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Jax build guide

• Extreme Broken is a formidable opponent who can easily dominate the 1v1 stage at any point in the game. • Simply head to the opposite lane and try to match her push, as Tiny cannot lose this lane unless you're extremely poor. • Since you'll be maxing Q first, you'll always dictate the flow of the lane, giving you a significant advantage. • Once you build Redemption, you can simply stat-check him and outscale completely from that point on. • LDR and Void will prove to be devastating against him, making it nearly impossible for Tiny to win this lane unless you're extremely bad. • Avoid Q'ing into him when he has Q, as this will only lead to further disadvantage. • Once you build Redemption, you can stat-check her and outscale completely from that point on, with LDR and Void destroying her in the process. • Similarly, avoid Q'ing into Tiny when she has W, as Cleanse is essential for taking control of the lane. • After building Redemption, you can then stat-check him, outscaling him completely. • Avoid Q'ing into him when he's in hammer form, and you'll be able to dictate the flow of the lane. • Finally, it's crucial to avoid Q'ing into him when he has W or Q, as this will only lead to further loss. Tiny Can't lose this lane unless you are bad at it. Just don't try to last-hit minions when they're fully stacked, or you'll get destroyed. Once you build up some gold and items, like Redemption, you can just outscale them from that point on. LDR and Void will crush them. Don't waste your time trying to take Tiny's lane unless you're really good at it. Just don't engage him when he's got a lot of health or armor. Once you build up some gold and items, like Redemption, you can just outscale him from that point on. LDR and Void will destroy him. Just don't try to take Tiny's lane unless you're pretty good at it. Just don't engage him when he's got a lot of minions in front of him. Once you build up some gold and items, like Redemption, you can just outscale him from that point on. LDR and Void will crush him. Jax Jungle is a really good champion to play if you're looking for a high win rate. With the right strategy, he can take down enemy lanes with ease. But be careful not to get too aggressive, or you'll end up getting destroyed. The best build for Jax Jungle involves items like Trinity Force and Sundered Sky. You should also use runes like Lethal Tempo and Triumph to help you outscale your opponents. And don't forget to take objectives like the Rift Herald and Dragon when it's safe to do so. One of the most popular Jax Jungle builds is one that uses the Trinity Force and Mercury's Treads items, with a secondary build that uses Sundered Sky and Sterak's Gage. You can also use runes like Cosmic Insight and Magical Footwear to give you an edge in lane. If you want to play Jax Jungle effectively, make sure to take your time and approach lanes from behind the enemy. Don't get too aggressive with your abilities, and only use them when necessary. And don't forget to take your Summoner Spells, like Flash and Smite, to help you out in team fights. Overall, Jax Jungle is a really powerful champion who can dominate lanes with the right strategy. With the right build and playstyle, you can climb the ranks and become a top player. As a mid-game assassin, building the right gear is crucial for success with Jax Jungle. For rune shards, focus on Attack Speed in offense, Adaptive Force in flex, and Health Scaling in defense. When it comes to items, Trinity Force is a must-have followed by Mercury's Treads and Sundered Sky. For your last three items, Sterak's Gage, Wit's End, and Zhonya's Hourglass are recommended. In terms of skill order, stick with W - E - Q. This build has shown promising results, achieving a 53.3% winrate across 2,674 matches played. Alternatively, consider the following build: Trinity Force as your first item, followed by Plated Steelcaps and Sundered Sky, then Sterak's Gage, Wit's End, and Blade of The Ruined King. Keep in mind that ability max order is crucial and should follow W - E - Q. For a more situational approach, consider taking Armor or Magic Resist runes depending on your opponent. To stay up-to-date with the latest builds, check out probuilds used by top players, Jax runes page, and PBE Mel build. When facing Jax in League of Legends, our matchup statistics suggest checking the Jax counters page for more information. However, keep in mind that individual skill, team composition, and champion abilities also play a crucial role in determining the outcome. For item builds, we recommend starting with core items, such as Core ItemsBest for most matchupsCore Items, then moving on to Fourth Item OptionsOptions after core buildFifth Item OptionsSixth Item Options. This