

|   |   |   |                  |                                  |  |
|---|---|---|------------------|----------------------------------|--|
| The general rock paper scissors:  |   | outscale/outfarm  | niche            | means                            | needs specific conditions met or certain drafts (either own team or enemy team) to succeed |
| Aggro/flank   | > | >   | midrange/control |                                  | enemy team also needs an answer for it   |
|   | < |   |                  |                                  | The niche champs probably slot in multiple colours.  |
| In general:   |   | explanation:  |                  |                                  |  |
| - Red wins before Green scales  |   | <a href="https://www.youtube.com/watch?v=HGxGsy8a9pY&amp;">https://www.youtube.com/watch?v=HGxGsy8a9pY&amp;</a> |                  |                                  |  |
| - Green doesn't fall too far behind against blue and outsustains them   |   |   |                  |                                  |  |
| - Blue controls Red's aggression  |   |   |                  |                                  |  |
| Red can only move forward, from any angle   |   |   |                  |                                  |  |
| Green wants to fight front to back, with lategame flankers/splitpushers   |   |   |                  |                                  |  |
| Blue moves through pick and zone, shutting down enemies, blocking off or poking out. Can move backwards and forwards  |   |   |                  |                                  |  |
| Some champs have purple elements, meaning they need certain teams/conditions to be met to work as a champion  |   |   |                  |                                  |  |
| You wanna draft in a way that has a theme: red, green or blue, usually a combination, mono-red/blue/green rarely works  |   |   |                  | Checkmarks for a teamcomp        |  |
|   |   |   |                  | - engage                         |  |
|   |   |   |                  | - waveclear                      |  |
|   |   |   |                  | - siege potential                |  |
|   |   |   |                  | - peel                           |  |
|   |   |   |                  | - frontline                      |  |
|   |   |   |                  | winconditions                    |  |
|   |   |   |                  | - snowball (lane/dragons/towers) |  |
|   |   |   |                  | - splitpush                      |  |
|   |   |   |                  | - outscale                       |  |
| <b>Example good draft</b>   |   |   |                  |                                  |  |
| Us  |   | Enemy   |                  |                                  |  |
| garen   |   | renekton  |                  |                                  |  |
| rammus  |   | olaf  |                  |                                  |  |
| galio   |   | cassio  |                  |                                  |  |
| kogmaw  |   | lucian  |                  |                                  |  |
| soraka  |   | swain   |                  |                                  |  |
| The theme of the enemy team is Red, they want to snowball and end the game early. Cass doesn't work with that   |   |   |                  |                                  |  |
| If the game goes later, everything will fall on to Cassiopeia, which is too difficult with our picks  |   |   |                  |                                  |  |
| Our team is Blue/Green (because Garen and Rammus outscale their respective opponents, they don't need to snowball and are turned into Blue Champs from Red champs)      |   |   |                  |                                  |  |
| The blue champs only have to control the enemy and setup for Kog. Garen can do this by splitpushing and thereby taking away a dive-threat (Renek)                       |   |   |                  |                                  |  |
| Galio, Rammus and Garen also naturally counter melee picks which is all the enemy drafted   |   |   |                  |                                  |  |
| <b>Example bad draft</b>  |   |   |                  |                                  |  |
| garen   |   | sett  |                  |                                  |  |
| morgana   |   | amumu   |                  |                                  |  |
| corki   |   | zed   |                  |                                  |  |
| jinx  |   | vayne   |                  |                                  |  |
| poppy   |   | lulu  |                  |                                  |  |
| Our comp has no defined theme: garen and poppy want to go in and get easily controlled while corki and jinx want to peel back   |   |   |                  |                                  |  |
| morg is out of place, unsure whether to follow to suicide mission of poppy and garen or try to help out carries. Morg/Poppy/Garen can work together if everyone went in |   |   |                  |                                  |  |
| Vayne (green) turned Red because it fits the playstyle of the draft way more  |   |   |                  |                                  |  |
| Lulu's blue enables their champs and stops ours, the same cannot be said for our blue morgana   |   |   |                  |                                  |  |
| Because of the dominant Red, our Green never reaches Late and never finds an answer to their aggression. Game is lost in draft unless they hard int                     |   |   |                  |                                  |  |

