**How to Play Ashe Like a Pro**

**Abilities**

Ashe’s passive, Frost Shot, allows her basic attacks to slow their target. Ashe’s basic attacks always critically strike, but only deal additional damage based on her critical strike chance, and also double Frost Shot’s slow strength. This makes Ashe a kiting monster who becomes even stronger once she is able to hit multiple enemies with Frost Shot via Runaan’s Hurricane.

After attacking champions or minions four times, Ashe can activate her Q, Ranger’s Focus. Ranger’s Focus gives Ashe bonus attack speed and shoots a flurry of arrows with each basic attack. Each arrow in the flurry activates Frost Shot, dealing its bonus damage and slowing enemies. Ranger’s Focus aids Ashe in dealing tons of damage in both skirmishes and full scale fights later on into the game.

Volley allows Ashe to catch opponents with Frost Shot at a longer distance than normal. This can help her to kite multiple opponents, or to catch up to them. Volley is an incredible early game tool which helps to dictate the outcome of the lane, thanks to its poke and pick potential. Landing Volley on the opposing marksman or support can lead to them being out of position, and can end in a free kill for Ashe and her team.

Hawkshot is an incredibly strong tool for competitive play, and is one of the biggest reasons for Ashe’s prominence. Hawkshot can reveal where the opposing team is on the map. Having knowledge of where the enemy team's jungler is on the map is quite possibly the most important information a team can get.

Ashe’s ultimate is Enchanted Crystal Arrow. This is a global stun which is usually used to engage fights. The most important thing to know about Enchanted Crystal Arrow is that the stun duration increases based on distance travelled. This means that a long ranged arrow can potentially stun someone for almost four seconds. That's an incredibly long amount of time in League of Legends, and is almost always long enough to spell the demise of whoever is struck.

**Laning**

Ashe will usually have the advantage while taking trades in lane. This is due to her ability to kite her opponents, or keep them in range of her with her passive slow. She deals a moderate amount of damage and has a decent amount of poke with Volley. Try to poke your opponents and take advantageous fights with your support.

You can also help to set up a gank by slowing your opponents, or with an Enchanted Crystal Arrow when you hit level 6.

**Team fighting**

Ashe likes to look for picks with her ultimate which, in turn, allows her team to start off a fight pretty easily. Once the fight’s started, Ashe will normally sit on the outskirts of a fight, hitting anyone she can without being in too much danger of dying. Ashe’s job is to do as much damage as possible to as many targets as she can with help of Runaan’s Hurricane, allowing her to keep Ranger’s Focus up for almost the entire duration of most fights. It’s near impossible for enemies to simply run away from Ashe due to the potency of her slows, meaning that she is likely to be focused heavily and, with no escape tools, she is a bit of a sitting duck if left to her own devices.

**Conclusion**

Ashe is a utility focused marksman who has the agency to carry games with her ability to slow, stun, and melt through the enemy team's health bars – not to mention her ability to find enemies hidden in the fog of war with Hawkshot. This ability alone gives her team a huge advantage in both professional and personal play. If you are in the market for a new, fun, utility-focused marksman who can aid your team to victory, then Ashe could be what you’re looking for.

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