Yasuo guide top lane

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Even Don't trade with Aatrox when he has his passive active. He can still all in you without landing his sweet spot Qs if he chunks you with him. His E has a fairly long cooldown early; keep that in mind while laning against him. You can Windwall his W. If you get hit by his W, you can E through him or the minion wave to escape it. Don't fight him in his ult, unless you already have grevious wounds. He will outheal your damage. Minor Yasuo does fairly well into Ahri has to use her Q if she wants to push the lane, which is when you can engage on her. If she uses Q on the wave, you only have to Windwall during the dash to block the charm. The only real way you die in this lane is if you get hit by a Charm and take a couple tower shots. Wait until level 3 to trade with her so you have Windwall to block the Charm. Do your best to dodge her Q poke early game, especially the return which is true damage. At level 6, it's harder to kill her because she's so mobile. Bait out her Charm and then look for short trades or an all-in if you can. If you Ult her when she has Ult, she will just Ult away and live. Major This matchup is actually a lot easier top lane than it is mid lane since Akali only wants to fight you when her Shroud is up. Since the lane is a lot longer, she can't really hide under her tower during her Shroud without taking too much damage while she's in it. You have 20 seconds to take a fight with her while your conqueror is up and her Shroud is down. This gets even easier at level 3 when you can Windwall one of her Q's or her E while she tries to get away from you. If you never fight when her Shroud is up, you have a huge advantage over her and it isn't too hard of a matchup 1v1. At level 6, it's a very good idea to Ult her when her Shroud is on cooldown and force her to Ult; her Ult is way more important than yours in all-ins. Even Akshan is very oppressive early. You can't fight him until you have zerks and vamp scepter. Play with the goal to scale and hit your item spikes. Do your best to farm without taking too much poke or you will be susceptible to ganks/dives. Don't stay in the wave because he will Q the wave, damaging you and pushing the wave at the same time. The more targets his Q hits, the further it will go. This matchup is a lot easier for Yasuo than Yone because you can Windwall his entire kit. If you don't fall too far behind, you can just jump on him over and over and kill. Minor Fairly easy lane since you can Windwall her Q and E. After that, she can't really do much against you. You can cancel her R if you knock her up when it's active. The only way you die in this matchup is if you just sit in her Ult. Do your best to E out when she Ults. Major Rush Null-Magic Mantle in this matchup and she will never one-shot you with her combo. She will look to harass you with her long range AAs. Look to all-in her as soon as she uses her stun passive. She will have no way to retalitate and will ha Elise. Minor Similar to Anivia, just Windwall his Q and he can't do much. You can also dodge his Q with proper usage of your E. Just do your best to not let him poke you with his W or AAs. Most ASols will opt to push and roam, so just farm and ping him mia so your team doesn't die to his roams, or you can hard push him in so he can't roam. Major Try not to get poked out early. Get Null-Magic Mantle if you struggle against this lane. Get on top of him so he can't E away and escape. If his E collides with you, it will stop him from taking the entire E. When you go for the all-in, make sure you Windwall his R and you should win the all-ins as long as he doesn't have 3 soldiers out. Tiny Pretty easy lane. Windwall his Q. You can E out of his W. Get Null-Magic Mantle if you aren't confident in Windwall to block the Q. When Ulting him, E through him right away to get a better angle so his Q is a lot easier to Windwall. Major Don't ever fight her near a wall; you will 100% get stunned and lose the trade or all-in. The best place to fight Camille is in the middle of the lane. If she tries to go for a stun on you, you can easily E away from her. When Camille is charging up her Q2, kite back until it runs out. If you can dodge her E and Q2, you should always win the all-in against her. You can Windwall her E before it hits a wall Even This lane is definitely Yasuo favored early, but it gets harder after she gets items. The lane is basically just nonstop dodging her Q and Windwalling her E's if a Q hits you. Anytime you E forward through the wave, she can Ult you; it will always stun you since you are locked in the animation and can't look away. Throwing Q3 also forces you to face the direction you throw it. Try to angle your Es so you aren't dashing straight into her. Try going from the side of the wave or dashing at her when you knock her up. Cleanse can also be used in this matchup if you struggle with dodging her Ult. Even Tank Cho'Gath is a lot easier