

An Inexperienced Guide to Playing Lolita (OMG ANG HABA NITO MASYADO HAHAAAA)

Hello and I hope you probably have a great day. This is my current experience with playing Lolita, specifically in lower ranks (Epic to Legend mostly), but I hope this can at least give some experience to playing her! Enjoy the guide/experience/thoughts.

She is definitely one of the thinnest tanks by model, but could definitely be the literal nightmare for your enemy. Lolita can provide strong utility for your team and is just THE hardest counter to specific heroes. Her high mobility also allows for incredible roaming abilities and can definitely be an annoyance to your enemies. She can be both a situational pick, but still quite solid even when it is your average solo queue.

Personally, I wouldn't say I'm quite not qualified as compared to the other guide writers, since I started this game relatively recently in S28. However, I still wanna share the experience I have with Lolita and point a middle finger at the opponents.

Skills

Passive:

Every 2.5 seconds, the Noumenon Energy Core grants a 50 (+10 × Hero Level) shield to Lolita and nearby allies. This shield can stack up to 6 times and lasts 30 seconds.

This shield's presence typically is just a cherry on top for most of the gameplay of Lolita.

Basically, it can be viewed as just a help for your team to help fight in a prolonged battle. The longer the battle and Lolita's presence, the longer your team will be able to sustain.

Keep in mind that the turret's true damage apparently cannot penetrate Lolita's shield, meaning that you are basically able to tank 1 to 2 turret shots before it starts to actually deal damage, allowing for turret dive capabilities.

The shield can also be paired up with specific heroes, such as Hanabi, Esmeralda or Masha, allowing them to have more benefits (Hanabi's CC immunity, for example), making some of the great pairs in a team.

Sometimes, you can use the "Favor" Roam Blessing due to this passive, allowing for a quick healing for your team. However, this is not recommended due to the uncontrollability of

such healing, making it more or less a “Win More” type of trick as compared to straight up helping you win. “Encourage” or “Conceal” is definitely more recommended.

Skill 1:

Lolita dashes in the target direction. Her next Basic Attack within 4 seconds will perform a short dash to the target, dealing 300–550 (+100% Total Physical Attack) Physical Damage and stunning them for 0.5 seconds. This damage is doubled against Minions.

Of course, we’re the tank roamer, we can basically ignore the damage as a whole. This stun itself really, really annoys people. The stun duration itself isn’t long as compared to others, but as compared to other setter tanks, the strong mobility of Lolita really shines here. The animation speed and the range to poke itself is significantly faster than all major setter tanks there are (Minotaur, Tigreal, Khufra, etc.), considering the range of the enhanced basic attack on top of the long enough dash. This long range paired with all the movement speed she can receive, retreat and poking definitely isn’t a problem she will have.

Personally, I really enjoy dashing to someone’s face, hit, and immediately S2 to shield up. This draws insane panic to the opponent considering the fast speed, you can’t really tell whether she’s gonna actually engage or just to poke. Most of the time, it will result in them throwing their skills at you (Valir’s push, Lesley’s push, Layla’s stun, etc.), allowing for either a waste for them or just if lucky enough, a successful gank.

Skill 2:

Lolita raises her shield and reflects all incoming ranged Basic Attacks and Projectiles in the direction of the shield for 3 seconds. The shield will break after taking 1500–3000 (+15% Total HP) damage. The damage and effects from the Unique Passives of an attacker’s equipment will not apply to the shield and will not be reflected.

Here comes the most fun part of Lolita, watching projectile dependent heroes cry. We start to deconstruct this skill bit by bit.

First, “all incoming ranged Basic Attacks and Projectiles”. By ranged basic attacks, it’s simply just mage and marksman, but projectiles are going to be the fun part.

Personally, I would highly recommend to keep [this video](#) by RubyRubyRuby with you during the picking phase to see how hard you can counter each hero in the enemy draft.

Next, don’t ignore the green texts. 1500-3000(+15% Total HP) IS QUITE A NUMBER. Lolita usually ends up with around 7000-9000 health in the end game, making the shield to be

able to break the enemy before it breaks you. Not to mention the ignorance of HP-Based damage, you can basically treat this as a flat out 3 seconds immune to damage in that given direction. You won't take damage until the shield breaks, and barely anyone will attack you once your shield is up, meaning that you can practically be safe for a long time. This skill alone makes Lolita viable to be a strong and tanky tank.

