Commanding Minion Waves:
The Art of Minion Manipulation

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INTRODUCTION

League of Legends is not just a game played against champions, but also minions. By controlling minions, you can effectively control where champions are able to play - like a game of chess. We've all experienced a game where the enemy is denying you farm, you win a teamfight but can't take anything from it, or you lose your base across the map. The root causes of all of these are walking bags of gold - minions.

In this document, I will explain the lesser thought about minions. Be warned; there isn't an "if X, then Y" type logic for minion manipulation - you must think proactively and adjust on the fly to maximize the use of your minion waves. Fret not, with great understanding of minions will come great advantages. After reading this, you should be able to begin taking advantages of minion waves to create large experience, gold, or pressure leads in your games on Summoner's Rift.

Note: All images should be linked to an imgur link now!

Minion Basics

Before understanding wave manipulation, it is first important to understand what minions are and how they function. A minion wave consists of 3 melee minions and 3 caster minions. Every 3rd wave before 20 minutes also features a siege (or cannon) minion. This changes to every 2nd wave after 20 minutes, and every wave after 35 minutes.

At the start of the game, *melee minions* give 21 gold and 59 flat experience. They have 12 AD, and start with 455 health that scales to 1035 health. Turrets do 45% of melee minions' max health, which means that they take 3 shots to kill.

As for *caster minions*, they start the game granting 17.5 gold and have 22.5 AD. They give 29 experience on death.Their HP scales from 290-425, and they take 2 turret shots to kill.

Siege minions start by giving 45.5 gold and 92 experience.They start with 39.5 AD and have 805 health, and take 7 turret shots to kill.

It is important to note that all of the values scale up. The specifics aren't that important for you to know, but it is critical to know that:

1) Siege minions give more gold and experience than melee minions. Melees give more than casters.
2) Turrets scale at intervals just as minions do, so the amount of turret shots that they can withstand is consistent throughout the game

Minion Behaviour

Minions walk along a lane until they find an enemy unit. When they find an enemy unit, they attack it. When they find several enemy units they choose their target following a priority system. They prioritise their targets following this order:

1. Enemy champions **auto attacking** an allied champion (**spells do not trigger this)**.
2. Enemy minions attacking an allied champion.
3. Enemy minions attacking an allied minion.
4. Enemy turrets attacking an allied minion.
5. Enemy champions attacking an allied minion.
6. The closest enemy minion.
7. The closest enemy champion.

NOTE: Minion aggro range is 350 units. If you are outside of 350 units, minion will not aggro you.

Once a minion has chosen a target, it only switches to a new target if the new target has a higher priority. If they see a new target with the same priority as their current target, they keep attacking their current target.

Minions reevaluate their target every event in combat. So, if a ranged minion attacks you, it will chase you until it is hit by one of your minions (re instancing combat). Further, if an enemy champion attacks an allied champion and then stops
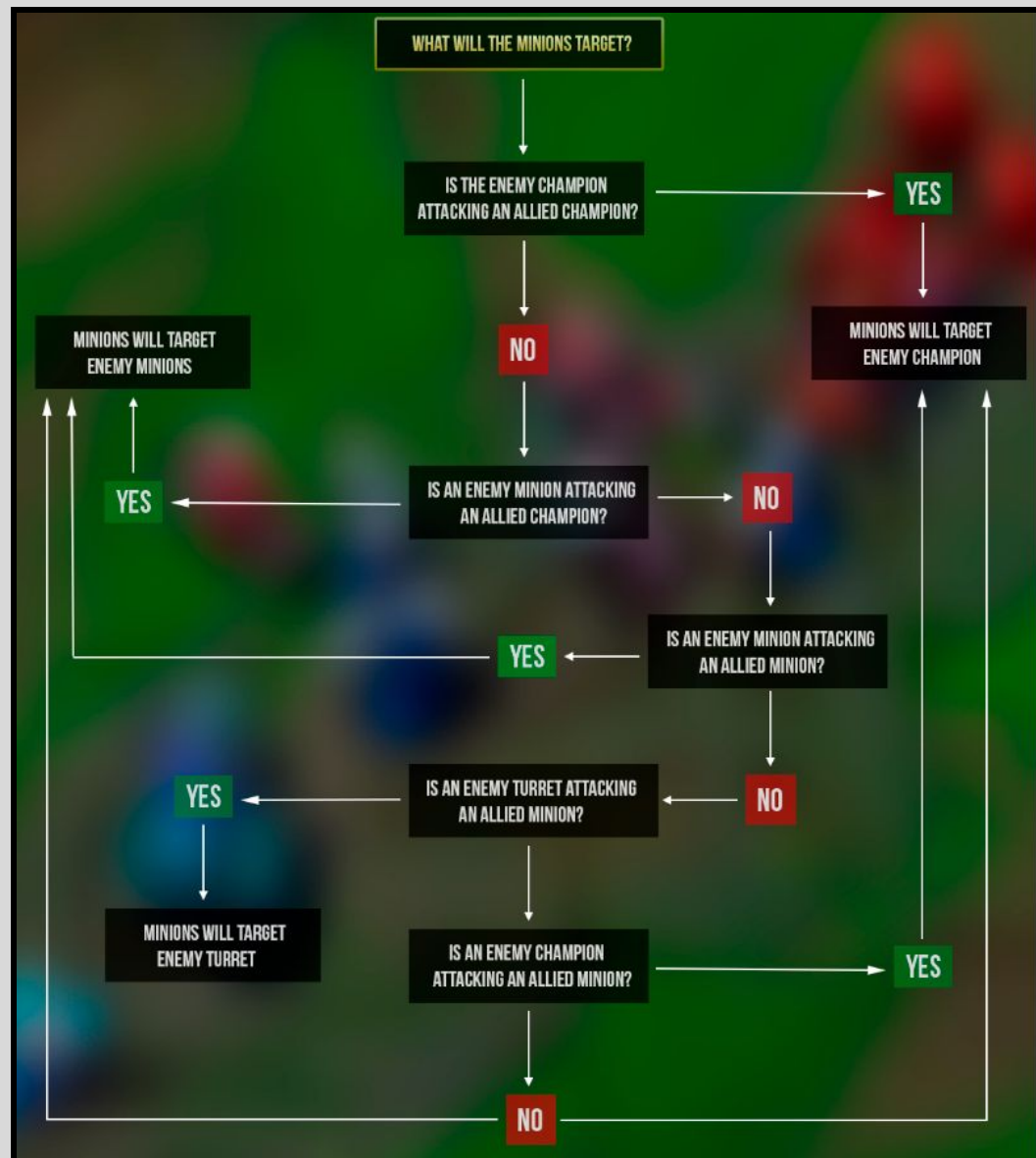
Minion priority map