than AP Cho'Gath. He is very susceptible to ganks, so try to freeze the wave at your tower and call for jungle help. Watch out for his Q and wait out his E. Try to abuse him before he hits level 6. This is the only time he can ever win an all-in against you. Always keep moving when he silences you to dodge his Q. Fight him when you have shield so he can't one shot you. Tiny Probably the easiest matchup in mid lane. You can Windwall his entire kit. He doesn't do much until 3 items. Don't EQ him when his W is up, instead bait out his W and Q after you E. Extreme This matchup is pretty much impossible. A good Darius will freeze the wave at his tower and you're unable to play the game. If you ever walk up, he will just Ghost, run you down, and kill you on repeat. The best thing you can do is take short trades and never let him 5 stack his Passive or you will always lose the fight. Early Cloth Armor is good in this matchup. On the plus side, he is very easy to gank chained with Yasuo's CC. Save your E for when he uses Q to dodge the sweet spot. Take short trades against him and do your best to kite. You will never win 1v1 until you have Shieldbow. Even Pretty even matchup. Windwall her Q so she can't reset her E. You can also just E out of her Q. Get Null-Magic Mantle if you really struggle with this matchup. As soon as you get Shieldbow, she can never one shot you and you just take over the lane easily. Try to always go in when she misses her Q. If she hits Q, just back up. Even Probably one of the easiest tanks to play against since he has no CC. You hard win pre-6. Get Executioner's Calling if you need it. Dodge all of his Qs with your E. His passive negates your Q3 nado so try to get rid of it before you Ult him AND make sure you walk over the capsule that pops off when you do. Don't hide behind minions that are about to die; he will E them and you will take a lot of damage. Minor This lane is pretty easy. He will always E out of your Q3 nado and just get a massive trade on you. He's very mobile so try to catch him off guard when he's going for cs. Always pay attention to his Ult shadow and his W or you will die. Always be aware of the audio

cue. Windwall his Q so it can never hit you twice. You can easily get out of his W by E'ing out. Extreme Fiora is one of the harder matchups in toplane just because she out-stats you and has a lot of healing. Pay attention to her vitals. You can run out of her vision to get a new one if needed. You should try to take short trades. When she Ults, try to take short trades.	
either disengage or just stand next to a wall so she can't proc all 4 vitals and get her R healing off. Rush Executioner's Calling early game to cut down on her healing to the Annie matchup so he can never 100 to 0 you. Poke him with Q every time he goes for cs. Every time he Qs onto you, fight him with the auto battle until he uses his E, then quickly E away to get out of the damage. You can Windwall his Ult which will make him unable to kill you. Even Galio doesn't do too bad into Yasuo. He has a lot of CC, and combined with aftershock, he can actually chunk you pretty hard with his combo. Since he has so much cc his gank setup is pretty	tty
strong. Bait out his W and go in when its down or else he will hit his whole combo on you. Go Cleanse if their jungler has CC, too (Ex: Fiddle, Elise) Extreme Don't let him poke you with Q for free. Build up your passive shield before his next Q is up. Gangplank can't spam Q too much without running oom. I like taking Ignite in this matchup to read the plays safe. Bait out his barrels and quickly destroy them before he can use them on you. You can Windwall his Q when he shoots a barrel. Lastly, his W can cleanse your ult so be aware of that. Major Garen is so tanky that it's pretty difficult to ever kill him if he plays safe. Bait out his W then go for an all-in when it's on	
cooldown. Just play to farm and scale, you can NOT kill him 1v1. Minor Pretty easy matchup. Windwall his Q and AAs and just go for an all-in when he is mini-gnar since his defensive stats are terrible in that form. Only way you die in this matchup is getting Rd into the wall and chain CCd by his w so watch out for that. Even He does a lot of dam and has a lot of burst as well as waveclear, but you can Windwall his entire kit. Don't line up near a wall or his Q will 100% hit you. Make sure to keep track of his E stacks. Even She beats you level 1 with Lethal Tempo and E start, so respect that or you lose the lane. You can only Windwall her Ult. You can't Q3 nado or Ult her if she's in her W,	
ook to all-in her when it's on cooldown. You can E out of her Q's sweet spot. Tiny Relatively easy lane. Wait until level 3 to go in so you have Windwall to block his E. You can easily E AA Q his turrets to one shot them. If Heimerdinger gets pushed in, he has a very hard time last hitting. The only way you die in this matchup is if you don't Windwall to block his E. You can easily E AA Q his turrets to one shot them.	