order helps you adapt to different situations and champions. It's also worth noting that Jax's skins can be found here, along with their prices, release dates, and chroma information. You can even find the best Jax skins for your favorite champion. In terms of gameplay, it's essential to manage wave crashing properly, especially against Aatrox. Make sure to get level 2 first and crash the wave slowly to avoid getting hit by his passive ability aa. Also, be cautious when fighting him outside of tower range, as he is strong when his q is maxed out. To counter Jax effectively, focus on farming and dodging his q's while managing the wave properly. When slowpushing, respect his slow push and fight him only on your slowpush. Be prepared to sidestep his w when it's up, especially if you have passive stacked up. Keep in mind that he starts falling off after level 9, so take advantage of this to gain an upper hand. Aatrox players tend to retreat once you use your q on them, making it beneficial to walk with them instead of autoattacking in place, preventing your e from being kited. Rushing Steelcaps is effective against Aatrox as it allows for easier dodging of his q's and w's, while also reducing a significant amount of his damage. In the case of a hard matchup, such as against a cheese strategy, it's crucial to snowball early on, starting with a level 1 advantage in the third lane bush where the opponent is weak. Later, avoid using q outside of minion waves, as this can lead to being outtraded by the opponent's e. Against Tiny, Jax has an easy matchup; respecting him at level 1 and avoiding good trades is key. Once the wave crashes, look for all-in opportunities at level 3 if he becomes too aggressive. After reaching level 6, winning all-ins becomes straightforward. Freely using q and following his movements to block his e is a viable strategy. In another easy matchup against Tiny, ensure the wave is away from walls to eliminate outplay potential. Stun her during the second part of her e to cancel it, and use e on her basic attack at the start of trades to prevent her passive shield. However, be cautious of baiting tactics by good opponents. Against Cassiopeia, the matchup can be very hard for Jax in 1v1 situations. Going Phase Rush allows for short trades where you proc the rush and then retreat. Try to dodge Cassiopeia's Q's and avoid getting stuck in her W. If going Lethal Tempo, winning all-ins is possible if you don't get kited or stuck in her W. For Cho'Gath players who start with E, baiting out his E by fake walking up and then trading when he doesn't have it can be effective. Since Cho'Gath outsustains Jax, avoid unnecessary trades unless they can lead to a kill. This matchup is about dodging his Q; aggressively using q but avoiding instant aa's to stay mobile is crucial. Waiting for his q before acting can also provide an advantage. In a skill matchup slightly favored by Jax, like against Darius, look for trades at level 1 when he tries to last hit minions with his q, and all-in him at level 2. Q his q or start the trade by walking up, forcing a fight off your e cooldown if he e's you, as his e cd is longer than yours. After 6 minutes, the matchup becomes more favorable for you. Make sure to auto-attack Q on him when you have Grasp active. He's squishy early, so outtrade him with your Grasp. Play around bushes in top lane to make him guess where you are, and if he walks into your range, use your E to stun him as soon as you jump on him. This is a good strategy against Jax, as you can't hit him with your E otherwise. Be cautious of K'Sante's Qs, so try to bait them out before going for last-hitting minions or trading. Play with waves until 6 minutes, after which you'll usually win all inns. Don't start trades by Q-ing in, as Jax can just dash away and negate your damage. In lane, you'll usually go even, but he'll deny you in team fights. Try to keep him sidelane in the mid/late game. If you're facing Kennen, use Grasp + Scorch and make sure to proc Grasp every time you Q on him. If Kennen is aggressive, cast your E before casting your Q to recast it as soon as you land on him. For Jax, look to bait out his Qs before going in. When he doesn't have Q and you have E, you'll always win trades. Make plays with jungler and force Nasus out of lane. Prioritize freezing him before level 6 to prevent him from getting ahead in power. Avoid trading with Q after level 6; use it for gap closers or when he ults, especially if you have a lot of crowd control (CC). If Olaf tries an all-in attack, don't use E right away; save it for when he's low on health and unable to heal. In early game, focus on not getting hit by Ornn's Q. This matchup is about spacing and avoiding over-forcing in his wave, especially if he has strong waves. Use your stun at level 6 