3

attacking, minions will keep targeting the enemy champion for a short time after he stops attacking.

When the target of a minion leaves its sight, the minion switches to a new target or keeps advancing if there are no targets within sight.

Minion Modifiers (TL;DR)

For full statistics and information on minion modifiers, please check the [Minion Modifiers Statistics](#) section at the end of the document.

In summary, you can obtain minion bonus damage and minion damage reduction by having a larger average level than the enemy team and also by having more turrets downed in a specific lane. Here is an example from Riot Axes:

> *"The formula's currently tuned at (5% + (5% x number of turrets downed) x average level advantage). That's about a 15% damage bonus for minions against minions if your team is, on average, 1 full level above the opposition. Damage reduction is a little more straightforward: 1 + (number of turrets downed x average level advantage). So, in total, if you're 1 level ahead and 2 turrets up in a given lane, your minions deal 15% more damage to enemy minions and take 3 less damage from enemy minions."* ([Riot Axes](#))

Baron Buff

Baron buff gives your minions extra stats which increase your ability to push and take objectives. Baron buff is crucial with proper wave manipulation because you can often set up massive waves to help you seige. If you just shove 6 creeps at a time, you'll be able to siege turrets, but you have a smaller window of opportunity.

With proper wave manipulation you can use baron to its full potential. You will want to use a combination of slow pushing as well as fast pushing to setup waves for you and your team so that by the time your current wave dies you can rotate to another lane. Your main priority with baron buff should be to look to take structures as the buff directly impacts minions.

Wave Management & Types of Manipulation

Wave manipulation is the skillful and calculated controlling of minion waves to fit your desired win condition or course of action in the next time frame of your choice. This is a ton of jargon to say that you should be actively thinking about how waves need to be in order to match what your gameplan is for the next few minutes. With proper lane manipulation you will drastically improve as a player in a wide variety of situations because you can control matchups, zone, set up jungle ganks, control objective pressure, etc - all of which allow you to extend leads. Sometimes, you may only be able to deny one minion, but one minion at a time adds up rather quickly which may result in the difference between being level 5 or being level 6, a turret, etc. .

The general concepts of wave manipulation apply to both side lanes & mid lane; however, top & bot are allowed to pull off larger freezes or pushes due to the length of the lane. This is because fresh minions take longer to crash onto the rest of the minions. This, in addition to the ability to zone based off of minion waves, is why bot & top are so much more snowbally in terms of CS leads & levels; when you see a level twelve Fiora vs a level ten Maokai, it is probably because of wave manipulation built from micro advantages or kills. Before getting too in depth with technical terms, here is a list of core words to know (with video examples!):

Remember that what you do with a wave is entirely dependent upon your scenario and what you want to accomplish. These are some general guidelines and ideas showing things that you can do, and the way that you manage your waves should be geared towards what you have in mind. If you'd like to punish the enemy laner, you'll probably be freezing. If you want to roam secure the map, you'll probably be doing some type of push. The "correct" answer is the one that best aligns with what you'll be doing in the next few minutes. Further, to make a better decision, look at your incoming minion wave in order to see where the enemy minion wave is. That will help you decide on what action you will want to take on the minion wave.

Freezing

Freezing is the act of last hitting a minion at the very last possible second to avoid pushing your wave. Freezing can also refer to the lack of hitting a minion in order to create a wave-power differential. This can be seen in this [example video](example%20video):

Orianna "holds" (and freezes) the minion wave in order to force the enemy minion wave to walk a longer distance while also ensuring the enemy has more wave-power. This results in all of Orianna's minions dying faster than all of Fizz's minions, and hence causes Fizz to be forced to overextend for creeps.