E and take his R W to the face. Major This matchup is rather annoying since Yasuo has to play it basically perfectly to win. You can abuse her level 3, make sure to Windwall her E or you are going to get massively chunked. If you fail in blocking her E, disengage mmediately until her E passive runs out. Try to dodge all of her tentacles too and kill them when they spawn. When she gets level 1 and try to get a trade on her when you get level 2 before her. Always Windwall her E if you can't dash out of it in time	
she hits you with even one of them, she can easily 100 to 0 you. You should win all-ins as long as you Windwall her E. This matchup is very snowbally, so whoever gets the edge first will usually take over the lane. When she gets 6, try to Windwall her R or you can E through her to dodge it. Her E cooldown is a lot shorter than your Windwall so be aware of that. E out of some of her Es because your Windwall won't be up for all of them. Irelia also just out stats you hardcore even if you Windwall her E and R. Extreme Jax's kit counters Yasuo's fairly hard. The best way to beat this lane is to get an advantage before he hits 6. Poke him with Q level 1, but don't get too close. Jax's level 1 is one	
poest in the game due to his E. Bait out his E, then chunk him at level 2. If he Qs you and Es, E away and dodge it and go back on him. Keep in mind: A good Jax will always charge up his E before jumping on you so you can't dodge it. If you don't build up a lead pre-6, this lane can snowball on you immensely and you will never be able to fight him at 3 items has one of the strongest 1v1s in the game (if not the strongest) so try to force teamfights away from him. Major The Jayce matchup is a lot harder mid lane than top lane due to the shorter lane. Don't let him poke you out level 1. You can go on him level 2 when he is in cannon form. Try to get in his face so he can't QE. Try to evade his	m. Jax
Q by Eing out at the right time. This is a very snowbally matchup so if you get a lead on him, you can steamroll the lane fairly easily. Build 2 Doran's into early Cloth Armor. Even Fairly easy lane. Karma can never kill you, but she is pretty hard to kill due to her healing and shields. The only way you really die in this lane is if your Windwall is down	own and
you get W'd into RQ, but that should never happen. E out when she casts her E to get out of the W tether range, then go back in on her. Save Ignite when going for an all-in and before she heals with her RW. If she plays super safe, you can just push her into tower and look for roams instead. Tiny Karthus has no hard CC or escape, so it's a prett ane. Start E in this lane so you can dodge his Qs level 1. Dodge his Qs and don't sit in his E for too long. Make sure your E too much; in this Q only if your shield is down so you can avoid the damage from his poke. Don't spam your E too much; in the plays super safe, you can be for the plays super safe, you can just push her into tower and look for roams instead. Tiny Karthus has no hard CC or escape, so it's a prett same.	it
charges up his E which you can't Windwall. Get a freeze going pre-6 since he is very vulnerable to ganks before his has R. Minor Hard push her in level 1 and poke her if she walks up at all. Kat has a very hard time csing under tower, so it's a good way to get an early cs lead. Windwall her Q so she loses a dagger to jump too. Build Hexdrinker if ind yourself dying in this lane or at least get a Null-Magic Mantle. Save Windwall for her R post 6. Tiny Kayle is a pretty easy lane. All-in her level 2 when her passive runs out. She's basically useless when her passive has no stacks, so abuse that. Dodge her Q with your E. The slow is very annoying and will cost you kills. Post 6, if she Rs when your stacks are not stacks.	