Keep in mind that the reflection is according to where you're pointing, so sometimes a fast hand and reaction can be required to save your teammate. Lolita is definitely one of the roamers that displays their presence really, really strong.

Ultimate:

Lolita begins charging for 2 seconds while slowing enemies in a fan-shaped area by 50%. When the charging is complete or is stopped, Lolita slams her hammer on the ground, dealing up to 500–900 (+100% Total Physical Attack) Physical Damage to enemies in the area and stunning them for up to 2 seconds (the damage and stun duration are based on the charge time).

Use Again: Lolita immediately stops charging and slams her hammer on the ground.

Like any other tank, Lolita also has an AoE CC skill for the massive 5-man set everyone will be proud about for a lifetime. However, this ultimate definitely is one of the weaker ultimates for a tank roamer that relies on CC. Long and obvious casting animations, easily cancelled by CC as well as slow effects that are easily escapable with dashes. Not to mention that it apparently won't even be invisible in bushes as it was before, and the CC chain is incredibly short, being 2.5 seconds at max. Thus, it is incredibly difficult for a massive set to be achieved after the revamp. However, the presence of her ultimate can also be used to zone out the enemy, use the significance to your advantage. Opponents attempting to steal the turtle? Use the ultimate to scare them away, your strong presence can sometimes be a good thing as well.

Analysis

Pros and Cons

Pros

- Strong mobility. Her typical emblem set consists mainly of movement speed, paired with conceal, flicker and her S1 allows her to move extremely fast around the map and gank the opponents, creating advantages all around the map.

- S2 shutting down heroes. This is the most “fun” mechanic of Lolita and it allows her to basically disable enemy marksman and/or mage during team fights.
- Somewhat doable sustain with her passive.
- Tanky from both her S2 and herself.

Cons

- Can be countered relatively easily if your opponent has a good hero pool and can play those counters (Esmeralda).
- Bad wave clear ability. All she can do is to just stand there and hit the minions. There is basically no shot of her stopping an entire wave of minions marching to your base.
- Lack of strong CC abilities. She only has stuns, which can be quite an issue when facing certain enemies.
- Relies heavily on teammates, just like any roamer. Despite how good you are at supporting, your teammates may be blind and still manage to lose. That’s the life of a roamer, you can’t carry the team.

Counters, Countered and Recommended Teammates:

Most obvious, Chang’e and Cyclops, heavily projectile reliant=haha damage goes brrrrrr. Chang’e damage are all gone, while Cyclops can barely benefit from CDR passive. Harley, Luo Yi, Valir and Novaria also have their main sources of damage gone. These are the mages that will be countered by Lolita.

Some mages are also affected by this, Gord, Eudora and Vexana will have their main source of poking CC, which are typically their combo starters, removed/negated, denying their team fight potential heavily and making quite a nuisance.

Attack speed marksmen and certain heroes that are reliant on projectile skills are also weak against her, such as Karrie, Miya, Moskov, etc.

Of course, nearly all marksmen are going to be affected by this pain in the butt, so this shouldn’t be a strong issue. However, specific marksman skills are to be mentioned.

Brody’s S1 CANNOT be reflected, but the ultimate CAN be reflected.

Clint’s Passive CANNOT be reflected.

Wanwan’s Ultimate can be reflected, but it requires extremely accurate positioning to place the shield towards where Wanwan is before activating the ultimate.

All Beatrix's Basic Attack and Ultimate can be reflected, don't be afraid to shove the shield in the face of Beatrix

Other key mentions includes:

- Helcurt's stingers cannot be reflected.
- Bane's Ult can be reflected.
- Saber's blades can be reflected for some reduced damage on ult.
- Angela's healing can be reflected, allowing for chances to stop the healing.

Again, check out [the video](#) by RubyRubyRuby and keep up with patch notes to recognise and remember some specific heroes and skills that can be countered.