Orianna can then position aggressively to deny Fizz experience providing that she has adequate ward coverage or information on the jungler. Remember, lack of information is also information. The term "fast" refers to the time in which the minion wave will push to the enemy turret, and also the window in which you will have turret pressure.

A good freeze can often increase pressure in your lane because the enemy laner will either:
   A. Get denied from the freeze and won't receive jungle help which results in you gaining an experience and gold lead allowing you to punish your lane opponent.
   B. Will result in you forcing the enemy jungle to break the freeze which applies pressure in your lane and opens the map for your jungler to make a play, or allow your lanes to adjust according to the new information on the jungler.
   C. Will result in a 2v2 in the mid lane (this is the riskiest play of the three) as the enemy jungler comes to break the freeze and your jungler is there to counter gank. This often will benefit you as they hopefully won't have vision of your jungler, but as previously stated this is the riskiest possibility because there are a lot of variables.

The severity of your freeze will depend on the amount of caster minions that the enemy creep wave has. As a rule, look at [number of full hp caster minions -1] to see the amount of minion waves that you'll be able to freeze. **Be Careful:** freezing on a cannon wave is almost impossible due to RNG.

NUMBER OF **CASTER** MINIONS REQUIRED TO PUSH
NOTE: 4+ CASTERS WILL PUSH **ANYWHERE**

Pay attention to these critical zones. The enemy will have to have a certain amount of minions in order to properly execute a freeze depending on the positioning of the lane. If the enemy wave has over 4 caster minions, and you're ahead, you can prevent the enemy laner from playing the game by freezing them out and zoning by abusing the minion aggro range (350 units or 3.5 Teemos).

Caitlyn's auto-attack range vs caster-minion auto-attack range

Look to freeze in these situations:
- **A.** When you are getting pressured by an enemy jungler, making it too dangerous to overextend.
- **B.** When you want to deny as much experience and gold as you can to the enemy laners while remaining in a safe position.
- **C.** When you are slightly behind but there are no roaming opportunities.
- **D.** If your opponent bases and the wave is pushing to you (but will not bounce against your turret). This is an alternate to pushing before basing and will deny more experience and gold.

NOTE: Often you'll need to "trim" a wave down in order to properly freeze it. So, if you see five caster minions coming at you, you may need need to reduce it down to three caster minions so that you can tank them (and not let them go into the turret) while saving yourself from taking 20 damage per second. Having a suboptimal freeze is *probably* better than a bounce!

REASONS FOR FREEZING

| WHEN YOU ARE BEING PRESSURED BY AN ENEMY JUNGLER, MAKING IT TOO DANGEROUS TO OVEREXTEND | WHEN YOU WANT TO DENY AS MUCH EXPERIENCE AND GOLD AS POSSIBLE, WHILE REMAINING IN A SAFE POSITION | WHEN YOU ARE SLIGHTLY BEHIND BUT THERE ARE NO ROAMING OPPORTUNITIES | IF YOUR OPPONENT BASES AND THE WAVE IS PUSHING TO YOU (BUT WILL NOT BOUNCE AGAINST YOUR TOWER) |

The 4 reasons for you to setup a freeze

Most of the time you want to freeze the lane closer to your turret, as it offers a bit of protection as well as forces the enemy laners to overextend, making them susceptible to ganks from your jungler. Freezes are relatively safe for you to use in your lane, and can often have big outcomes by either denying the enemy laner or setting up a play with your jungler. **Be careful**! If you freeze, the enemy may go to roam somewhere else, so make sure to try to obtain ward coverage before attempting to freeze, or alert your team that the enemy is missing.

Slow Pushing

Slow pushing in its simplest sense is killing the enemy caster minions. This results in the enemy minion wave doing less damage to your minion wave (which also means your minion wave does more damage to theirs) while also allowing a large wave of yours to build up. This is because the pushing minion wave still requires a large amount of time to kill the "tank" melee minions. In this video, you can see how large a minion wave can amass if left untouched. As with fast pushing, the term "slow" refers to the total time that the wave will reach the enemy turret. This is to say that you will have turret pressure in a while, or that the wave will push slowly.