to prevent him from ulting you. Prioritize level 1 trades, win them by walking up to Olaf ideally behind him, so he has to run into you. Once you reach level 2, avoid Q'ing Nasus if he has W or can easily walk out of your E range. At level 6, you'll consistently win all-ins due to having a combat ult and he won't. Against Quinn, don't engage as she can easily E you. Play defensively and farm up; if she tries to E you first, you can Q on her and win the trade. In matchups against Renekton, trade away from the wave at level 1 to prevent him from stacking fury. Force fights when he's out of fury, as you will hard outscale him. When playing against Riven, get prio early and look to walk up behind her at level 1. At level 3, you'll lose trades unless Riven wastes CDs; bait out her W with fake approaches. Playing exhaust allows aggressive Q'ing and stunning her after cooldowns are used. In matchups against Ryze, try to cheese him at level 1. From level 2, engage only if he plays overly aggressively; otherwise, play slowpush into slowpush until you outscale. If you reach six levels quickly get lane priority if you're on the map so you can punish him for using his ultimate ability by taking plates (grasp, teleport). Even walk in front of the wave to prevent Singed from proxying it and you'll easily win trades. Save your Q for when he flings you and play slowly with the wave because he has a much better clear speed than you. Tiny Sion is weak early on level one, so aggressively use your Q on him and hold your E back so he can't retaliate with his own Q (conqueror, teleport). Even if he tries to recast his E on you, just use your E and all in on him (LT or grasp, ignite). Play with the wave to prevent him from hitting his Q, and only Q on him when he wastes his Q. Otherwise, play to outscale (grasp or conqueror, teleport). Try to stack tenacity to reduce his blind and Q on him when he's in his AA or Q animation so you can stick to him easier (fleet, tp). Tiny E early when trading to prevent him from using his Q on you, and you'll hard win any stage of the game. Ult after Trundle ults so he can't steal your ultimate stats (LT, ignite). Tiny Don't let Trynda get into your body so he can't dash back through you. Level one, look to get priority on the wave, level two you can start trading because you can follow up his E with your Q (grasp or LT, tp). Major Give him priority level one, and he'll kite you and outpushes you. Once you reach level two, you can trade, but commit hard if you do so cause he can do a lot of damage while you're backing off. Even try to bait out his E by fake walking up or Q-ing away when he uses it. A plated steelcaps rush is really good against him. Play with the wave and respect his push; fight him only when you have your passive stacked up (fleet, teleport). Minor Go ghost to be able to stick to her. If she E's, just back off, if not, you win all in. Just don't grief level one, and matchup is good. Extreme Q start and jump on him level one; try to get priority, then play slowpush into slowpush until you can't (grasp with inspiration). Tiny You hard win trades if he doesn't hit his E, which is pretty easy to dodge. Just start trades by instantly using your E (grasp or LT, tp). Minor Very good matchup for Jax; if WW isn't aggressive, it's fine to save your E so you can keep the wave priority. Otherwise, you can trade and look to E his Q. When you go for all in after level six, hold your E for later on because most Warwick players will use their ult when they're low on HP to heal up. Try to use your E when Warwick is forced to ult you or he dies (LT or grasp, ignite or tp). Rush executioner if you don't go with ignite. Tiny Wait for him to go for last hit on minions with his E and then cast your E; you'll hard win. You win any stage of the game if you don't waste your E. Tiny Probably the best Jax matchup in the whole game; don't get spaced by Yasuo Q level one, and always start trades with your E at level two. Never Q on Yasuo, especially if he has minions to dash through, because then he can kite your E (LT or grasp, tp). Level six you hard win all ins. Tiny Don't let Yone space you with Q's level one; look for trade when he tries to last hit minions. Once you're level two, you win all ins, and Yone will try to E your E, but then you can Give up and you're good. When facing Yorick, start by denying him gold and experience early on (minor), then focus on snowballing before he hits level six (major). Meanwhile, Jax skins are available for League of Legends players to collect and admire! Discover the latest and greatest Jax skins, along with chroma information, prices, rarities, release dates, and more. You can even add your favorite skins to your wishlist for future reference.

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