ALL CHAMPIONS

Rated out of 5

Purple: only 1, 3 or 5

|   |   |   |
|---|---|---|
| 1   | 3   | 5   |
| value increases/decreases with certain drafts but still pickable in most cases. | good once enabled by team, or enabled/not disabled by enemy team. | once enabled this champ needs a lot of attention from the enemy team. |

10.9 General note: champs you can flex late priority in draft

| Champion     | Red | Green | Blue | Purple |
|--------------|-----|-------|------|--------|
| Aatrox       | 4   |       | 5    | 1      |
| Ahri         |     |       |      | 3      |
| Akali        | 2   |       |      | 3      |
| Alistar      | 4   |       |      | 1      |
| Amumu        |     |       | 2    | 3      |
| Anivia       | 4   |       |      | 1      |
| Annie        |     |       |      | 3      |
| Aphelios     |     | 4     |      | 1      |
| Ashle        |     | 1     | 4    | 1      |
| Aurelion Sol |     |       | 2    | 3      |
| Azir         |     | 2     |      | 3      |
| Bard         |     |       | 2    | 3      |
| Blitzcrank   | 4   |       |      | 1      |
| Brand        | 1   |       | 3    | 1      |
| Brave        | 1   |       | 1    | 3      |
| Caitlyn      |     | 3     |      | 2      |
| Camille      | 2   | 3     |      |        |
| Cassiopea    |     | 3     |      | 1      |
| Cho'Gath     |     |       | 4    | 1      |
| Corki        |     | 2     | 3    |        |
| Darius       | 4   |       |      | 1      |
| Diana        | 4   |       |      | 1      |
| Dr. Mundo    | 2   |       |      | 3      |
| Ekko         | 2   |       |      | 3      |
| Eloise       | 4   |       |      | 1      |
| Evelynn      | 4   |       |      | 1      |
| Exor         |     | 1     |      | 4      |
| Fiddlesticks |     |       | 2    | 3      |
| Fiora        |     | 2     |      | 3      |
| Fizz         | 4   |       |      | 1      |
| Galio        |     |       | 4    | 1      |
| Gangplank    |     | 3     |      | 2      |
| Garen        | 4   |       |      | 1      |
| Gnar         | 2   |       | 3    |        |
| Gragas       | 2   |       | 3    | 3      |
| Graves       |     | 2     |      | 3      |
| Hecarim      | 3   |       |      | 2      |
| Heimerdinger |     |       | 2    | 3      |
| Illaoi       |     |       |      | 5      |
| Irelia       | 2   |       |      | 3      |
| Ivern        |     |       | 2    | 3      |
| Janna        |     | 2     |      | 3      |
| Jarvan IV    | 4   |       |      | 1      |
| Jax          | 4   |       |      | 1      |
| Jaxx         | 3   |       | 1    | 1      |
| Jhin         |     | 3     |      | 2      |
| Jinx         | 4   |       |      | 1      |
| Kai'Sa       | 1   | 4     |      | 1      |
| Kalista      | 2   |       |      | 3      |
| Karma        |     |       | 5    | 3      |
| Karthus      |     | 2     |      | 3      |
| Kassadin     |     |       |      | 5      |
| Katrina      |     |       |      | 5      |
| Kayle        |     |       |      | 5      |
| Kayn         |     |       |      | 5      |
| Kennen       | 4   |       |      | 1      |
| Kha'Zax      | 2   |       |      | 3      |
| Kindred      |     | 2     |      | 3      |
| Kog'Maw      | 3   |       | 2    | 3      |
| LeBlanc      | 4   |       |      | 1      |
| Lee Sin      |     |       |      | 5      |
| Leona        | 4   |       |      | 1      |
| Lissandra    |     |       |      | 5      |
| Lucian       | 4   |       |      | 1      |
