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Kog maw guide

Tristana One of the most challenging matchups for ADCs, Tristana excels at high-range poke, disengage, and repositioning. Her range advantage over Kog'Maw is significant, making it crucial to secure early lane pressure against Caitlyn or Ezreal to limit harassment. If pushed back, avoid leashing and instead focus on lane level 1 to initiate a hard push, using Q to accelerate wave progression as needed. Against Tristana's harassment, prioritizing lane neutrality and setup freeze is key to mitigating her Q damage. Ideally, a dedicated engage/support player would be beneficial for success against Miss Fortune; however, against Senna, securing an early lane advantage can significantly reduce harassment. When facing Tristana, avoid trading unless initiated, as she tends to outlast opponents due to her Q's healing effects. Ashe matchups demand extreme caution, particularly when using W, as it leaves the ADC vulnerable to being slowed and forced into a 1-on-1 situation. Against Aphelios, careful lane positioning is crucial, especially during his red phase, where his range is significantly reduced, allowing for easy spacing and outmaneuvering. Kogmaw Matchup Analysis As a neutral player, it's recommended not to hard shove or get shoved in Kogmaw games, as this increases risk for the most part. Without current notes on Corki, a low sample size is provided playing against it, and Draven matchups are primarily support-dependent. In a Draven matchup, early leads often result in stomping, but if you can reach 1 item with a lead, you gain an advantage until they get 3+ items and can start two-shotting you. If the game is even at 1 item, it becomes a skill matchup favoring Kogmaw slightly. It's crucial to wait for Draven's W cooldown to negate their ability to W at you before running down, especially if they have their E on cooldown. Be cautious of their E, as it can force all-ins and lead to losses in full-blown all-ins. The matchup heavily relies on support and jungler playstyle. If struggling against this matchup or facing an enemy with a lot of AD/auto attackers, consider building Plated Steelcaps (Ninja Tabis) for increased survivability. In the champion select process, ask your support to play Braum, as it is considered an autowin against Draven and gives Kogmaw a significant advantage. Against Jhin, minor skill matchups occur unless they have a high damage poke support like Zyra/Velkoz, making the matchup extremely favored for Jhin. However, if they don't have this support, it becomes a skill matchup. Kogmaw's matchup against Tiny is one of their best, as you outrange and outdamage her in most situations. If falling behind, try to space her at your maximum W range and use your E to counter her E. Against Kalista, it's recommended to play safer in lane unless she makes mistakes, and be cautious not to let her repeat her e burst trade pattern and poke you out into lethal range. The Nilah matchup is extremely hard due to her ability to block W auto-attacks with her W. It's ideal to zone her off the first few waves if possible and constantly harass her with poke while avoiding getting caught by her W. Tiny Samira matchup is relatively easy if you maintain distance and poke/harass constantly. Try not to get engaged, as she outranges you at early levels. At around 50% HP, look for all-ins and be cautious of her windwall ability. Your R can bypass her windwall, but timing is key. Don't level E against Samira, as she can block it with spellshield. Avoid using Q until she wastes spellshield. You outdamage and outrange Smolder at all stages, except late game when he has max passive stacks and many items. Tristana counters Kogmaw by outdamaging him at every stage, forcing all-ins, and R-ing away at level 6. Be cautious with your spells against Tristana, as she can jump on you if you miss a Q or waste W. Certain supports like Lulu/Braum/Naut make the matchup more manageable. Pre-6 Kogmaw is slightly stronger than Twitch, but Twitch can disengage with W and Q past 6, outdamaging and outranging you. Be respectful of this. Against Twitch, win pre-6 or farm him well without getting poked, then take all-ins from 100% HP past level 6. With current Kraken Slayer rush, Kogmaw becomes more manageable against Twitch, but he outscales you hard. This matchup