NUMBER OF **CASTER** MINIONS REQUIRED TO PUSH
NOTE: 4+ CASTERS WILL PUSH **ANYWHERE**
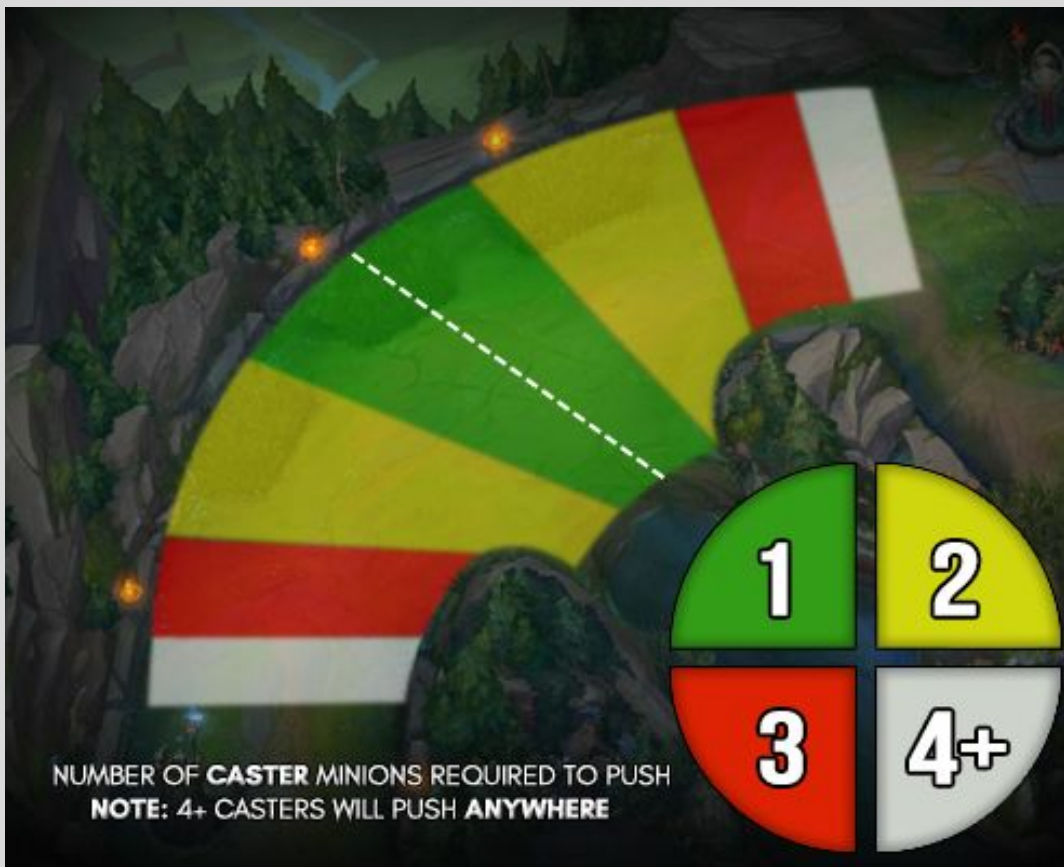
The same rules that applied to freezing apply to slow pushing. If the wave lies in the yellow zone, you will need an additional two minions in order to be able to slow push. This is important because sometimes you may think that a wave will push; however, because of the fact that the enemy reinforcements will arrive sooner, the wave that you thought would push actually does not. Again, if you have greater than four caster minions over the enemy, you will guarantee a push at any part of the lane.


The 4 reasons for you to setup a slow push

Remember: you can create slow pushes in ways without just killing the caster minions, as minion pushes are based on wave power rather than "killing the casters". With this in mind, the more wave power that you have, the harder the push is.

When it comes to **slow pushing,** you can abuse the travel time of minions resulting in bigger waves crashing into the enemy's structures. Due to the nature of the lanes, slow pushes are commonly used for some of the following purposes:

    A. To set up a cross map objective play.
    B. To deny massive amounts of experience & gold by threatening a jungle dive.
    C. To base, roam, or ward.
    D. To harass and siege structures.

Slow pushes will probably be used more than fast pushing because they allow for better objective plays, denial of large minion waves, or creating map pressure. Slow pushes often result in applying pressure to the lane it was started in, which gives your team room to navigate around the map and set up wards or an objective from the numbers advantage. It's important that you quickly make use of the pressure you gain from the slow push; the window usually will not last that long.
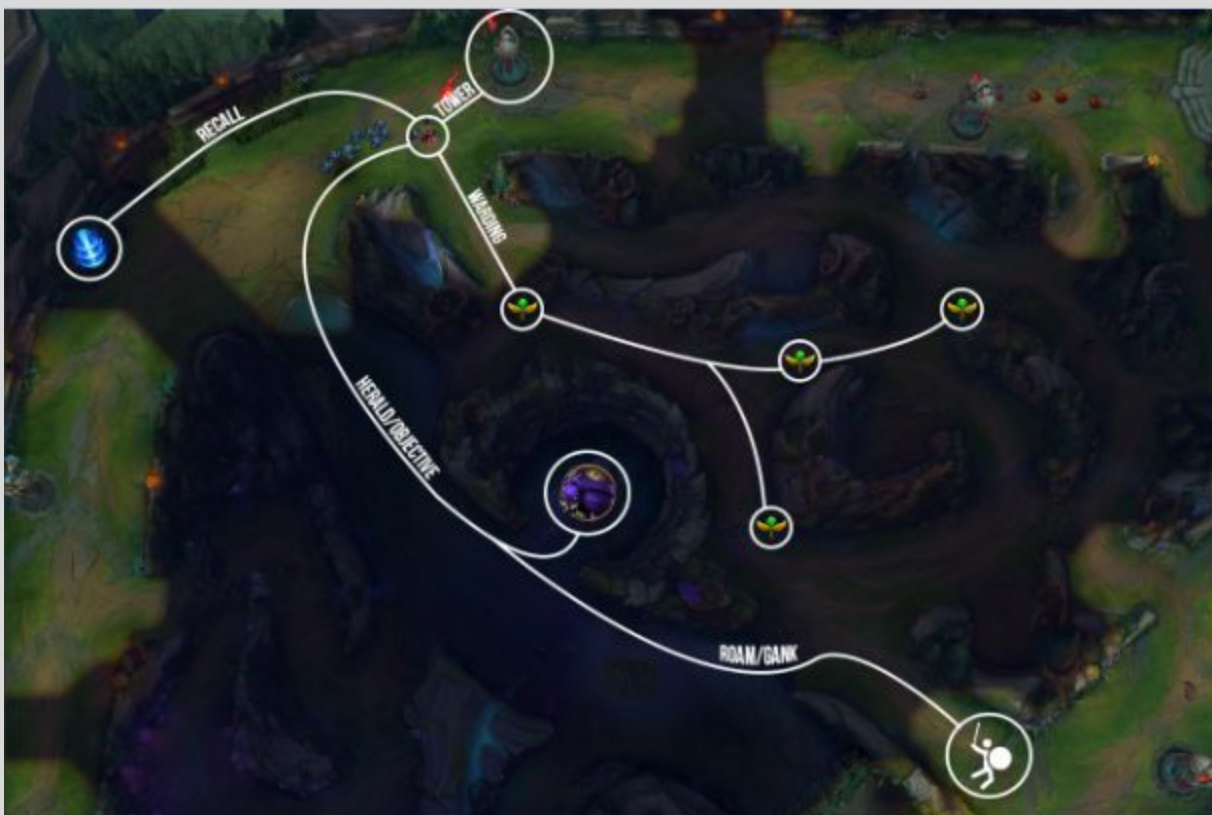
The differerent opportunities that come with a well-timed slowpush