However, Lolita definitely should be picked last, as she can get incredibly countered by the one and only Esmeralda. Moreover, like other tank roamers, Diggie also greatly counters her. The ability for Irithel to move behind her shield to attack also made Irithel a slight nuisance to deal with as Lolita. Not to mention Ixia's skills that barely revolve around projectiles. Her weakness against non-projectile reliant heroes and the long cooldown of S2 also allows for spamable skills to work well against her in poking.

For her teammates, she would go really well with another EXP/Jungler who can follow up with her Ultimate. For example, Terizla, Khaleed and Akai can all utilise her Ultimate to perform extra CC to disrupt the opponents further. Moreover, immobile marksmen such as Hanabi, Moskov and Ixia can have a really safe environment to dish out damage behind Lolita's S2.

Builds and Emblem

Similar to other tanks, she does not have a fixed build, but instead she builds counter items to boost her sustainability and utility. So the only thing that would be considered is your emblem choices. However, I would definitely build dominance ice first item, since it helps your mana issue greatly in the early game.

Base emblem, I would prioritize tank emblem over support emblem. It's basically a difference between play styles. If you wanna be more tanky and be a meat shield for your team, go for the tank emblem. If you are more used to being a support being in the middle of the team, go for the support emblem. Still, I would personally prioritize the tank emblem over the support emblem.

1st emblem



2nd emblem



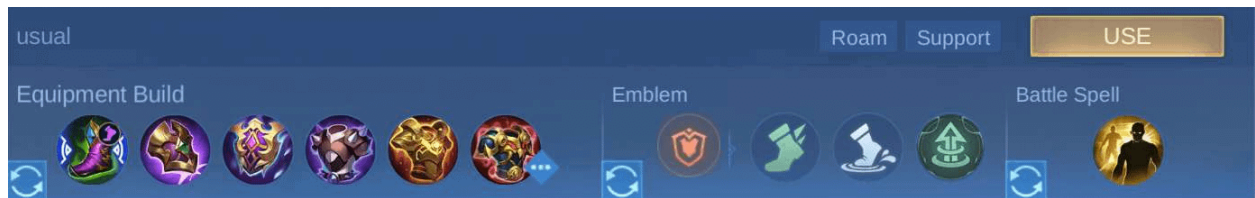
3rd emblem



These are the emblems I would recommend, the highest being the most recommended, while lower are more niche and situational. Remember, Lolita shines with her mobility to gank, so try to use that to the maximum.

Battle spell should always be flicker, unless you want to situational and use either revitalise or vengeance.

Here is the build I use currently:



Keep in mind that tanks does not have a fixed order to build your items, just focus on building items that counter your opponents.

There are a few equipments I want to point out specifically in her tank build:

- Guardian Helmet and Immortality are usually a win-more item for me, since Lolita by herself is already tanky enough and should focus on defense instead of health. Try to only buy those items if the enemy doesn't need to be countered by a specific item such as Radiant Armor.

- Brute Force Breastplate and Queen's Wings are strictly for fighters, don't build them on Lolita.
- Lolita doesn't rely on HP, don't build Cursed Helmet. If you really need HP, go for Twilight Armor or Guardian Helmet instead for single burst/true damage/sustain.
- Thunder Belt should be built when you feel like the opponent needs to be CC'd more often, since Lolita's CC from S1 is quite short and her ultimate can be escaped quite easily now.
- Try to build the opposite defense boots with the first item. If your first item is Dominance Ice, go for Magic Defense Boots. If your first item is Athena Shield, go for Physical Defense Boots.
- Don't try to force Flask of Oasis and Revitalise to play her as a healing support. Her passive and Revitalise is not good enough for you to sacrifice her utility and tankiness as a setter.

Rotation and Play Style

Her entire playstyle revolves around her ability to support and roam across the map, setting up ganks like any tanks. However, she can't do any damage, making her extremely team orientated.

For the early game, she has 3 options. First, if your jungler has a slow clear/is a squishy assassin, you should help clear a buff with them and rotate with them until level 4, which then they will usually gank one of the lanes.