| Lulu         |     | 1     |      | 3      |
| Lux          |     |       |      | 5      |
| Malphite     | 4   |       |      | 1      |
| Malzahar     |     | 3     |      | 2      |
| Maokai       |     |       |      | 5      |
| Master Yi    |     |       |      | 5      |
| Miss Fortune | 4   |       |      | 1      |
| Mordekaiser  |     |       |      | 5      |
| Morgana      |     |       |      | 4      |
| Nami         |     |       |      | 5      |
| Nasus        |     | 2     |      | 3      |
| Nautlius     | 3   |       |      | 2      |
| Neeko        |     |       |      | 5      |
| Nidalee      |     |       |      | 5      |
| Nightmare    | 4   |       |      | 1      |
| Nunu         |     |       |      | 4      |
| Olaf         | 4   |       |      | 1      |
| Ornn         |     | 4     |      | 1      |
| Orianna      |     |       |      | 5      |
| Poppy        | 4   |       |      | 1      |
| Pyke         | 4   |       |      | 1      |
| Qiyana       | 4   |       |      | 1      |
| Rakan        | 4   |       |      | 1      |
| Rak'Sai      | 4   |       |      | 1      |
| Renekton     | 4   |       |      | 1      |
| Rengar       | 4   |       |      | 1      |
| Riven        | 4   |       |      | 1      |
| Rumble       |     |       |      | 5      |
| Ryze         |     | 4     |      | 1      |
| Sivir        |     |       |      | 5      |
| Seina        |     | 1     |      | 3      |
| Sett         | 4   |       |      | 1      |
| Shaco        |     |       |      | 5      |
| Shen         | 2   |       |      | 3      |
| Shyvana      | 3   |       |      | 1      |
| Singed       |     |       |      | 5      |
| Sion         |     | 3     |      | 1      |
| Sivir        |     | 3     |      | 1      |
| Skarner      | 2   |       |      | 3      |
| Sona         |     |       |      | 4      |
| Soraka       |     | 3     |      | 2      |
| Swain        |     |       |      | 4      |
| Sylas        |     |       |      | 5      |
| Syndra       |     |       |      | 5      |
| Tahm Kench   |     |       |      | 2      |
| Taliyah      |     |       |      | 5      |
| Talon        | 4   |       |      | 1      |
| Taric        |     | 1     |      | 3      |
| Teemo        |     |       |      | 5      |
| Thresh       |     |       |      | 5      |
| Tristana     | 3   |       |      | 1      |
| Trundle      |     |       |      | 2      |
| Tryndamere   |     |       |      | 5      |
| Twisted Fate | 3   |       |      | 1      |
| Twitch       | 4   |       |      | 1      |
| Udyr         | 4   |       |      | 1      |
| Urgot        |     |       |      | 4      |
| Varus        |     |       |      | 5      |
| Vayne        |     | 4     |      | 1      |
| Veigar       |     |       |      | 4      |
| Vex          |     |       |      | 2      |
| Vi           | 4   |       |      | 1      |
| Viktor       |     |       |      | 4      |
| Vladimir     |     | 4     |      | 1      |
| Volibear     | 3   |       |      | 1      |
| Warwick      | 1   |       |      | 3      |
| Wukong       | 3   |       |      | 2      |
| Xayah        |     | 4     |      | 1      |
| Xerath       |     |       |      | 4      |
| Xin Zhao     | 3   |       |      | 1      |
| Yasuo        |     |       |      | 5      |
| Yorick       | 4   |       |      | 1      |
| Yuumi        |     |       |      | 5      |
| Zac          | 2   |       |      | 1      |

