

RULES OF ENGAGEMENT

When to Fight, Who Goes First, and What Your Team Owes Each Other

Print this page. Tape it somewhere you'll see it while tilted.

1. Judge fights by value gained per resource spent.
2. Maximum damage, on priority targets, timed with your team's damage.
3. Give kills to laners by default. Take them when you're the one carrying.
4. A fed teammate who dies without casting lost your team his whole bank.
5. Before any chosen fight: will we lose the game entirely if this fails?
6. If losing the fight loses the game, only take it pre-won.
7. Sometimes the correct play is giving up Dragon Soul, Baron, or even Elder. Wait for better conditions.
8. "1v9" does not exist. Whenever you hear "1v9", think scam.
9. No all-ins without information. "Probably fine" means go look at the VOD review.
10. Fight with more players. Create the numbers, then fight.
11. When they have more, don't fight.
12. Engage tanks open the fight. Everyone else arrives second on purpose.
13. Don't go in too far ahead of your team, though.
14. An engage your team can't follow is a donation to the enemy team with a flashy windup animation.
15. Crowd control duration is key. Chain damage onto crowd control if possible.
16. Let teammates absorb key abilities first. You are the constant in your games. Protect yourself.
17. Stand where your job says. No assigned frontline or flank means backline.
18. Every meter too far forward turns their bad options into good ones.
19. The Weave: use your abilities, deal your damage, retreat.
20. Be in the fight exactly as long as your damage allows.
21. Focus what your whole team can hit together. Front to back.
22. A solo flank without synced damage is trolling (usually).
23. Count summoners. Every burned flash reshapes the next fight.
24. Guard your own summoners like items. They are.
25. After one kill, peel back and reassess. The chase is the throw.
26. True cleanup is collecting on very free kills.
27. Win fights alive or you didn't win them at all.
28. Early game your life is expensive: bait, Weave, leave first and alive.
29. Late game the price flips: die for your AD or AP carry with pride.
30. The best fights in your games should look uneventful. So will the climbing.