is playable as of patch 14.14 due to Kogmaw rushing Kraken while Twitch rushes Bork. Varus heavily counters Kogmaw, so treat the matchup like the Ezreal matchup. On-hit Varus is a skill matchup where you should win 100% HP all-ins, but below this threshold is less ideal. Only take good trades. Kogmaw's Playstyle Guide ####Early Game Dont get poked out too easily, and if he has an engage sup do not get engaged on as varus even onhit varus is a strong earlygame bully however its not as bad as like a kalista/draven early all in so just play smart. Minor Kogmaw generally counters vayne however she outscales you so dont fall behind earlygame. Try to harass her from your max w range and force her to tumble in and then look for all ins. ####Mid Game She will try to poke you out with pta procs and tumbles similarly to a lucian so just try and force all ins if she dashes in. Major You want to try to poke out xayah and harass her with your w but be extremely careful. If you get rooted by her e she will all in you and win most likely. You want to try and poke her out and then look for an all in but always be very careful of her e and try to avoid getting hit by too many feathers with it ESPECIALLY if she has an engage sup like rakan. You can also just go even and somewhat outscale in the mid-lategame if the rest of their teamcomp is good for you. ####Late Game Play at your max w range ALWAYS and try to poke. Xayah suffers vs heavy poke as she is designed to excell in all ins especially past level 6 Tiny Kogmaw generally tends to statcheck and outrange zeri. Harass with your W, the only way to lose this matchup is to find yourself poked out and then bursted by her R and auto e auto + w combos, however any full hp all ins you should win. Try and avoid chasing her unless you can gurantee forcing your autos with w as when zeri is kiting backwards she essentially has higher range then you due to how her q functions. You wanna force all ins where your dps is constantly outputted and not negated by her kiting away. Extreme dodge the game. ####Synergies Tiny One of kogmaws best matchups as long as you don’t get hit by her w and then spaced you will win every single trade. You match her range with w and significantly outdps her early-midgame Ideal Lulu provides peel, shields, movespeed, onhit affects, and healing (her r) and is the perfect syngergy for amplifying a kogmaw to do what he excels at. Ideal similarly to lulu, millio provides peel, shields, movespeed, damage, and healing with a cleanse (his r) and is a great blind-pick with kogmaw as he can sustain you, and give you range to deal with some of the more difficult pokey matchups whilst also being good against other enchanters and engage supports. None Useless with onhit kogmaw in most scenarios Ideal The ideal support especially in higher elos if your team needs more frontline, and he heavily counters virtually all engage supports. Braum makes kogmaw super strong in the earlygame due to his passive, do not be afraid to play extremely agressive earlygame with a braum especially vs melee supports/adcs that lack disengage Strong Yuumi is pretty much just a worse version of lulu with kogmaw but can be situationally better as yuumi provides more flat survivability but less peel. Rakan is a solid pick due to his excellent setup and peel for Kog'Maw, making him a strong choice. Zilean, as an enchanter, offers movement speed and funnels Kog'Maw, which suits the hypercarry playstyle. Thresh also has good setup and peel, making him a strong pick. Braum is only effective against melee supports but is generally considered better than Taric when paired with Kog'Maw. Other enchanters like Janna and Sona have limited synergy with Kog'Maw due to their lack of crowd control or vulnerabilities to burst damage. Senna is not very useful for Kog'Maw, except in early game 2v2 fights. Leona has engage and crowd control but often has to commit to one or the other, leaving Kog'Maw vulnerable at times. Pyke, on the other hand, forms a surprisingly strong combo with Kog'Maw in early game skirmishes but provides less usefulness mid to late game. Pantheon is considered a worse version of Pyke when paired with Kog'Maw. Neeko has some crowd control and setup but struggles to keep Kog'Maw alive. Alistar and Nautilus are reliable sources of engage and have good peel and setup, making them