Notes:

likes to fight in lane and get a lead. likes melee enemies or heavy aggro (village/healing)

can play aggro but ally build is detrimental (blue); does away in any matchup and just controls midgame and provides nice picks late

midgame powerspike. needs team to enable and not so many problems on enemy team

likes a lane partner that wants to fight, skirmishes in the midgame and not really looking to make it late

can't play certain jungle matchups. prone to get outscaled or bullied early. likes teamfight comp

Control's terrain and denies. Likes shortranged enemies and no counter blues that catch her out

needs to snowball map (lane or team) or useless. doesn't care about own or enemy team

struggles into stuff that outranges. Can be caught out by enemy lockdown

lots of utility. prefers blue gamestyle (pick off, poke and zone), not front to back green cause she struggles vs tanks lategame

only for onehks. gets outranged or jumped on

green and blue alternate based on draft and playstyle. can counter teams with kit (blue) or waveclear and go the distance (green)

thrives when he can leave bot and bring chaos to the map, preferably red playstyle but has options likes splitting up enemy so blue

hook so valuable but usually falls off lategame. slot in any comp but does best on aggro, countering green, countered by blue champs

should be AP presence in AD comps. loves that he is only AP source, and play with aggro bot/aggro. win game at 2 items

really good into melee and certain ranged abilities. synergizes well with autoattackers

strong lategame champ, with a very safe lane (red) can be early control matchups and impactful midgame (package). Inforce spike + range on Q+R and seperation from package is blue

wants to snowball from lane to team and soul. really doesn't like to see much blue on enemy team

wants to snowball the game and good drafts help with that. that means, an enemy lane that isn't too safe and not so much lockdown on enemy team. much more self-sufficient than similar aali

stat check champ. if you have better stats, you win. if you lack stats, you're completely useless. easier to win if you counter enemy comp and have enabling friends

likes early kills to create momentum and gets a lot easier pushed into weak bot lanes with low g/mini pressure. team enabling obviously helps too

solid 5 red champion, doesn't necessarily need favourable lane or comps, just a good player

goes forward and loves it when her team does too. okay in blue comps with pick-potential but really out of place in green comps

snowball champ. brings denial and control with stealth factor

midgame powerspike can make him hard to deal with. likes to poke and follow up on skirmishes. zone control is very blue but has strong lategame presence

too new but seems some setup from allies helps. blue playstyle probs

needs a decent matchup and some team help by letting her split etc.

like ekko

zone control and global pressure. better if enemy has high magic damage/melee. typical example of blue champ getting outscaled by green (not enough damage and green survives combo)

ones 1 at all but less if enemy gets outscaled

wants to bully a lane and not get outscaled

goes forward and controls enemies for followup makes him more blue than red, but still pretty red

great utility and early/mid jungle pressure. can go the distance but doesn't want to

likes to farm and bully enemy. crazy strong in certain drafts (he gets to build healthily or sustain into blue comps)

displacement of E and ult gives a lot of displacement, but at the end of the day, the horse goes in

wants a team that primarily moves back and enemies who dive on to him.

Billy wants a lopsided side can kill 1v2/1v3. she wants to keep up the pressure and a 4 man who can do stuff when she does get 5-maned

snowball and less a good draft

simply for enabling team, so the picks on your team matters. zone control bushes and daisy

partly looking late with more items and carry, gameplan is to control ally and enemy space, a defensive blue against aggro reds

gets stopped in his tracks by blue champs but a staple early aggro pick

solid scaling choice that has a value increase when teams are melee. he's enabled and sees a/s

needs looks and can get them if drafts aren't too difficult or camped. does sometimes switch to blue playstyle

Safe and doesn't care too much what everyone picks. pairs with any support and is fine into most matchups. provides utility

looking late, can be abused if drafted too early

has a few different modes but in the end she is looking to get late

crazy good into melee teams, with either blue to like or red to all

terrific for lane control and to bully aggro boys. Later just fills a nice blue role but impact isn't felt as much late

wants to be only AP presence on team and look to outfarm rest of map. doesn't need a long game, just be able to do his thing without his team or enemy interfering

let's be honest, if you don't end the game fast enough or have the answers in your comp, kass will destroy the game. green playstyle

although easy to counterpick. it usually requires a team effort to make the hat call for open mid

has the onus on the top's team to play around her and allow her to break the game

flexibility to match comps, likes if he can abuse enemy

successful Kennens are flankers from lane dominance, so red.

really needs to consider both teams before being picked. not as self-sufficient as renger

likes team help on in game conditions not too many hard cc enemy team. outfarm and outlast lategame

unlike most idiot champs that only brrr forward, always team to come with and provides pretty crazy utility (also in durability to tank with double healthbar). acceleration is the gameplan

so much value increase against beefy AP boys and helpful allies. likes it if there's another scaler who can take some of the attention

snowball. likes weak lanes and jungle to abuse

early game aggression, insec assassination is part of red playstyle

cements a red comp but needs to think about lane (just ban morg)

usually picked to disable very aggressive jumpy boys. can go 5 red electrodeute though

likes a favourable lane and a supp that likes to fight. midgame needs some enabling and late not too many outscalers who outrange

likes going late with a scolar but also really, really shuts down with W and ult bot, look at draft and your value skyrocket

super safe in lane. pick pressure and poke menace after lane

brrr. but really, see those 4 red champs on enemy team? thinking about your Renek? just rocc up

just disables other champions without much effort or brainpower. hates to be outranged

lockdown and zone are blue, but frontline and not going crazy early is the gameplan

