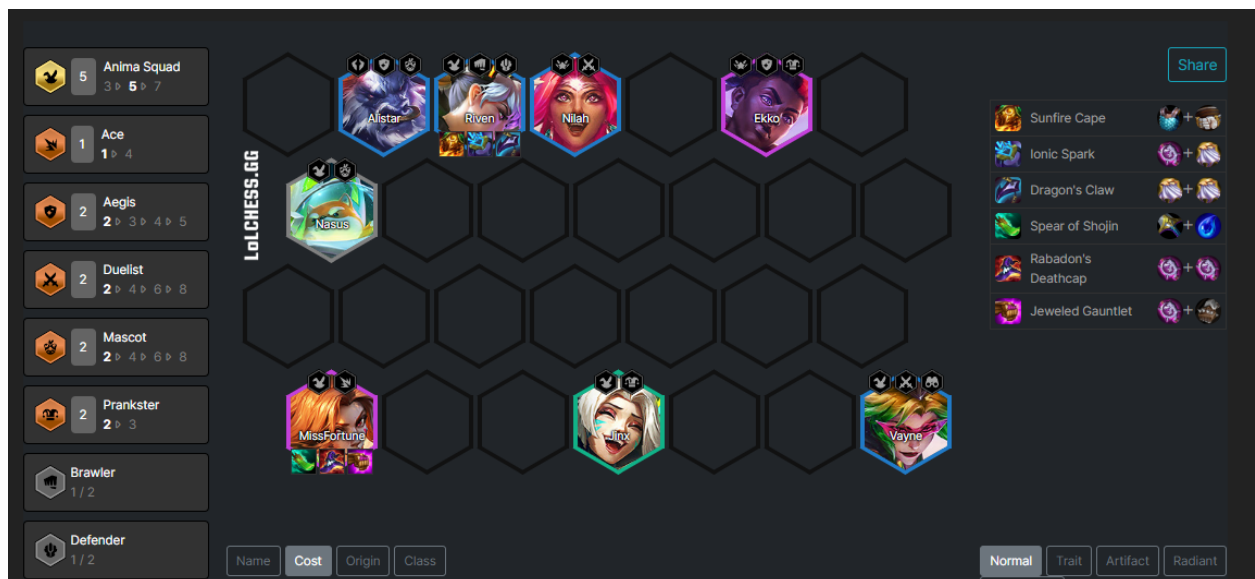


EARLY GAME ANIMA SQUAD - JINX ITEM HOLDER, SYLAS TANK





MID GAME ANIMA SQUAD - CAN PLAY DUELIST, BRAWLER, MASCOT OR DEFENDER



LATE GAME ANIMA SQUAD - TRANSFERING ITEMS TO MF, EKKO PAIR WITH JINX, ALISTAR PAIR WITH NASUS, CAN DROP FOR LEGENDARIES

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EARLY GAME GUIDE

STAGE 2 LEVELING GUIDE

STAGE 1-4: SHOULD YOU PRE-LEVEL OR NO?

What is "pre-leveling"? Pre-leveling is the strategy of buying XP so that you'll hit the next level at the start of the next turn.

At **Stage 1-4**, you are at **Level 3 0/6 EXP**. If you push 4 into exp, you will be at **Level 3 4/6 EXP**. You gain **2 EXP** per round, so the next round (**Stage 2-1**) will **automatically level you up to Level 4**, giving you **LEVEL 4 SHOP ODDS** instead of **Level 3**.

Level 4 shop odds open you up to **3 cost units** and a **higher chance at 2 cost units**, with a **lower chance at 1 cost units**.

Keeping this in mind, you can decide whether or not you want to PRE-LEVEL or not.

PRE-LEVEL IF:

- ★ You have **upgraded 1 cost units**
- ★ You have **clear direction** on what early game you're playing
- ★ If you want **higher odds at hitting 2/3 cost units**

OTHERWISE, **don't** PRE LEVEL!

