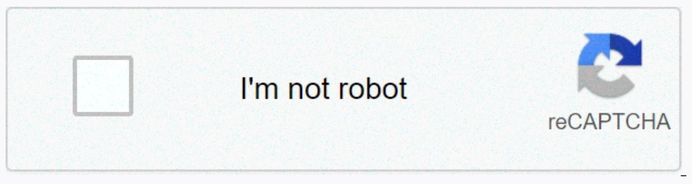

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Lethality vs armour pen

The big debate that has been going on over the last few months is about the balance of Lethality. Itemizing against enemy team compositions is always difficult and determining whether to build lethal or weapons penetration is always up for discussion. First, we need to look at the difference between the two and then we will be able to determine what is more useful in what situation. Arms penetration is quite easy to understand. This reduces the effectiveness of enemy champions Armor by a percentage. Simply, if you have 10% Armor penetration and the enemy has 100 Armor, it would be as if the enemy champion had just 90 Armory instead of 100. Pretty easy to understand. Lethality is a little different. Lethal Gives Flat Armor Penetration instead of Percentage Penetration with the Formula = Lethal x (0.6 + 0.4 × level ÷ 18). Basically, if you buy Duskblade from Draktharr, you won't receive the full 18 Lethality until you reach level 18. To calculate how much Payability it will give you, just replace your level in the formula, for example if you were level 12 with Duskblade of Draktharr: 18 x (0.6 + 0.4 × 12 ÷18) = 15.6 flat Arms penetration. Now that we know the difference between Letaality and Arms Penetration, let's look at some scenarios about when to build each one. Let's pretend we're in a scenario playing an AD assassinated middle lane like Zed or Talon. Your job as an assassin is to kill enemy champions who are out of position, get picks for your team, and kill the enemy wearing before they can do anything in a fight. Let's take a look at some typical runs for an ADC to see how Lethality will compare: The average base Arms statistics for all marksman champions at level 1 are 22.74 while the average base Armor at level 18 is 80.48. Suppose they build no defensive items until a late game Guardian Angel with 30 Armor they typically sit around 31.74 - 89.48 Armory with the extra 9 Armor that gives 9 Armor Seal. If you were to build all three Lethality items (Duskblade van Draktharr, Edge of Night, and Youmuu's Ghostblade) which have 18 Deadly, you'll essentially have 54 flat weapon penetration at level 18. With the average Armor of Marksman champions at level 18 being 89.48 with Armor Seal and you with 54 flat Arms Penetration for Lethality, it will be as if enemy ADC has just 35.48 Armor, which has your physical damage done to them by about 27%. If you were to build an Arms Penetration item like Mortal Reminder or Lord Dominik's Regards that has 35% Arms Penetration, at level 18 the enemy ADC would reduce its 89.48 Armory to 58.2, which would reduce your AD damage to them by 36% instead of the 27% with Lattv So, in cases where you're trying to assassinate an enemy ADC as an AD assassin remedy like Zed or Talon, building Lethality is the preferred choice. Now, as Deadly so good against enemy wear why would you ever build Weapon penetration items? One thing you have to look at is the type of champion you play for and what their kit is orbiting. For AD assassinations, they rely on getting backline focus squishy champions and using their full combination to bar down an enemy wear. Their spells and combinations usually have long coolings that you can't spam that make it difficult for them to kill tanks. They're also typically melee champions which means that if they don't get their full combination mode they have to rely on car-attacking to finish the job. AD Wear on the other hand relies a lot more on car attacks as opposed to full eruptions and does not have the kit to dive backline to kill enemy champions. They focus on the closest target in a team fight (which is usually a frontline tank) until another priority target becomes available. It keeps them safe while still emanging as much damage as possible. Since they focus primarily on the frontline tanks, let's calculate which set of items between Latency and Arms Penetration will work better in their situation. For example, let's pretend we're playing as an ADC. While during a team fight we have to focus the tanks off until we can reach their backline to kill the carries. If they run a frontline tank like Maokai or Nautilus, they'll typically have 2-3 Weapon items depending on whether your team is more AP or AD heavy. On average, let's say a frontline tank will have anywhere between 200-300 Armor and you want to know if Lethality is still good or if you need to build Arms Penetration. If we build all three Lethality items, we'll have 54 flat Armor Penetration at level 18. This means they will have anywhere between 