Most of the time beyond laning phase you will use a slow push for securing an objective as well as giving yourself a wave to siege the enemy's base. When slow pushing in a side lane, the majority of time it will be done after laning phase; however, the act of slow pushing during the laning phase can be done to win

certain matchups. This is common by the ranged in a ranged vs melee matchup because the melee is going to be overextend and cannot dive into large minion waves.

Slow pushes are also how you obtain a high creep score. When you slow push into an enemy turret, the wave will bounce and in turn slow push for the enemy team. This means that you will be able to collect a large amount of minions in a short amount of time while improving your creep score.
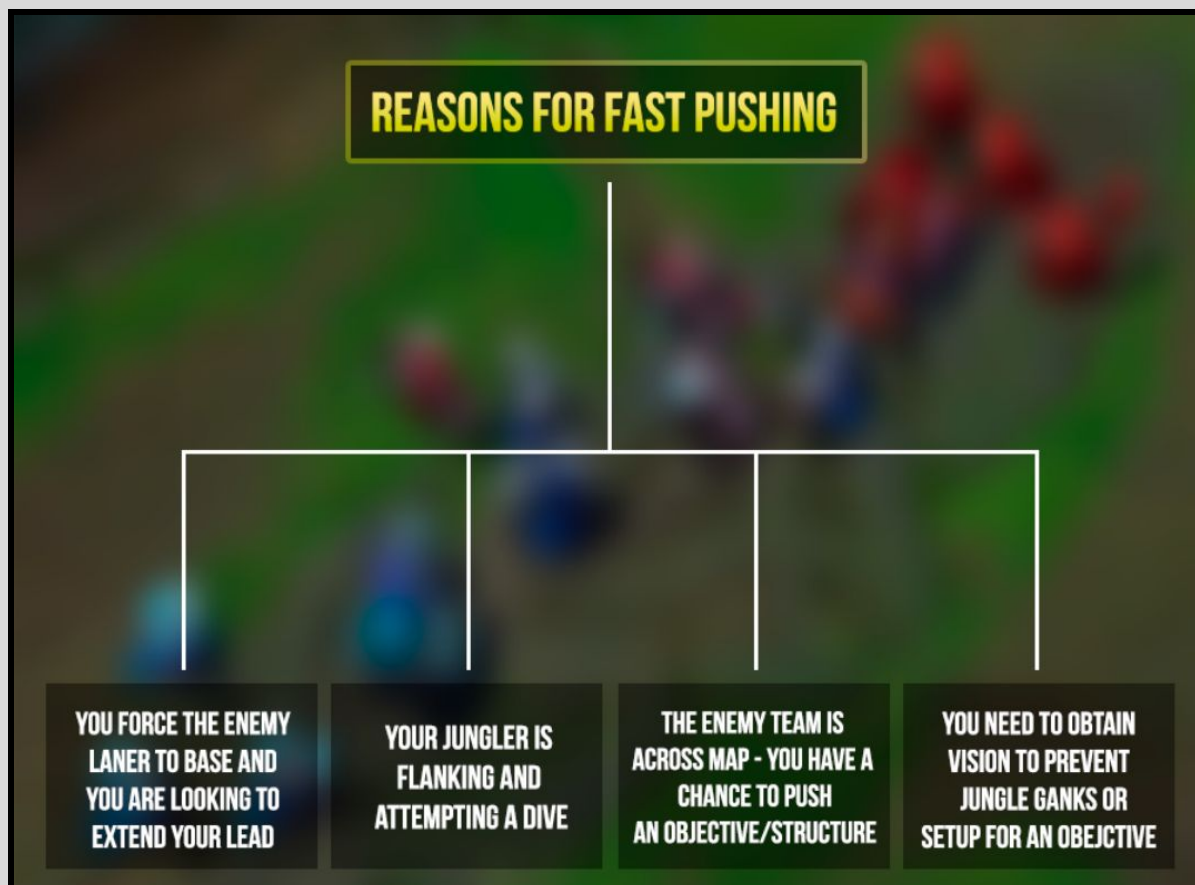
Fast Pushing

