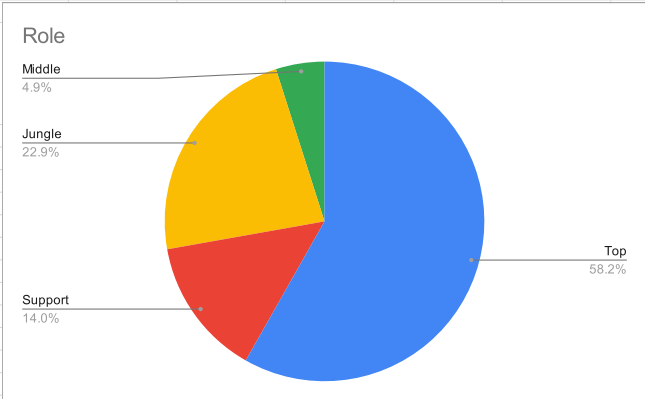| Name	Tags	Role	Range type	Resourse type	Base HP	Movement speed	Base armor	se magic resistan	Attack range	HP regeneration	Attack damage	Attack speed
Aatrox	Tank, Fighter	Top	Melee	Blood Well	650	345	38	32	175	3	60	0.651
Alistar	Tank,Support	Support	Melee	Mana	685	330	47	32	125	8.5	62	0.625
Amumu	Tank,Support	Jungle	Melee	Mana	685	335	33	32	125	9	57	0.736
Blitzcrank	Tank, Support	Support	Melee	Mana	600	325	37	32	125	7.5	62	0.625
Braum	Tank, Support	Support	Melee	Mana	610	335	47	32	125	8.5	55	0.644
Camille	Tank,Fighter	Top	Melee	Mana	670	340	35	32	125	8.5	68	0.644
Cho'Gath	Tank,Fighter	Top	Melee	Mana	644	345	38	32	125	9	69	0.625
Darius	Tank,Fighter	Top	Melee	Mana	652	340	39	32	175	10	64	0.625
Dr. Mundo	Tank,Fighter	Top	Melee		613	345	32	29	125	7	61	0.67
Galio	Tank, Mage	Middle	Melee	Mana	632	340	24	32	150	8	59	0.625
Garen	Tank,Fighter	Top	Melee		690	340	38	32	175	8	69	0.625
Gnar	Tank,Fighter	Top	Ranged	Rage	540	335	32	30	175	4.5	57	0.625
Gragas	Tank,Fighter	Jungle	Melee	Mana	640	330	38	32	125	5.5	64	0.675
Renekton	Tank,Fighter	Top	Melee	Fury	660	345	35	28	125	8	69	0.665
Rengar	Tank,Fighter	Jungle	Melee	Ferocity	590	345	34	32	125	6	68	0.667
Riven	Tank,Fighter	Top	Melee		630	340	33	32	125	8.5	64	0.625
Sejuani	Tank,Fighter	Jungle	Melee	Mana	630	340	34	32	150	8.5	66	0.688
Sett	Tank,Fighter	Top	Melee	Grit	670	340	33	28	125	7	60	0.625
Shen	Tank,Fighter	Top	Melee	Energy	610	340	34	32	125	8.5	64	0.751
Shyvana	Tank,Fighter	Jungle	Melee	Fury	665	350	38	32	125	8.5	66	0.658
Singed	Tank,Fighter	Top	Melee	Mana	650	345	34	32	125	9.5	63	0.625
Sion	Tank,Fighter	Top	Melee	Mana	655	345	32	32	175	7.5	68	0.679
Skarner	Tank,Fighter	Jungle	Melee	Mana	610	335	33	32	150	7.5	60	0.625

Role

Middle
4.9%

Jungle
22.9%

Support
14.0%

Top
58.2%

The distribution of champions across roles highlights a strong emphasis on tankiness, particularly in the Top and Jungle roles.
 This suggests a meta that values durability and frontline presence, allowing for aggressive engagements and sustained team fights.
The limited number of support champions reinforces the need for tanks in protecting allies, while the sparse representation of middle lane champions suggests either a design choice or a focus on tank-oriented gameplay.
Overall, the dataset showcases a strategic approach to champion selection that prioritizes survivability and engagement in battles.