PRE LEVELING IS WRONG IN ABOUT 90% OF YOUR GAMES!

PRE LEVELING when you shouldn't usually leads to weak board strength and poor econ.

STAGE 2-1: LEVEL TO 4 OR STAY LEVEL 3?

Level to 4 if you think you can **winstreak**. Otherwise, **stay level 3** and go for loss streak / carousel priority.

HOW TO KNOW IF YOU CAN WINSTREAK OR NOT:

If you have a strong slammable item (Sunfire Cape, Runaans, Warmogs, LW etc.) and/or you have multiple upgraded units (THAT PAIR WELL WITH EACH OTHER), you are probably strong and can go for a winstreak.

Examples:

Ashe 2 Renekton 2 Yasuo 1 → STRONG

Poppy 2 Wukong 2 Sivr 1 → STRONG

Lulu 1 Annie 1 Sona 1 → NOT STRONG. No upgraded units.

Sylas 2 Blitz 2 Wukong 1 → NOT STRONG. These units don't pair well with each other (no synergies + not enough damage)

STAGE 2-2

If you leveled at 2-1 and are currently Level 4:

In most games you would **stay Level 4**. However, if you started with a **12+ gold opener AND won the first round**, you can put in **8 EXP** to level to 5 IF you have a good 5th unit to play and are contesting win streak with someone else that is pretty strong.

If you lost the first round DO NOT level.

If you are level 3:

If you won the first round when you were trying to lose, you should level to 4 to try to win streak. HOWEVER, if you are absolutely positive you cannot beat anyone even if you level, DO NOT LEVEL, stay level 3, and just go for 1 win 4 loss.

If you lost but upgraded a few units from the current shop and think you can start winning / 4th unit spikes your board pretty hard, you can level to 4 here.

Otherwise, just stay level 3 and lose again.

STAGE 2-3:

By now, EVERYONE should be level 4 here.

If you are on a 2 win streak AND have a good 5th unit to play, level to 5 here.

For example, if you are on a 2 win streak and have a Blitzcrank 2, Renekton 2, Yasuo 1, and a Senna 1, you could level to 5 here to put in a Sivir for sureshots IF you think it is necessary to level and win against other opponents.

YOU SHOULD BE SCOUTING FOR STRONG OPPONENTS IN THE LOBBY TO POSITION FOR. Usually, these are the opponents with 100 / high HP in the lobby.

On this turn, you should generally pre-level or make 10 gold.

If you can't make 10 gold without selling valuable units, pre-level to 5 here to get level 5 shop odds (Push in exp until level 4 8/10 exp).
Otherwise, make 10 gold.

However, if you are contesting lose streak and you think having an extra unit for the next two rounds would cause you to beat someone else contesting lose streak, DO NOT PRE-LEVEL.

**YOU SHOULD BE THINKING ABOUT WHAT CAROUSEL ITEM TO GET HERE.
FIRST, SECOND, THIRD, FOURTH, AND FIFTH BEST CHOICES.**

STAGE 2-5:

If you are level 5, there's nothing to do here. If you're win streaking, make sure to scout for tough opponents you haven't fought yet and position for them.
If you are still level 4 and think you can win the next 2 rounds, you can level to 5 here and go for a 2 win streak into neutrals.

HOW TO KNOW IF YOU CAN WINSTREAK NEXT TWO ROUNDS:

If you completed a strong item from carousel (e.g. Sunfire Cape if you have upgraded frontline units) AND upgraded a few units / got a strong carry, you can probably try to win the next two rounds.

KEEPING TRACK OF OPPONENTS YOU FOUGHT IS VERY USEFUL HERE. If you've already fought the 3 strongest people in the lobby, you can scout the remaining players left in your pool and make a judgement call as to whether you can win the next two or not.

If you are still level 4 and don't think you can win the next 2 rounds, you stay level 4 here and keep losing.

STAGE 2-6:

IF YOU ARE ON A 3 OR 4 LOSS STREAK:

Make sure to scout and make your board weaker than the weakest player in the lobby you haven't fought yet. You do NOT want to win and want to lose streak into neutrals for maximum econ.