Fast pushing in its simplest sense is killing the melee minions in a wave to result in the large wave pushing very quickly. This creates immediate map pressure by giving you a minion advantage that does not immediately crash into an enemy turret; instead crashing on the next minion wave or a short timespan. Another form of a fast push is a shove, which will require an immediate response, such as in this video. During the time that the wave is pressuring, Ekko is able to obtain ward pressure.

Remember: you can create fast pushes in ways without just killing the melee minions, as minion pushes are based on wave power rather than "killing the melees". With this in mind, the more wave power that you have, the harder the push is.

When it comes to **fast pushing,** in a lane you will often use this to deny the enemy laners or create map presence. A majority of the time it's used as a tool to deny gold during laning phase, or experience & gold come the mid game. In the side lanes, you should look to fast push when:

A. You force the enemy laner to base and you are looking to extend your lead.
B. Your jungler is flanking and attempting a dive.
C. The enemy team is across map and you have an opportunity to push an objective or structure.
D. You need to obtain vision to prevent jungle ganks or set up for an objective.

REASONS FOR FAST PUSHING

| YOU FORCE THE ENEMY LANER TO BASE AND YOU ARE LOOKING TO EXTEND YOUR LEAD | YOUR JUNGLER IS FLANKING AND ATTEMPTING A DIVE | THE ENEMY TEAM IS ACROSS MAP - YOU HAVE A CHANCE TO PUSH AN OBJECTIVE/STRUCTURE | YOU NEED TO OBTAIN VISION TO PREVENT JUNGLE GANKS OR SETUP FOR AN OBEJCTIVE |

The 4 reasons for you to setup a fast push

Fast pushing is important when attempting to punish enemy laners who recall or stay in lane on low resources. It often gives you the opportunity to further punish their mistakes and is easier to execute than slow pushing, but fast pushing often results in increased vulnerability to enemy ganks, so it's best used when you are relatively healthy and/or have vision of the enemy jungler.

Another example is if you build a fast push in top lane, and then you teleport down to bottom lane; the enemy top laner is forced to either answer the wave and protect their turret (and soak minion experience & gold), or respond to your teleport:

- If the top laner soaks the top wave, then he will have all of the experience that you already have.
- If he responds to your teleport, then he misses the top experience, but matches your teleport pressure.

This can cause an experience disparity in the top lane, because after the teleport play is done, the top lane wave will then bounce back towards the top laner that initially teleported. This means that the top laner is behind in experience, open to ganks, and is forced to concede whatever lane control they might've had or been able to gain.

Middle Lane Manipulation

In mid lane, it's harder to have effective freezes because of the shorter length of the lane. Most mid lane champions have ranged abilities to help break freezes, and junglers can also more easily come around to break them due to the architecture of the map. Further, most mid laners can't effectively hold waves due to the lack of health or armor and the threat of trades or all ins.

Wave manipulation is often used to spread advantages around the map via warding or roaming. If you are able to manage a wave effectively, you will be able to obtain all of the creeps while also performing roams at times where the enemy isn't able to counter your roam. For example, if you are in a melee vs ranged matchup, you can freeze while creating a slow push, and then when your minion wave is large, hard push the wave and roam. The enemy will be forced to respond to all of your minions while you're either working with your jungler or ganking another lane.

Finding proper ward times is also based on your minion wave. You can slow push and have a longer period of time, which allows you to get deeper wards, or you can fast push and get shallow (closer) wards. If you'd like to learn more about ward positioning, especially from a midlane perspective, check out this warding guide.

Further, controlling where the minion waves line up is incredibly important because it decides who has pressure in the lane as well as who is gankable.

Image-depiction of minion wave lines and their corresponding meaning

When a minion wave rests in the **green zones**, both laners can be easily ganked, and both laners have trading pressure, assuming the laners are of equal strength. If one laner is stronger than the other laner, than the stronger laner wants the wave to land in their half of the green zone, or their yellow or red zone, because these areas force the enemy to overextend, and allow for an artificially longer lane for the person that is behind.

When a minion wave rests in either **yellow zones**, different things happen. If you are on your yellow zone while ahead, you have greater all in potential, because of the artificially longer lane like mentioned above. If you are in the yellow zone of the enemy, you are more likely to be ganked, and have less space to all in; however, if you are able to kill the enemy, you have a large amount of pressure, because you killed the enemy, their wave is pushed in, and you get the maximum amount of time possible to decide what you want to do.