knock her up, do not R unless the fight isn't even close and you are just looking to gap close with it. Major Kennen favored matchup. Try not to get poked down too much early and look to trade level 2 and when his passive W is 0 stacks. MR is a must in this lane, one of the rare times rushing Mercury's Treads is very effective due to Kennen being study and look to trade level 2 and when his passive W is 0 stacks. MR is a must in this lane, one of the rare times rushing Mercury's Treads is very effective due to Kennen being study and look to trade level 2 and when his passive W is 0 stacks. MR is a must in this lane, one of the rare times rushing Mercury's Treads is very effective due to Kennen being study and look to trade level 2 and when his passive W is 0 stacks. MR is a must in this lane, one of the rare times rushing Mercury's Treads is very effective due to Kennen being stacks. MR is a must in this lane, one of the rare times rushing Mercury's Treads is very effective due to Kennen being stacks. MR is a must in this lane, one of the rare times rushing Mercury's Treads is very effective due to Kennen being stacks. MR is a must in this lane, one of the rare times rushing Mercury's Treads is very effective due to Kennen being stacks. MR is a must in this lane, one of the rare times rushing Mercury's Treads is very effective due to Kennen being stacks. MR is a must in this lane, one of the rare times rushing Mercury's Treads is very effective due to Kennen being stacks. MR is a must in this lane, one of the rare times rushing the rushing stacks. MR is a must in this lane, one of the rare times rushing stacks. MR is a must in this lane, one of the rare times rushing stacks. MR is a must in this lane, one of the rare times rushing stacks. MR is a must in this lane, one of the rare times rushing stacks. MR is a must in this lane, one of the rare times rushing stacks. MR is a must in this lane, one of the rare times rushing stacks. MR is a must in this lane, one of the rare times rushing stacks. MR is a must in t	ing able
time with Kled. Poke him with Q level 1 and you can continue the trade if he wastes/misses Q. You can go on him level 2, but make sure his W is down, and you will win every trade against him. When you dismount him, back off and get your Q3 to finish him off	ff to
make sure he doesn't remount in time. Extreme Leblanc is annoying. She has insane mobility and hard CC, which can set up free kills for her jungler. If you get hit by her E, you're pretty much dead if you get ganked. Start E in this lane and try to time your E for when she Ws at you level 1 to avoid the damage and get a good chunk on her. Wind ner Es so you don't get CCd. Try to sit on her W mark so she can't go back to it without you getting a good trade in. Build early MR since she does massive burst damage. You can go cleanse in this lane if their jungler has hard CC too, but you will probably never kill her in lane unless you take ignite since she is so slippery. Even Pretty even mate	tchup
out it's annoying. Her gank setup and survivability is really strong. Take Cleanse in this matchup. If you don't, you will almost always die to a gank if you go for an all-in, Windwall before she throws out her E so you can block off her escape. Play safe if Cleanse is down and nave no idea where their jungler is. Even This lane is annoying but winnable. He can really bully you early, so play safe until you are both	
Minor Fairly easy lane. Don't let her poke you the first couple levels. You can all in her level 2-3 as long as she's not near her tower. She doesn't do too much damage and is rather squishy. As long as you Windwall her W, you will kill her 100%. Minor Pretty easy lane. She actually has some kill pressure on you if you build 0 MR against her. Make to Windwall her Q and you can easily dodge the rest of her kit. If she lands a single Q on you when she is 6 and you have no passive shield or MR, she can 100 to 0 you. Lux is not very good because she has high mana costs and never has lane priority so abuse that. Major One of the hardest tanks (if not the hardest) to lane against. Early game, you wanted to be a single Q on you wanted a single	ke sure
nard win. If you do not get an early lead, this lane is a lot harder. He sets up ganks so easily against you post 6. The only counter play to his R. Try to predict his E and E away from him when he uses it. Use your Windwall on his Q only when your passive shield is do	down to
cake the least damage from his harass as possible. Tiny Very easy lane. It is legit impossible to lose 1v1 to him since conquero good against tanks. Windwall his Es and stay away from the bushes so his Es don't chunk you. Post 6, save Windwall for his R. Only dangerous thing in this matchup is free. Major Morde can 1v1 almost anyone who comes into melee range. He is only dangerous thing in this matchup is free.	one of
the easiest champions to gank, so try to call your jungler to camp him since Yasuo has really good gank setup. When fighting him 1v1, never keep fighting him 1v1, never keep fighting him 4v1, never keep fighting him vhen his passive is stacked. Go for an all-in on him when his W is on cooldown. Buy an early Null-Magic Mantle if you think you need it. QSS also removes his R so keep that in mind. Major Pretty annoying matchup. If he's allowed to free farm and get 250-300 stacks and 2 items, you are never 1v1ing him ever again. This matchup can snowball against you if you don't have good lane management. Don't afk push and let Nasus stack for free; that's exactly what he wants. Instead, freeze the lane on your side; this leaves him very vulnerable.	