146-246 effective Armor, reducing our damage done to them anywhere between 61% and 73%. If we were to build an Arms Penetration item with 35% Arms Penetration, it would reduce their effective armor to between 130-195 that only reduces our damage done to them between 56% and 65%. So, in cases where our car attacks at a constant rate against frontline tanks, percent Armor penetration is better to build than Lethality. Here we can see C9 Sneaky positioning in its backline while fighting enemy teams front-line tank: If you watch LCS or other competitive League scenes, you'll notice that their build and picks are slightly different from those built in solo rope. There's a reason you rarely see Duskblade from Draktharr in a high elo and competitive game and it's not because Letharity isn't good. One reason is the current meta. Currently, hypercarry ADCs and top-bearing champions are prioritized while controlling forces are prioritized in the middle lane. AD assassinations are very low on the level list with champions like Zed, Talon, and Rengar seeing little playing time. This is because AD is wearing than Jarvan IV, Fiora, and Renekton see more play in the top lane as opposed to AP wear or tanks like Rumble, Maokai, and Shen. Since all these wear top track champions are mainly AD, having a third AD camp in the middle lane to go along with the ADC role won't be beneficial if enemy team could stack armor against it. If a team is going to run an AD assassin in the middle lane, there will typically be an AP or tank on top and jungle. This applies only to the competitive scene and everyone knows that no one in solo rope mainly follows the meta. Finally, it's usually better to build Lethality on assassin champions who have bared capabilities in their kits that prioritize enemy squishy champions and ADCs, while likely better to build percent Weapons End indulgence on AD champions that carry out a constant stream of damage to enemies with higher amounts of Armor like ADCs against frontline tanks. While it's not bad to build against enemies with Armor, the main thing you need to focus on is what kind of style of play you're looking to achieve. Are you playing a more passive poke compilation or a pick comp? While there are many factors to go into building items hopefully you now know a little more about the effects of Letginity vs. Arms Penetration. Like our content? Support us by getting our merchandise into our store Here's the scenario - you have the time of your life playing League of Legends, you're comfortable, and everything goes right... then all of a sudden, you ran into an assassin who brings the frustration of being deep inside of you, the frustration you didn't even know you had. That annoying Assassin keeps your one-shot, and you don't seem to be able to work it out. Well, we're going to shed some light on your situation and help you understand how you got one-shot. Tip: It involved deadly! What is deadly in LoL? Back in Season 7, League of Legends introduced a new statistic. This is a change made to replace the flat arms penetration. Basically, you are granted flat arms penetration using this formula: Flat Weapon Penetration = LETHAL x (0.6 + 0.4 x level % 18) During season 7 flat arms penetration has been changed and converted into the new Lethal Stats. Yes, they changed the name, and that was to clear up any confusion the LoL community might have. The previous name was flat weapons penetration, and it suggested it was fine when it went against targets with armor. It's worth noting that some items are better at certain champions than on others. Take capability strength as an example - it is used for magicians, armor, magic resistance on tanks, physical damage for the damage carriers, and assassins. Latency originated in 2017 and is being transformed into fixed weapons penetration. In LoL, there are actually four different calculations to or penetrate the enemy's armor: percentage of arms reduction, fixed arms reduction, arms penetration and latency. Don't worry; we will explain each of them. Fixed armor under fixed arms reduction can reduce the enemy's armor by a fixed amount. This reduction will cause the loss of an enemy's temp armor. If the enemy has 20 armor, and you reduce 20, then it will leave your opponent bare there, with 0 armor. Fixed weapon reduction can exceed zero, making the feature negative, which increases your damage even more. Percentage of Weapon Reduction When you hit a target by skill or an item that reduces the armor by a certain percentage, physical harm will be even more effective. Take the Black Cleaver as an example; it has what we refer to as a Slit