solid picks. Nami synergizes well with Kog'Maw's abilities and provides movement speed and sustain, but her peel is not very reliable. Other supports like Morgana and Lux are not very effective with Kog'Maw due to their lack of crowd control or unreliable peel. Karma, however, is quite good with Kog'Maw, offering movement speed, poke, and good setup for all-ins. Original text rewritten with occasional spelling errors: Her wuz pretty good with kogmaw early game, makin him stronger. However, she falled off lafter. Strong Janna provids alot of what kogmaw wants, cc, healing, shielding, setup, but shes a bit wors then the top tier enchanters with kog (lulu/millio) as the AD her shield provids isnt the best on kogmaw as kogmaw dont utiliz AD that well, and also she dont provid any movespeed unless she builds staff of flowing water Ok Good engage and cc, nothing too much to say shes a solid pick but notin special Low Ashe isent very useful for kogmaw, but early game you can fight reeeeally hard 2v2 with a ashe vs most lanes but past the early levels and especialy mid-late game she is kinda useless for kog and provids 0 synergy other then she has cc and setup and her e is good for vision scouting Strong A reliabel source of engage and has pretty good peel and setup. Overall a solid pick and fells under the same tier as nautilus, except he is more tanky then naut and better imo vs comps with limited dashes to dodge his combo aswell as comps that struggle to kill tanks as he is much tankier then nautilus I was wondering what the best champion is for 1350 IP, considering I already have Blitzcrank, Amumu, Soraka, Garen, and Annie. I've been trying to play ADC with Ezreal and Kog'Maw but need some advice. Some people have been discussing the effectiveness of AP Kog'Maw in silver solo Q, while others are wondering why Kog'Maw is almost always played as AD instead of AP. There's also a debate about the best ADC in the game, with some arguing it's Vayne, Ezreal, Quinn, or Caitlyn. I've seen some unique builds for Kog'Maw, including a hybrid build that incorporates items like Runaan's Hurricane and Lord Dominik's Regards. When it comes to playing against champions like Yasuo, it's essential to understand how their abilities interact with Kog'Maw's skills. For those looking to play AD Carry Bot lane, there are several champions to consider, including Blitzcrank and Vi. A good item build for Kog'Maw can make a significant difference in gameplay, with some popular choices including Blade of the Ruined King, Berserker's Greaves, and Guinsoo's Rageblade. According to recent analysis, Kog'Maw Bot has a 52.8% win rate and is currently ranked B tier, with the best build consisting of Blade of The Ruined King, Berserker's Greaves, Guinsoo's Rageblade, Runaan's Hurricane, and Terminus. Given article text here Bot • Patch 15.8Most PopularWin Rate 54.4% based on 6 753 matchesImport this build directly into your game client:Most Popular54.4%Highest WR54.6%Alternative53.4%Off-Meta53.6%LiezTT OTP72.7%#2421 OTP57.1%Kevxxd OTP62.5%Jinx51.5%Kai'Sa54.9%DF@ 12 sec@ 5 min@ 20 minMax:WQESkillsFarm up a storm during the early game and limit trading up until you have your first item. Then look to play hyper-aggressive once it is complete.Try and go for extended trades rather than short trades with the enemy as Kog’Maw can melt champions with the additional range and stats from his W.As Kog’Maw is very squishy and can easily die if he’s caught out, use Living Artillery R to check bushes instead of face checking them.Every combo you need to master the champion!If you want to use the most popular Kog'Maw Bot build, you should take Flash and Barrier as your Summoner Spells. For runes, you should pick Lethal Tempo as your keystone, followed by Triumph, Legend: Bloodline and Last Stand in the primary tree, as well as Conditioning and Overgrowth in the secondary tree. For rune shards, you want Attack Speed in offense, Adaptive Force in flex and Health Scaling in defense, though it depends on the matchup. Finally, for your items, you should build Blade of The Ruined King as your first item, followed by Berserker's Greaves and Guinsoo's Rageblade. For your last 3 items, you should build Runaan's Hurricane, Terminus and finish with Jak'Sho, The Protean. For the skill order, you want to stick with W - Q - E. Right now, this build has 54.4% winrate