When a minion wave rests in either **red zones**, things change just like the yellow zones. If you are on your red zone, then you are able to freeze the wave outside of the turret, creating the longest possible lane for the enemy but conceding roaming pressure. Conversely, if you are in the enemy red zone, you are significantly more likely to be ganked, but you gain roaming pressure. This power balance is really important to understand, because where your wave lands will depend on what you want to do.

 Let's assume that you want to roam within the next 3 waves. On the first wave, you should create a slow push in your yellow zone by initially allowing them to create a push, but do not let it get to your turret. On

the second wave, you should clear some of their minion wave without hard pushing it, and then try to zone based on your minion advantage (this denies them the ability to trim your wave and can also deny experience and gold). On the third wave, because you have a minion advantage, you can hard push, and then the enemy is forced to respond to the wave. You can then roam freely (assuming you have any information on the enemy jungler), and get vision while you roam to your side lanes. You should look at the side lanes and do a "half roam", where you start walking down, and then reassess the situation. If you find it to be ungankable, literally just sit in river (this creates a lot of map pressure via fog of war), or turn around halfway and you'll be able to minimize experience and gold loss.

Side Lane Manipulation

Side waves are easier to freeze due to the larger distance that minions take to crash into the other waves. For a minion wave to hit the allied outer turrets, it takes 25 seconds. For that same wave to reach the exact center of the lane, it takes 30 seconds.

Because side wave freezes are easier to manage, a player can build larger freezes, which results in effective zoning and gank denial via large minion waves. A clear example of this is when a top laner freezes a wave, builds a slow push, and then calls their jungler for a dive. This denies a large amount of experience and gold

Credits to www.twitch.tv/ofgsaiph

while zoning, but often results in killing the enemy laner (and probably taking turret as well). Similarly to the example, you can control the enemy jungler's presence by threatening a slow push, zoning, and forcing them to come to break your freeze.

Example of a slow push that leads to a tower dive

Most of the outcomes of situations in side lanes are determined by lane and wave manipulation. Good wave manipulation can prevent ganks as well as increase your lanes gank potential. After laning phase, the main manipulation of a side lane will be starting slow pushes and gaining advantages off of that slow push, such as wards or pressure around objectives. Slow pushes late game often force someone to catch the wave, or lose a structure, which gives you a numbers advantage to pressure a turret or neutral objective, as well as look to make a pick. This pressure also allows you to ward target zones for the next few minutes, such as the enemy jungle. Using these windows of opportunity is paramount.

Statistics & Vocabulary

This section is dedicated to the actual formulas and a longer explanation towards the numbers on minions. Most people will only be interested in the TL;DR version that is posted in the [Minion Modifiers (TL;DR)](#) section, but some people want the full formulas to better understand.

Minion Modifiers Statistics

Level / Turret Pushing Buff -Patch 5.23 had some HUGE minion changes:

Minion Levels Bonus Damage:
- While your team has a level advantage, your minions deal bonus damage to enemy minions equal to 5% + 5% per turret advantage in their lane, all multiplied by your team's level advantage.
-
- The maximum level advantage modifier is: 3.0

Bonus Turrets Bonus Damage
- (5% + (5% x Turret advantage)) x Team level advantage. If you're ahead by 1 level and are up by 2 turrets in a lane, the minions in that lane get (5% + (5% x 2 turrets)) x 1 level = 15% bonus damage. If you're ahead by 2.5 levels and are up by 1 turrets in a lane, minions in that lane get (5% + (5% x 1 turrets)) x 2.5 levels = 25% bonus damage
-
- While your team has a level advantage, your minions take reduced damage from enemy minions equal to 1 + 1 per turret advantage in that lane, with the turret advantage bonus multiplied by the team's level advantage.
-

Minion Damage Reduction:
- 1 + (Level advantage * Turret advantage)
- If you're ahead by 1 level and are up by 2 turrets in a lane, the minions in that lane get
  - (1 + (2 turrets x 1 level)) = 3 reduced damage
  - If you're ahead by 2.5 levels and are up by 1 turrets in a lane, minions in that lane get
  - (1 + (1 turrets x 2.5 levels)) = 3.5 reduced damage

Hand of Baron (Baron buff)

Baron also gives bonus stats for each type of minion. These are listed below:

All minions

- Gain increased movement speed equal to 90% of the averaged movement speed of all nearby champions (capped at 500)
- Gain Slow Resistance
- Gain +75% damage reduction versus area of effect and damage over time abilities

Melee minions

- Gain +50% increased movement speed when within 800 units of enemy minions or turrets
- Gain +75 bonus attack range
- Gain +75% damage reduction versus champions and minions
- Gain +30% damage reduction versus turrets
- Increased size

Caster minions

- Gain +20 attack damage
- Attacks gain +50% missile speed
- Gain +100 bonus attack range

Cannon minions

- Gain +600 bonus attack range
- Cannon minions buffed by Hand of Baron will never enter turret range while attacking a turret and will instead remain outside of it.
- Gain +50 attack damage
- Have 50% reduced attack speed
- Have auto attacks that are area of effect (200-unit radius) and deal 200% damage to turrets

Super minions

- Gain +25% attack speed
- Gain +50% increased movement speed when within 800 units of enemy minions or turrets
- Do not gain +75% damage reduction versus area of effect and damage over time damage

Links on Minion changes

Here is a link to all of the information on the 5.23 minion changes via Riot's official Patch Notes.
Here is a link of an explanation of the 5.23 minion changes from Riot Axes
If you want to learn more on thoughts on the changes, check out this video by Shakarez sharing some insight on the history of wave manipulation and his speculation on how Wave Manipulation could change the game (obviously an outdated prediction, but it's interesting to listen in retrospect).