effect – it can reduce the enemy champions' armor by up to 24% (ouch). If the enemy champion has 100 armor, he/she will lose 24 and hold 76. The calculation for this: Current armor = total - (percentage) = 100 - (100 x 24/100) = 100 - 24 = 76 Percent Arms Penetration As opposed to percentage of arms reduction and fixed arms reduction, arms penetration is guaranteed only for the champion entering it. The opponent's resistance is not going to be gradually or gradually reduced for all physical damage, but only for the champion himself. This is a feature used in damage carriers and is best applied when going against targets with a large amount of armor. The item called Mortal Reminder applies 25% arms penetration. If you're dealing with 100 physical resistance, it's going to lead to 75. Here's the calculation: Current armor = total - (percentage) = 100 - (100 x 0.25/100) = 100 - 25 = 75 LoL Lethal lethal lethality ignore a fixed value of enemy champions armor, and it cannot exceed zero. It works as penetration and depends on the champion causing it. Riot balances Dofulness in LoL by make it little available at a time, reaching the maximum Deadliness at level 18. If an item has this special property, they'll have a calculation that will let you know how much Letasality you get. Looking at Duskblade from Draktharr, it gives a total of 21 downs, and it will give you a percentage of that before you reach level 18. Let's say you have a character at level 10; the formula will look like this: Fixed Weapon Penetration = ugliness x (0.6 + 0.4 x level / 18) = 21 x (0.6 + 0.4 x 10/18) = 21 x (0.6 + 0.4 x 0, 55) = 21 x (0.6 + 0.22) = 21 x 0.82 = 17.2 An even closer look at divinity - How does LoL Deathfulness work? Long story short, in League of Legends, Lethality is all about arms penetration. You can think of it as negative armor. The amount of salvation you have would have the amount of be that which was removed from the enemy. Here, let me give you an example to help you... Let's say you cope on the other hand - Vayne has 60 Armor, and you have 40 Deadly. This means that Vayne will have just 20 armor for you. The 40 Deadly You Take Away 40 Armory from the Enemy, but only 40 (because that's what you have). Now you go up against a Rammus, and he has 500 Armor. For you, Rammus will have a total of 460 Armor because of your 40 Deadly. The 40 Letasality removes 40 Armor from his 500 Armor, letting him with 460. Certainly, this explanation has a better perspective on why Assassins are one-shotting Squishies and not Tanks. Letginity Vs. Arms Pen – The difference between lettue and weapons penetration do you scratch your head and try to figure out the difference between letfulness and weapons penetration? Let me explain ... Believe it or not, it really isn't all that complicated. LoL Divinity is flat, while Arms Penetration is based on a percentage. To make things easier, let's go back to the example we gave you earlier. Vayne has 60 armor, and you have 45% Arms Penetration. Now he'll have 33 Armor, while the Rammus we talked about about who had 500 Armor is now going to have a total of 275 Armor (wow, that was a big drop, wasn't it). As you see, Deadly is a big help and make it where the enemy hardly any Armory, but if you have an enemy who stacks armor like a hamster stacks of food in his mouth, Arms penetration is going to be on your side. Letginity Calculation LoL The amount of lettuce you receive is going to increase depending on the level of your League of Legends Champion. Riot Games have made it easy for us to calculate Salvation — simply by swishing over the item, it will tell you how much Letaspity you currently have on your champion. Is lateability better than weapons penetration? Yes. In most cases, it is better to build items that will give you ugliness than those with arms penetration. Reduce Harm Reduction True Damage? Harm reduction effect reduces damage from deadly and weapons penetration, but it will not reduce the damage from True Damage Effect. Do deadly items stack? Rioting removes unique lettuness passively last year, meaning you can now stack more letfulness items, which allows you to do even more damage! Does stuffiness work on abilities? As we said earlier, lethargity is just arms penetration. It will work with anything that does physical harm Which against deadly? When facing an assassin, you just need to build more armor to counter its blundering. Conclusion Hopefully, this article explains LoL Lethality vs Armor Pen for you, so you no longer have to wonder why that little Assassin is one-shot you all the time. Time.

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