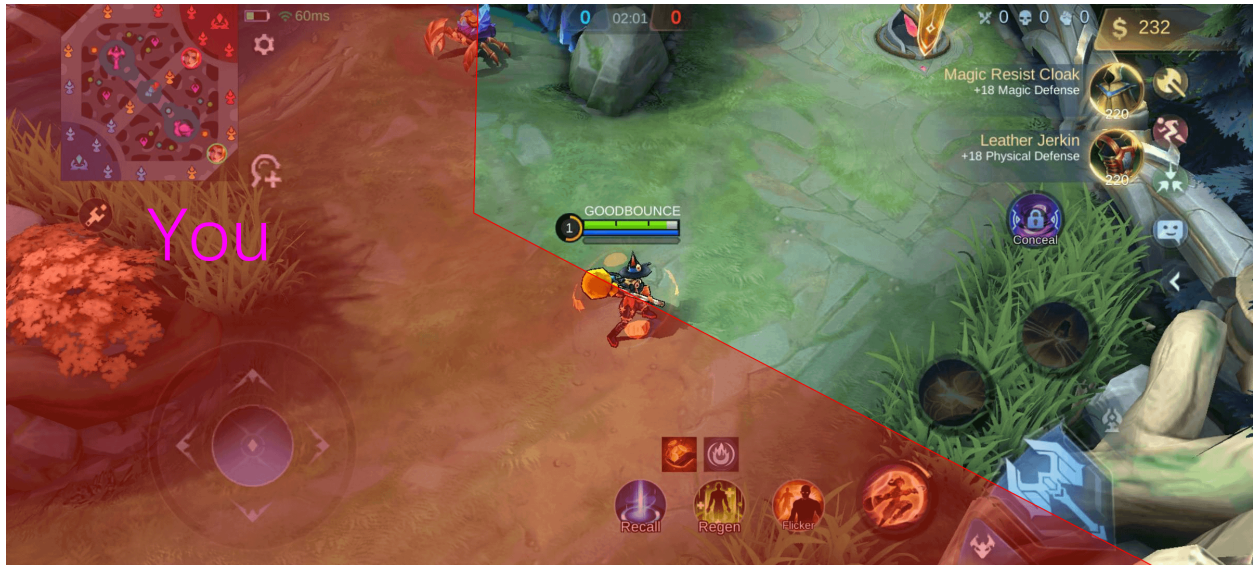
If your jungler is fast for clearing such as Dyrroth, Alpha, Balmond etc, you can start from the midlane and help your mage clear, then rotate to the side lanes.

If neither your mage or your jungler requires help in the early game, try to check on the opponents blue buff and then rotate to the lane next to it for pokes. Stay at the lane for 1 or 2 minion waves, and rotate towards the turtle when there is around 20 seconds before it spawns and check the bushes.

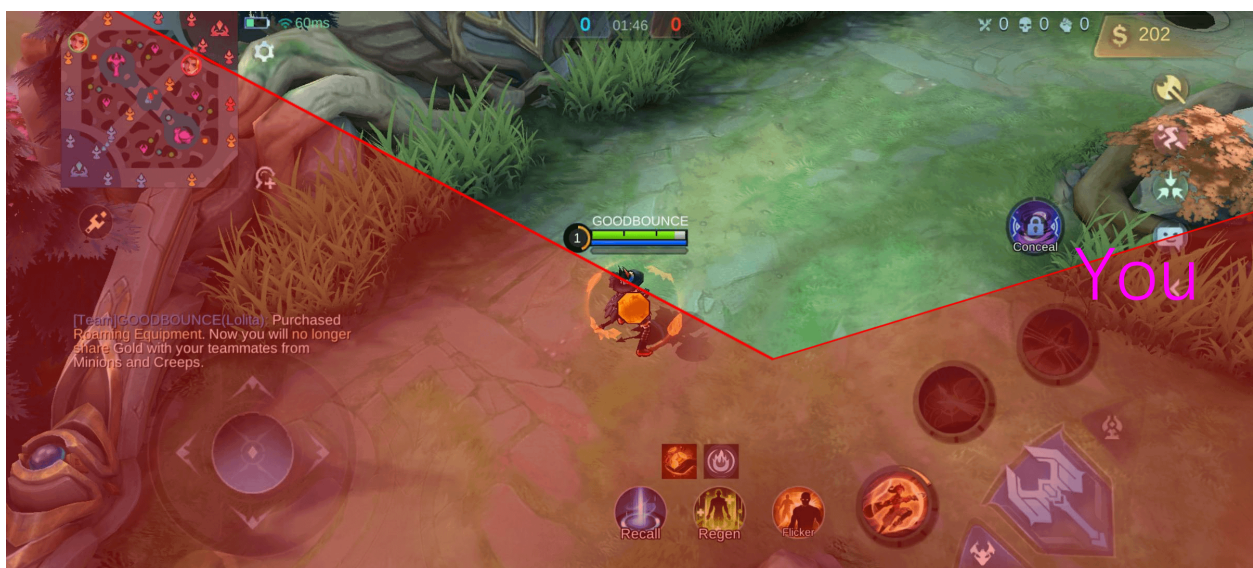
Mid-game, which should be between after the first turtle is killed and the lord spawned. Frequently, really frequently, harass and poke the opponents. Find the side laner that is struggling, whether it be EXP or Gold lane, rotate to the bush marked below. Try to communicate with your ally to clear the lane slower, or just wait for them to be positioned wrongly. You should