Key Vocabulary

Creeps: Minions - Melee minions, Caster minions, Siege minions. Super minions create autopushing lanes.
"Let me kill the 3 melee creeps before rotating."
Minion wave: 3 Melee minions, 3 caster minions, 1 siege minion every (3,2,1) waves depending on game time.
"I'm getting zoned from the minion waves."
Wave reinforcements: The next wave that is coming in.
"My wave reinforcements are coming in 20 seconds."
Wave reset: The next creep wave will become "balanced", and should look like the first minion wave of the game (meeting at the perfect center of the lane or close to it).
"Let's reset the mid wave and base."
Settled wave: When minion waves have lined up, with 3 melees and 3 casters. Minions have already established aggro based on the rules listed in the ***Minion Behavior*** section. Also known as an even wave.
"Mid wave is settling."
Wave-Power: The relative strength of each minion wave.
"My minion wave has 7 minions and their wave has 5 minion, so I have wave power."
Wave Priority: The Ability to rotate faster than the enemy or to have shove in a lane.
"I have wave priority, you can invade"
Set-up the wave: The intentional formation or manipulation of the wave to do what you want when you want.
"I set up bot wave to crash in 40 seconds, let's pressure baron!"
Catch / Answer / Eat / Clean the wave: Responding to a wave by going to a minion wave to clear it (and preferably set it up how you want).
"Let me catch bot wave before we go ward their jungle."
Trim the wave: To kill their excess minions, probably to look for an exchange or trade.
"Let's look for an all in after I trim the wave."
Prep the backline: Hit the caster minions until they're 1 hit away from death for a secured push. Especially used level 1.
"I'm going to prep the backline to secure level 2. "

Clear the wave: Clear all minions to defend from a siege or to reset the wave.

"I can't leave mid, I have to waveclear."

Pull the wave: to walk in front of your minion wave and grab the aggro of all of the enemy creeps. When you drop aggro, they should all focus on 1-2 of your minions, effectively making the wave push towards you.

"I'm going to pull their wave level one so that I can freeze. Can you gank at level 3?"

Freeze: To only auto attack minions at the moment they're about to die to avoid pushing the wave. It's usually used to deny incredible amounts of CS and establish lane control. This is harder to do on a canon wave due to RNG.

"I have a freeze going top lane, Maokai is going to be useless for a while."

Perfect-Freeze: The ability to freeze the wave permanently. This comes from the enemy having 4 caster minions over your minion wave.

"They have 4 extra melees, let's use a perfect-freeze here to stop the enemy ADC from playing the game."

Trading Stance: Aggressively pathing forward directly before the instance of an enemy going for a last hit which effectively forces them to choose between going for the creep or trading with you.

"I'll trading stance him to whittle him down for a gank."

Zone / Control: When you're in a position of power, you restrict the enemy's movement and ability to get creeps by standing aggressively in trading stance.

"Can you ward near mid lane so that I can zone?"

Hold: Not allowing a minion wave to crash into a turret

"I'm going to hold this minion wave near my turret, you can come and gank."

Slow push: Killing caster minions (more killed = "faster" slow push, which, if the wave is left untouched, will build a large wave in a longer period of time).

"I'll set up a slow push, let's look for dragon in 2 minutes."

Fast push: Killing melee minions (more killed = "faster" slow push, which, if the wave is left untouched, will build a medium sized wave in a quick period of time).

"I'll set up a fast push so we can go ward."

About the Authors

Tj "Command Attack" Bjorklund

Hi guys, I'm a Masters Orianna main who has peaked in low Challenger. I've participated in the [Big Ten Network Finals](#) in Riot Studios while playing for my collegiate team, Team Ignis, at the University of Illinois. I create educational documents like this one while assisting in the [League of Mentoring Discord](#), a community of 5,000+ people dedicated to learning League of Legends. Further, I provide more coaching and house all of my content in [my own personal Discord](#) while streaming daily on my [Twitch](#) with uploads to my [Youtube](#). Feel free to [email](#) me or contact me on Discord (Tj "Command Attack" Bjorklund#9258) if you'd like advice, to collaborate, or to tell me about your day.

Garrett "Popi4000" Dixon

Hi, I'm a Masters Taric main or was masters who has learned a lot about the game and wish to share it with you all! I didn't go to some big ten school like the guy above me or anything fancy just a regular guy who loves the game like everyone else. I currently do a little bit of analyst work as well as help out over at League of Mentoring. If you enjoy this type of content I will be working with TJ a lot more in the future and we have some fun projects in mind to do! Feel free to follow my twitch as well where I [stream](#) daily (or try to) or [email](#) me about any business inquiries. Hope you enjoyed this guide as much as I did thanks for reading!