IF YOU ARE ON A 4 WIN STREAK:

On rare occasions, if you are rich (12+ gold opener / have an econ augment like hustler), you can level to 6 if you have a good 6th unit to play AND are contesting win streak with someone else.

MAKE SURE TO SCOUT TOUGHEST OPPONENT YOU HAVENT FOUGHT YET AND POSITION FOR THEM!!!

OTHERWISE, do nothing.

ECONOMY IN EARLY STAGES

AT ALL ROUNDS, YOU SHOULD TRY TO MAKE THE NEXT ECON THRESHOLD IF POSSIBLE (10, 20, 30 gold).

Keep pairs and valuable units. Sell units that don't go well with your board.

If win streaking, prio board strength over econ. That means holding pairs and leveling aggressively.

If lose streaking, prio econ over board strength. That means selling pairs and not leveling.

SCOUTING/POSITIONING IN EARLY STAGES

Early-game scouting is just as important as late-game scouting. Proper positioning can win/lose fights which can cost A LOT of gold.

POSITIONING TIP #1: POSITIONING YOUR BACKLINE ON THEIR WEAKER FRONTLINE, AND INVERSE, POSITIONING YOUR STRONG FRONTLINE ON THEIR BACKLINE.

A lot of people normally put 2 tanks in their frontline, 1 will be upgraded/tankier, and the other is 1 star and very squishy. You want to be on the side of the squishy unit to kill it off instantly which helps you save 2 hp and also de-values that unit (it won't be able to use its skills / keep auto attacking).



In the above image, let's say the enemy and you have the same board, both Blitzcranks are 2 star and Renekton is 1 star. You will win vs the enemy here because your Ashe is

targeting their Renekton 1 first, killing it off super fast, while their Ashe is attacking your Blitzcrank 2 with Gargoyle, meaning your Renekton will get more value than their Renekton.

POSITIONING TIP #2: SECOND ROWING YOUR MELEE CARRY TO AVOID INITIAL AGGRO

If you are playing a melee carry like Jax, you want to second row your Jax so he doesn't get aggro'd first.



In the above image, your Blitzcrank will get aggro'd first by their Ashe instead of Jax.

POSITIONING TIP #3: SCOUT TO SEE IF YOU SHOULD CLUMP OR NOT

Clumping your frontline / backline units have benefits: you will aggro the same target and thus kill units faster. However, you can get punished for clumping when enemy units have AOE skills. Look out for early Rammus, Lux, Lulu, Camille, Draven, Ezreal, Jinx, Yasuo, Chogath, Senna.



In the above image, because you clumped Sivir and Senna, you will both attack the Renekton thus killing it faster, while the opponent did not clump their backline and their aggro is split. Ashe is attacking Blitzcrank and Vayne is attacking Renekton.



In this image, you are up against a Rammus, so clumping is bad, since Rammus has a chance to jump onto your clumped backline.

POSITIONING TIP #4: POSITIONING FOR TALONS

If there is a Talon player in your pool, especially Talon 2, you want to have a corner backline to bait the Talon. If you have no corner bait and your carry dies right away, you will most likely not win the fight.



In the above image, you are carrying Sivir. You want to have a corner bait on the right side for Talon. Talon always jumps right side since it is farther from center. You also want to avoid putting Sivir right next to Senna, since Talon will jump to Senna, probably kill it, and start auto attacking your Sivir. Keep Sivir far away from Senna.