like Yi Factor/Rather 5 than 6 red because of his snowball nature. Yi win depends on the brains of his enemy or enabling of own team. so 5 purple

wants advantages out of lane and follow up teammates that go in. obviously brings lategame assurances. ult and a bring zone. you don't want late front-to-back necessarily (offc she can't do it)

disables like malz but from top with solid lane

a mage counter so obv needs a bit of thought in the draft but a pretty good pick at all times

has some different modes and a solid blind pick

lategame dreams but cares a lot about the matchup. make sure spirit vespere counters team and they can't end too quickly. also W that immobile ADC

main mode is to go in and never look back, but can serve a general blue zone, catch and disable role

should be played more. solid blind pick i think

bit like karthus in the way that she likes to powerfarm and out tempo her opponent. certainly needs a good draft for that. only ontricks

one way to get her snowdown. blue look for ult pressure

super underutilised, can really ruin mobile red comps, likes green/blue teams that generally move forward

if olaf had a car, it would not be able to reverse. if you pick him, world is your oyster to finish fast

learn how to play blue by learning ori. then if you really don't know what to pick, just pick her :)

almost all matchups are completely fine and he just brings it all to a team. sit back and let's get to 30 minutes

like nocturne

value increases against dashers, and can shut those down. main idea is to go in though and then she's in there.

crazy loaded kit utility wise that creates pressure and zone control, but you know he'll come at you

old champion that wants to snowball or she's useless. probs needs a decent draft

loves by the lane she wants to storm and then tear the enemy apart in a constant split. Red snowball necessity. blue pick off in low vision playstyle.

diver's best friend. instant value increase with kayah, with dive buddies against champs without disengage

needs friends to dive with and aggressive laners

usually seen as a safe bet but if he doesn't get ahead against a scaler, you're gonna have a bad time

good ones can exert ridiculous pressure and require a team effort to deal with him. not quite a gamebreaker though. 1 purple, he likes split to bully and friends who want to bully them with him

good divers rarely give a damn what the enemy picks. self-sufficient, depends on player

midgame zone control but prefers if the team is moving forward.

fine in most matchups and looks for lategame godstatus. able to neutralize melee matchups and stand up to split pressures

just a solid neutralizer and provides good setup if you have a team

needs a specific bot partner and lane matchup. lategame infinite scaling, is fine with that as a gameplan, just abuse her early

just enable this man. likes a beefy bot he can slam and immobles to bunch together

forward but different modes and a lot of pressure. instantly laners have to play differently due to the stealth pressure (like a glg twitch). if they don't, he can 1v6

has lots utility and denial in the kit but does mainly move forward

outfarm and then ramp so quickly with items that terrifies enemies, doesn't like AP fieldies that force enemy to build MR

pretty unique playstyle. yi factor whether enemy team has answers/own team enables him

goes forward, creates zones but likes taking it later and frontline for his friends. doesn't like mobies that jump away from his stuff

your forward lategame assurance. likes a red comp she can speed up. like beefy green frontlines or blue AoE set-up/ck. also safe shove lane into weird AP bots

needs blue enablers and immobile enemies, as well as enemy junglers that aren't too scary

One of those weaker blues reds like to prey on

when you think how soraka wants to play, it's a comfy laning phase and then front to back later teamfights

short range and no annoying enemy blues that pick on him when he wants to walk into 5 people

pretty self-sufficient and kinda dependant on enemy team whether respect his ult and healing possibilities

embodies the blue pick off style but can definitely go full red

wants a carry that needs repositioning (read: can't do it themselves) and single target assassination on enemy team. don't pick into AoE or blue enemy supps

can also switch to red playstyle (like Syndra) but with global pressure

scary laner with scarier roams makes him a great snowballer: an assassin that's dependant on player skill, rather than matchups

loves melee enemies, loves teamfights, loves sustained dps over burst gamestyle, essentially denies others from fun.

