

What are the different roles in League of Legends (LoL)?

Marksman / ADC

The Attack-Damage Carry (ADC), now commonly known as the Marksman, is the main form of physical based damage hitting champion on your team. Typically, the ADC does a sizeable amount of damage to all on the enemy team, with the exception of potentially the Tank. The trade-off though, comes with an ADC's relatively low base health and defence, meaning they are known to be "squishy" (die easily), but this is usually compensated by a Support champion.

Often a ranged champion, which is primarily due to their low health, the main role of an ADC is to eliminate the other ADC (during the laning phase) and in team fights, prioritise the biggest threat (barring the Tank). One of the most important roles in the team, this type of champion will usually be found in the bottom (bot) lane of the map

There are rare occasions where this champion (along with the Support) will swap lanes and play on the top side of the map for the laning phase, and this is usually done at a high level of play. If one side has a strong solo laner with high sustain and harassing potential, while the opposition does not, swapping lanes can sometimes provide a good early game lead for your side.

Support

The Support player is coupled with the ADC and is mainly used to help the ADC in any way they can to get kills, protect their with their abilities and provide vision for the ADC and the rest of the team by using wards or trinkets. Usually low on damage and high on hit points, they can be used as well to tank damage and distract the enemy onslaught (enabling the champions with higher damage to eliminate them).

The Support can be used for assisting the ADC during the laning phase, however, they can also play a large part in engaging in team fights. Support champions such as Thresh can use their abilities to hook onto an enemy champion that is out of position (or in position) to force a team fight and the engage. For example, if Thresh hooks the enemy teams ADC, they will lunge towards them for the rest of the team to engage.

Whilst this isn't always the case, as Heroes like Janna can also catch the enemy team out with her whirlwind, they can also disengage a team fight by using Monsoon to push the enemy team away. Sona's ultimate Crescendo can both engage and disengage, also.

There are different types of Support champions, some are more defensive and some are more for playing aggressively, but most of them have some abilities for both.

Jungler

There are three lanes on the Summoner's Rift (the LoL map) but five champions so the Jungler will spend most of their time between the lanes in the area of the map called the jungle. The primary reason for having a Jungler is to utilise the largest amount of the gold and experience points (XP) on the Summoner's Rift at any one time.

The Jungler will start and spend most of the early game inside the Jungle, and this allows him to build up his own economy of gold and XP that will eventually allow him to start ganking . This can typically be done within the first few minutes of a game or anywhere between 4 – 7 minutes in. As well as ganking lanes, the Jungler is important for ensuring good vision around both the Dragon and the Baron and helping support the Mid lane champion who can be pushed from both sides at all times.

Controlling the jungle ensures you control rotations and control the main focal points of the map, especially at the early stage where a lot of games are won or lost.

This brings us on to our final point about the Jungler - pay your taxes. You pay your taxes, you get your ganks. If you don't pay your taxes, don't be surprised if the Jungler avoids your lane. In short, if they help you, don't be surprised if they take some of the creep wave.

Bruiser / Tank – Top Lane

The Bruiser / Tank is typically a top lane champion unless a lane swap has occurred.

There are occasions where the ADC and Support will swap lanes with the top champion. If one side has a strong solo laner with high sustain and harassing potential, swapping lanes can sometimes provide a good early game lead for your side.

Although there are different types of top laners, generally speaking, teams will play with a 'Tank' champion - someone who can take a lot of damage before being eliminated. They are used to get into the middle of the opposing team, being the focal point, or trying to stun or attack the enemy ADC.

Champions such as Malphite not only have high base stats in health and defence, but also provide instant engagement into the enemy team either during the laning phase or during the mid-late game.. Another underestimated part of the top laner which we touched upon is their ability to gank.

Typically, this might not happen throughout the course of a match, some will stay in the top until others start to move around, whereas some top laners will roam around towards the middle (Mid) lane or the enemies' jungle in order to catch the enemy off guard and secure a kill.

The distraction caused by the Tank champion enables the rest of the team with high attack damage to eliminate the players. The laning phase is incredibly important for this role as the player needs to be strong for the later game.