over 6 753 matches played.AlternativeIf you're looking for alternatives, you can use Flash and Teleport as your Summoner Spells, with runes being Arcane Comet as your keystone, Manaflow Band, Absolute Focus and Scorch in the primary tree, and Cut Down with Presence of Mind in the secondary tree, as well as Attack Speed, Adaptive Force, and Health as your rune shards. The items that this build incorporates are Luden's Companion as your first item, then Sorcerer's Shoes as a second item and Archangel's Staff as a third item. You want to finish the build with Shadowflame, Rabadon's Deathcap and Void Staff. As far as ability max order goes, you want to keep it E - Q - W. This build is currently sitting at a 53.4% win rate across 247 matches played.Off-MetaIf you want to try an Off-Meta Kog'Maw Bot build in the current patch, try Flash and Barrier as your Summoner Spells, Press the Attack, Triumph, Legend: Bloodline and Last Stand as your primary rune tree, and Conditioning with Overgrowth as your secondary tree. Use Attack Speed, Adaptive Force and Health Scaling as your shards. For items in this build, you want to complete Blade of The Ruined King as your first item, then finish Berserker's Greaves as your second item, and Guinsoo's Rageblade as third item. The last 3 options are Runaan's Hurricane, Jak'Sho, The Protean and Wit's End. The ability order for this build is W - Q - E. As of the current patch, this build has a 53.6% win rate over 196 matches played.Situational Kog'Maw Runes and ItemsDepending on the context of your game, your matchup, and enemy champions, you might want to consider building some situational items or take specific runes. Carefully examine your team, enemy team, game state , and your matchup to plan your strategy When building Kog'Maw's rune shard, consider choosing Armor or Magic Resist depending on your opponent. You can also check out Kog'Maw's runes page for a more detailed breakdown. Furthermore, the latest Kog'Maw Probuilds used by pros worldwide are featured by lolvvv. In Patch 15.8, the best matchups for Kog'Maw Bot include [list of champions]. Consider picking Kog'Maw into these matches to increase your chances of winning. On the other hand, avoid picking Kog'Maw in the following Bot matchups, as they are currently unfavorable: [list of champions]. For a more detailed analysis of best and worst matchups, check out Kog'Maw's counters page. Keep in mind that individual skill, team compositions, and champion interactions also play a crucial role. If you're looking for the best rune build for Kog'Maw, we've got you covered. Below are the top items and runes to build for Kog'Maw, as determined by calculations of thousands of Plat+ League of Legends games. New players can learn more about why this build is strong on Kog'Maw through some of the guides above. Experienced players can quickly get a good rune selection for Patch 25.08. When starting a game, keep in mind if you'll be at an advantage or disadvantage against your opponent to know whether to bully them or play safe. Detailed breakdowns of each matchup are available on CounterStats, and Kog'Maw guides provide information on how to build and play against other champions. I'm short on IP and I need a top pick for 1350. Currently, I have Blitzcrank, Amumu, Soraka, Garen, and Annie at my disposal. In the past, I've experimented with Ezrael and Kog'Maw as ADCs, but... View (5) Answers Asked by Jack Rubino on November 26, 2015 I'm rocking a pretty standard build: Statikk Shiv, Runaan's Hurricane, Berserker's Greaves, Blade of the ruined king, Infinity Edge, and sometimes Rapid Firecannon or Mercurial Scimitar. Lord dominik's regards is situational (imo... View (4) Answers Asked by mjskid on June 12, 2015 I'm curious about Ap Kog'maw in silver solo Q. Is it viable? View (5) Answers Asked by TROLLing1999 on May 30, 2014 There's been a lot of buzz around Tri Force Kog'Maws in the LCS - what sets them apart from PD or Shiv? View (3) Answers Asked by BTM Hoang on January 12, 2014 My friend claims Vayne is the best ADC, but I've seen some forums say Ezreal is the top pick. What do you guys think? Should I be playing Quinn and Caitlyn instead? View (17) Answers Asked by Firehusary on December 25, 2013 Why is Kog'maw almost always played as AD when it could also be AP? 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