

Forum:[Hack Forums](#)

Thread: [Tank meta changed?](#)

Nostalgic - March 14, 2018, 1:47 pm

Now LoL have had a tank meta for a long time now, do you guys think they will change this soon and also how do you think they will change it. my self I know they are going to give a buff to map objectives but I think they will buff adc items again and we will get the adc meta again. To be honest I like the adc meta more then this tank meta. Then you play around 1 person in the team but in this meta you can solo and still win easily.

Temp - March 14, 2018, 7:45 pm

Current meta is tank and support meta. Despite the fact that ADCs are in a strong spot right now, everyone refuses to see that it's because supports have too much impact on the game right now. I very much doubt ADCs will get buffs. Their items are the least expensive, takes nearly 2-3K more to full build an AP than a AD.

In 8.6 they will add the bruisers keystone, so we'll see a toplane that has more impact in the game and more kills.

Tank meta is definitely broken right now

Supports are too strong with the current items. They can peel, shield their ADC & CC, engage, disengage.

Jungle isn't jungling anymore. Camps respawn so late that the jungler has time to bushcamp lanes instead of farming jungle

Top is boring. Better pick wins. Players that go tank instantly win tradeoffs with any bruiser pick. Because

Mid is stable

Nostalgic - March 15, 2018, 2:28 am

(Mar 14, 2018 07:45 PM)Temp Wrote: [CITE](#) Current meta is tank and support meta. Despite the fact that ADCs are in a strong spot right now, everyone refuses to see that it's because supports have too much impact on the game right now. I very much doubt ADCs will get buffs. Their items are the least expensive, takes nearly 2-3K more to full build an AP than a AD.

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I fully agree with you the top lane is broken right now and bot lane is not even about adc's anymore. I do disagree about the jungle, as I think it's good that the camps spawn slow so the jungler can pressure lanes more. It gives you an extra challenge when you farm to ward more and don't just push and push. You need to learn how to freeze lane and when to be aggressive or defensive.

I hope the top lane gets fixed with the new keystone. I only think it will be best pick win (Jax) but I'm

hoping for the best.

Exha - March 15, 2018, 5:13 am

There is no "tank meta".

What we commonly call a tank meta is nothing but how the game has evolved. People have been getting better and the game is more passive than it used to be.

It's now common to see an ADC with 100 armor + 100 MR + 20% lifesteal (which is tankyness, indirectly) + Heal + a peel tank support + a Solari + a Redemption.

Back in Season 2, you would just run straight to your enemies and melt them down because that's how it was. An ADC with Hexdrinker or Frozen Mallet? Pff, out of the question.

Honestly, a Season 2 2100 elo player was as good as a Platinum 5 player today.

So yea, we just don't force plays as much as we used to because people learned how to play the game.

Nostalgic - March 15, 2018, 5:52 am

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So yea, we just don't force plays as much as we used to because people learned how to play the game.

I dissagree with the no tank meta. How could a Jax loss trades against Cho'Gath it's just wrong. I agree on the risky play part that players don't take risks.

Tank meta now days is to pick a late scaling champion and just wait out the games and that's no fun. Nether in Normal, Ranked or E-sports.

I really think they should do something about it and give bigger rewards to players who make risky plays and succeed with it. Punish these tanks AA damage and scaling and I would say the game would fix it self. People now days don't even play with an ADC they play 1 tank not and support and it works better then having an ADC.

ItsJigSaw - March 15, 2018, 5:51 pm

Riot just needs to nerf dmg tanks deal and u have a balanced game. ADC's are in good spot now, carry junglers fell down a bit(lee, elise, nida). Ppl say bruisers are weak, but actually tanks are just too strong, nerf their early game so they can actually be punished. Nerf janna as its completely ridicilous champ that has: dmg, slow, movespeed boost, knock up, knock up, big shield. But even if i play jayce top only im pretty fine with this meta it aint bad as ppl talk.

DontQQSoMuch - March 16, 2018, 6:46 am

Better bot still wins every game. Mid is the most balanced it's ever been in my opinion, top and jungle have the same impact to be honest. Off-tanks and Bruisers top are really good atm, also carry junglers and tank junglers are both viable right now, I'd give the tank junglers a slight edge though

Nostalgic - March 16, 2018, 7:09 am

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I just don't want the tanks to be so powerful as they are but yeah this meta is not really so bad. I like this one more then when ADC was in super meta. I agree on the janna nerf! I do think that riot need to change stuff so carry junglers being nerfed this patch I have no problem with as maybe next patch they will get buffed and people need to try new champions and not only one-trick.

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I don't really agree on the bot lane as I think it's better pick and synergy in the pick who wins. I'm a mid laner and I agree mid have always been balanced. I don't feel like bruisers are that good as you say, for an example illaoi destroys all bruisers. Tanks jungler like skarner is really strong even when he got nerfed a bit. Still way to strong if you know how to use the champion.