only S1 and dash out when the opponent is within the red area marked below, since then you can cooperate with your teammates to successfully eliminate/damage the opponent.

However, if you are sure you can't kill the opponent due to them being full HP, just try to dash in and poke a bit. Let them know you are present at the scene and force them to play more passively, while you can immediately rotate somewhere else, such as going to mid lane or giving vision on the buff. From there, you can move on towards ganking the opposite side or rotate backwards to gank them again. Be as unpredictable as possible.



"You" is where you would be, in the bush.



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During late-game, this is the time where teams are rotating together and team fights are occurring frequently. Go through every bush your team is rotating across first, see where the enemies are. Position yourself at the very front of the team, while having the second tanky teammate to be protecting the backlines. You are still a support in the end, try to support your team to victory as compared to strong engagement and initiation like Atlas, Tigreal etc.

When initiating, either use the first 2 combos listed below, or try to use her as a counter engage when the opponent jumps in. Most of the time the team fights will be in plain sight with a lack of bushes, so it's all about surprising the enemy with your timing.

For example, when their front lines are slightly further away from the marksman and mage at the back, you can already S1 to dash in, hit the front line, and start charging up your ultimate with flicker to stun the back lines. This provides an opportunity for your team to engage.

Pay attention to your positioning. You shouldn't be too far from protecting your back lines, but also ensure that you can engage any time with your S1.

After you engage and your ultimate is used, fall back immediately with your S2 shield up. You need to be alive to be useful, and Lolita is significantly good at staying alive and retreating.

During objective fights, try to rotate already to the turtle around 20 seconds before it spawns. Your main objective is to zone out the opponent jungler and try to time your ultimate. By zoning, it means to invade their personal space and force them to move either behind the turtle or away from it. Your presence alone is enough to scare them away. Start charging your ultimate when the turtle/lord is around 5000 to 4000 health left, and try to place the ultimate at one of the choke points labelled below. If the opponents are scattered across, aim it towards the enemy jungler.



The red shaded areas are where your ultimate ideally should land

Combo Tips

1. S1+Enhanced Basic Attack+S2 for your typical nuisance and poking annoyance gameplay.
2. Ultimate or Ultimate+Flicker for chokepoint stuns.
3. S1+ Enhanced Basic Attack+Ultimate for a single-target stun that lasts 2 seconds. You can prioritise this when their marksman or mage is alone, and use this to shut them down.
4. Flicker+S1+Enhanced Basic Attack+Ultimate for either kill secure or surprise engage.

However, she does not have a fixed combo, so just play freely and ensure that the opponents are annoyed, and your team can have the upperhand due to the CC you output. Be careful regarding your position, since it can be quite frequent for you to dash a bit too far into enemy territory and end up dying.

Thanks for reading this guide, I hope you can have some understanding towards how I personally play, and maybe be a pain in the butt for the opponents. Keep in mind that being a roamer is definitely experience-based. Read your mini-map, alert your team, know the rotations, know how your team and your opponent's team's heroes, so on and so forth. Play the game often enough as a roamer, and those experiences can not only be used for Lolita, but for other

roamers as well. Again, thank you for reading this guide and any feedback is accepted since I am also eager to hear from any of you.