APC – Middle (Mid) Laner

The Ability-Power Carry, also known as the APC. This role is used virtually always in the middle lane of the map. Along with the ADC, this is usually the champion that dishes out the highest amount of damage. The APC is usually ranged but can be either depending on what is picked, champions such as Diana can harass with ranged attacks and follow up with a gap-closer ability.

A ranged champion (such as Ahri) will poke (Use abilities that can reach the enemy from a distance) to wear enemy champions down from a safe position before a heavy engage with her ultimate. There is usually a trade-off however, with these types of champions being incredibly squishy due to their low base defensive stats and movement speed.

The mid lane player is incredibly important as it is the middle of the map and he can be ganked from various different positions. Having a good awareness of the map, as well as good use of his vision is important in this role as it's very easy to over-extend in the lane and get crept up on from behind.

Whilst getting ganked in the lane is possible, the roaming ability of more mobile Mid-laners, such as Katarina, who can clear the creep wave and move quickly around different parts of the map depending on their current situation. This can be combined with the Jungler as well in order to provide an overwhelming situation for whomever is in that lane.

SMITE

ADC: ADC stands for Attack Damage Carry, a term that got carried over from League of Legends, and the main goal of this role is pushing towers and dealing ridiculous amounts of damage late game, usually with basic attacks. This role is usually filled with Hunters, but there are a few mages that can take this role effectively. ADCs go into the long, or duo, lane (the lane where the towers are furthest apart) together with the Support. This is because ADCs tend to be really weak early in the game and need some extra protection, which the Support provides.

Jungle: The Jungler is the one that, not surprisingly, roams through the jungle and clears jungle camps. This ensures that there is as much experience and gold gained across the team, as gold and experience is split among gods that are close to each other. The Jungler can also put a lot of pressure on other lanes, helping out when they're struggling or help them get a solid lead over the enemy. This role is usually filled by Assassins, but a fair amount of Warriors make a good showing here. Freya and Ao Kuang are mages that really shine in the jungle, and are often picked up in a team that has a lot of physical damage in the other roles. Those looking for a more supporting style of jungle can pick up Athena or Ymir, who can clear jungle camps relatively well and offer a lot of control, setting up kills for the players in the lanes. This is one of the most diverse roles in the game and one that is heavily affected by patches and changes in the meta.

Mid: The Midlaner goes into the center lane of the map, which is also has the shortest distance between the towers. But that is not the only thing the 'Mid' refers to, as the god that fills this role is generally the most damaging character on the team during the mid game (around level 10-15 when people start to rotate). Because of the central location on the map, and the mid harpies spawning every three minutes, being able to stay safe with so much jungler presence is extremely important. As such, Mages tend to fill this position due to their ability to safely and quickly clear the minions. Only rarely will other classes appear in this role, and if that happens it's purely based on that particular player's skill with that god.

Solo: The solo lane is without a doubt the most diverse and flexible role in the entire game, and usually fills a gap in the team's composition. The most common class encountered in this lane are the Warriors, who can farm a bit to get their first items and start becoming a menace as the mid game starts and serve as the front line with the support. Mages are also pretty common in this position, either as a form of sustain for the entire team or as another source of burst damage. There are a couple of Assassins that are played in this lane as well, also adding another source of damage to the team, but this time physical instead of magical. The greatest advantage of placing a god in the solo lane is the relatively large amount of gold and experience available to them without the amount of ganks and rotations that happen in the mid lane.

Support: Last, but certainly not least, is the ADC's best friend: the support. As mentioned above, the support starts out in the long lane with the ADC, but spends a lot of the game roaming the map and assisting the other lanes when the ADC has grown enough to stand on their own two feet. The purpose of this role is best summarized as 'make everyone else shine'. Guardians excel in this with their relatively low damage but high amounts of crowd control, blocking attacks so

the fragile ADCs and Midlaners are safe while setting up kills with their crowd control. Warriors are fairly common as well, as a couple of defensive items makes them almost as durable as Guardians and compensate the weaker CC on the team with additional damage.