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STANDARD LEVELING INTERVALS

STAGE 3-2: LEVEL 6 - ROLL IF NEEDED

→ Board Is All 1 Star, Lost A Lot Stage 2

STAGE 4-1: LEVEL 7 - ALMOST ALWAYS ROLL FOR 3-4 COST CARRIES

→ Also Helps Manipulate Your Board For 4-2 Augments

STAGE 5-1: LEVEL 8

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TACTICS.TOOLS GUIDES

BASICS:

 [How to Use Tactics.Tools to Climb in Teamfight Tactics! | Liquid Robin...](#)

DELTA:

 [Learn to Use THIS STAT for Free LP! | Teamfight Tactics Set 8 | Liqui...](#)

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TFT TERMINOLOGY FOR NOOBS

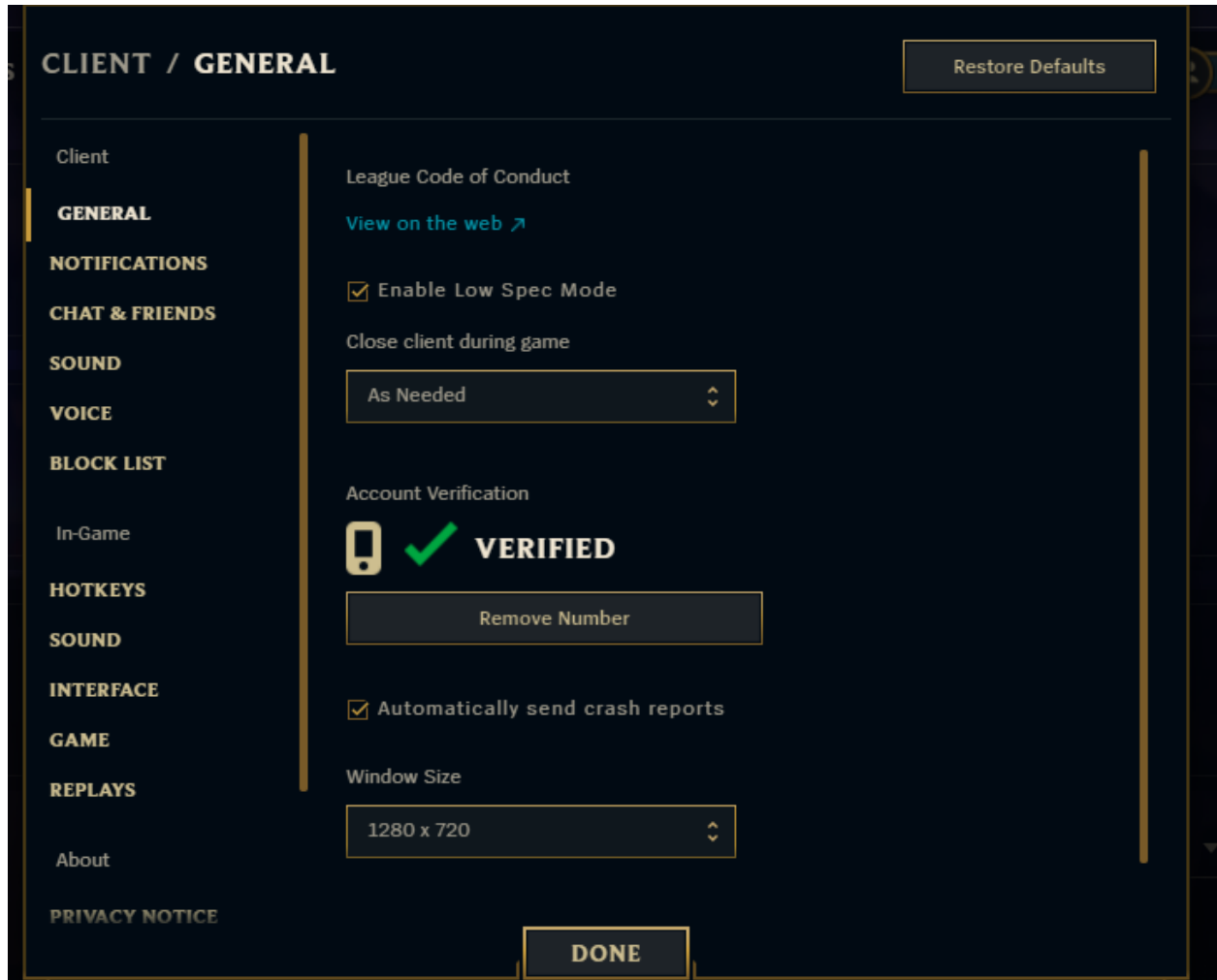
- **BING CHILLING** - I just stabilized / in a good spot
- **Its a FORST** - I just highrolled and think I'm getting first place, but probably an over exaggeration
- **Its an EIF** - Something bad just happened, I think I'm going 8th but also an over exaggeration, probably going 6th
- **Mortdogged** - Screwed over by bad RNG
- **Soju special** - going level 9 and rolling once and dying
- **BIS / Best in slot** - best items for that specific champ, can just use for "Best"
- **WIS / Worst in slot** - worst item for that champ, can use for "Worst"
- **Donkey rolling** - rolling to 0 gold every turn
- **Disneyland** - easy lobby
- **Highrolling/Lowrolling** - getting lucky/getting unlucky
- **Open Fort** - intentionally losing first 5 rounds in stage 2 to maximize econ
- **Slow Rolling** - Rolling above 50 gold to maintain 5 gold interest
- **Bebe level** - Leveling aggressively for no reason, level 5 on 2-2, level 6 on 2-6
- **This game is so bad** - frustrated by RNG, don't really think game is bad
- **Its a tuber** - game was super entertaining, going on youtube
- **NEAL** - Not Even A Loss - one or 2 unit losses
- **Slamming** - Placing an item on a unit, usually completed item
- **Naturaled** - Receiving an item from creep rounds and not from carousel
- **AP / AD** - ability power, attack damage
- **One-trick** - plays only 1 comp
- **20/20 "Comp"** - refers to lolchess posting 20 most recent match history, all 20 are same comps, same as one trick
- **KEWKcone** - chalice, looks like ice cream cone, KEWK is soju emote
- **RAT** - kiyoon's nickname, spammed when someone takes zephyr / shroud
- **OLDGE** - robins nickname, not sure why
- **KEWK** - soju emote
- **OkaygeBusiness** - helping someone out, "pleasure doing business" with them
- **DongerJ** - something big
- **PogO** - something really lucky just happened
- **Frontline / Backline** - Tanks / ADCs
- **Diff** - difference in winning or losing a fight
- **NO BITCH** - not a bitch, just YOLO
- **Fast 8** - going level 8 on 4-2 or 4-5, not rolling on level 7
- **Lives** - number of rounds you get knocked out
- **Flex** - being open to playing more comps, being flexible
- **Believers / Doubters** - believe in streamer to win prediction / doubt