like singed and flaoi, self-sufficent, just requires idioty from enemy team

pretty versatile and probably never a bad pick (maybe morg/cat lane)

likes aggro support/and a snowball mentality. quick turns, jump on skirmishes and get out

likes favourable enemy comps with immobles, AP sources and statorry beefy boys. like olaf if this doesn't happen

enemy team needs to answer

really likes dive buddies and follow up to picks. has a farm ramp factor (with global pressure too), so preferably snowball with roams (red), and/or get picks midgame (blue) or outfarm by assists and farm (green)

twitch likes fast paced aggression and a snowball. the stealth factor always needs to be respected and twitch really prefers flank ult engage over front-to-back green playstyle. so when he looks the enemy team and sees strong pick cc, that gets a little more difficult

obvious lategame factor but really just likes to be an answer to what the enemy does (melee stuck in a balcony)

so many champs hate getting outranged. veigar can make these champs cry, but enemies with ranged pick are super scary for him (or too many red idiots diving)

there's an immobile lane you want to camp, you finish inforce and the game ends

join the glorious evolution of just picking this champ into red comps

prefers enemy teams that are able to teamfight but, cause of the vid pick, won't scale as well. doesn't like outscaling constant splitters. give him some blue enablers while you're at it and he quickly become 5 purple

doesn't like scaling blues on the enemy team. welcome to the red in the mid

Likes a reason to build spirit vesp. picks off and separates makes him blue (but likes red playstyle too). also likes stuff that can't outrun him

snowball lane and set up for his follow up that also wanna move forward

value increase with rakan. also likes divers she can bait with ult to then get destroyed by team

like veigar, but mid and super underutilized

value increases vs ranged bots

Yi factor. enemy needs an answer or he's out of control. ramps really hard with items and farm, so he looks green playstyle. yet, most players feel the need to go red

think he might want to snowball out of lane. doubt he's looking to make it late but rather use those advantages for constant sidelane pressure

with team coordination she can break the game. enemy team needs gameplan for that (usually just wreck the game while it's still 5v4)

incredible backline access, with great pressure and damage. ruins immobles. likes disabilies and no vayne on enemy team

|  |   |   |   |  |  |
|--|---|---|---|--|--|
| Zed  | 4 |   | 1 |  | less matchup dependant but more so if team wants to play around him. near unmatchable sidelane in midgame should snowball map out of control (meaning 4 man should get dragons and towers) |
| Ziggs  |   | 2 | 3 |  | comes late in a draft to answer stuff or plug holes in own draft   |
| Zixx   |   | 4 | 1 |  | utility-mediator can enable and disable like no other. can solo shutdown red comp and enable his own   |
| Zoe  |   | 5 |   |  | queen of zoning and poking people out. what a little shit. doesnt care who's in the game   |
| Zyra   |   | 5 |   |  | such a good zoner  |
| Patch 10.9:  |   |   |   |  |  |
| - kayn is moved to 5 purple for how oppressive he can be   |   |   |   |  |  |
| - trundle moved to 3 purple. you don't want to blind him, slot him in later cause when he's good, he's really good |   |   |   |  |  |









what if we try to beat G2's OP comp

US

Darius  
Zac  
Xerath  
Varus  
Brand

G2

Ornn  
J4  
Azir  
Kog  
Lulu

Renekton  
Warwick  
Xerath  
Ashe  
Sion

Garen  
Zac  
Syndra  
Vayne  
Karma

Pretty similar comp but our side has such an easier time engaging: extra diver + ashe  
enemy team pretty damn short ranged and nothing to deal with xerath. Xerath has the easiest time  
Lane: Ashe > Vayne but Karma > Sion so equal.  
It's all up to vayne, can she outplay everyone?

Because of top lane champ pool, we start the game behind because the scaling is a problem. this slots us into a snowball comp, because our best pick (darius) can't split  
Mid is really strong, G2 has no way to deal with xerath and has to go through too many things, little flank potential  
stronger front to back through outrange, except lategame. 4-1 into flank TP from darius  
G2 bot should be miles behind  
Kog/Azir should have an awful time against Xerath/Varus  
Brand for lane, pick and midgame even more  
maybe braum for counter Ornn/Kog

Illaoi  
Fiddlesticks  
Veigar  
Jinx  
Leona

Maokai  
Zac  
Corki  
Jhin  
Xerath

Probably the worst topside for billy i've seen. ranged mid carry and unkillable jungle/top  
Veigar looks pretty sad into this team too, outranged by viable targets and zac can easily jump him  
leona is disjointed with the rest of the comp  
jinx looks fine but gets outscaled by jhin/corki combo and doesn't like xerath too much.