- **Sacking** - holding onto your gold knowing you will probably lose rounds until you spend it later
- **Vertical "Comp"** - playing 6 to 8 of that trait. Vertical Duelist = 6 to 8 duelist
- **PD** - player diff
- **FON** - tacticians crown (+1 unit), old name was called Force of Nature
- **BG** - bad game, opposite of gg
- **Neeko** - Champion Duplicator, used to be called Neeko's Help

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RANDOM TIPS

1. ENABLE LOW SPEC MODE FOR FASTER EGG OPENING ANIMATIONS



2. DOUBLE BINDING YOUR PLAYER MOVE CLICK - MORE CLICKS = BETTER AT CAROUSEL

ADDITIONAL HOTKEYS		
▸ ABILITIES AND SUMMONER SPELLS		
▸ ITEMS		
▾ PLAYER MOVEMENT		
	Set 1	Set 2
Player Move Click	MB2	K
Player Attack Move Click	Shift + MB2	L
Player Attack Only Click		
Player Attack Move	A	
Player Hold Position	H	
Player Stop Position	S	
Move Pet Click	Alt + MB2	Ctrl + MB2

3. GO IN TOWARDS CHAMPIONS BUTTS DURING CAROUSEL, HIT BOX IS SLIGHTLY BOTTOM RIGHT, DO NOT TIME AND MEET IN MIDDLE



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