to ganks. It's good to freeze early because Nasus can't fight you at all early. His only window to fight you is post 6 and after he has a lot of Q stacks. Get in his face when he tries to break the freeze, so he has to fight you instead of getting stacks from the wave. Even Matchup is even but annoying. She has a 3 AA passive on her W so try to not be range of her early to not get poked down by her. If she lands one E on you, you are going to lose a lot of HP. Any time you go for a Q3 knockup, she just Rs and if you ult you take massive damage and get Ed. Best way to deal with her is to just push and look for roams since her wave clear isn't the best compared.	oe in
most mages. Windwall her E and E away from her while she is Ring. Major Your main goal against Olaf is basically don't give him free kills or any window to snowball on you bc if you don't, the champion falls off drastically. Do not try to fight him at all lvl 1, his all in potential is insane especially if he took ignite. Wait for the lane to push to you a	and
you can start taking trades with him lvl 3. Take very short trades with Olaf and constantly kite away from him bc if you sit in his face, you will 100% lose the all in. Windwall his Qs to block even more damage and run him out of mana. Your best window to fight him is lvl 3-5 since at lvl 6 if he catches you with an Axe and ults at you, you will be keepends. Dash away as soon as he ults and go back onto him for the kill once it runs out so you can actually get your ult off. Matchup gets a lot easier after you finish your PD so hold out before then. Minor Probably one of the most even matchups Yasuo has. Let the wave push to you early and don't let her poke you down since her Q autos hurt and you have a soon as he ults and go back onto him for the kill once it runs out so you can actually get your ult off.	a lot
for a mage. Go on her when she uses her Q on the wave bc it has a decent cd early on. Use windwall in between her and where her ball is so you can block her E and deny her the shield and you should always win the trade. Dodging her ulti is pretty easy as long as you don't stand in the same spot and keep dashing around or dash into her when ball is on her. Tiny Easiest tank to vs as Yasuo and even used as a counter against Ornn. After lyl 2 you win all trades against him as long as you E through him and dodge the 2nd part of his W which is his main damage, you should never get hit by this. Don't stand next to walls or his Q and he will never be able to knock you up. The main reason	
s a counter is bc you can windwall his ult which is massive in duels and teamfights. Extreme This matchup is pretty much impossible. He will just empowered W you over and over and kill you. Try to get lvl 2 before him by pushing the lane hard and Qing him if he walks up to the wave. Take advantage of your lvl 2 if he doesn't back up. Don't sit and always make sure to dash away from it. You can Windwall his thrown Qs but he will most likely opt to use his melee Qs. Ping him mia at level 6 because they love to roam. Extreme Although Malphite is more annoying late game due to his attack speed debuff, I think Poppy's laning is really brutal to vs. Early on try to not be in range of her	it in his
she uses her passive shield and try to step on it if she does end up using it on you as it will deny a pretty big shield. Do not stand near any walls unless you want to be cced and lose about 3/4 of your hp. When she uses her Q quickly walk sideways out of it but do not E if her W is on bc you will be briefly cced and take even more damage. Another	er
annoying thing about Poppy, is her hitbox being so small for a tank, it makes it hard to land Qs on her if she dodges well. Go for an all in when her W is down so your dashes do not get interrupted. Lastly, you can windwall her ulti but try not be directly ontop of her when she does because sometimes it will still hit you away. Major You should about a lastly hard level 1 and 2 since she really is not a champion until she gets all her abilities at level 3. If she does not have her grass element and you see she has mountain or water, that is the time you can all in her as long as you windwall her snare because she can not avoid your ulti by going stealth. Always windwall in her direction when	en she
E's you be her Q will track towards you. Your windwall can also block her ult so she should really never kill you. Build early cloth armor or she will literally full to 0 you with 0 counterplay Minor Don't let Quinn poke you down first couple lvls. Let the wave push into you and as soon as you get 3 you should be able to win every fight against her siyou can windwall her E auto damage. If Quinn ever uses E to harras, that is your chance to all in her since she has no escape after that. Save windwall for her Q when you all in her because getting hit by that could potentially get you killed. Extreme One of the hardest matchups in the game for Yasuo. Not only does Renekton hard win 1v1 but his	
setup is insane due to his point and click 1.5sec stun. The only time you are really stronger than him early on is lvl 1-2. Renekton isn't too strong until he has all of his abilities unless he has 100 fury built up. Look to chunk him lvl 1 when conqueror is up if he doesn't respect you and then when you get lvl 2 before him try to go in for the kill or go lash. Even if you get an early kill on him, the matchup is still insanely hard. Do not go near him if he has 100 fury built up because you will actually die full to 0 if he has PTA + ignite. Only go for trades against him when your shield is up and he has no fury. Try your best to farm until first back. Once you get double dorans items into Shieldbow	get his
you aren't behind you should be able to win fights against him. Extreme This matchup throughout League history has always favored Riven and I feel like it favors her even more recently due to the items she can build. The only time you really beat Riven is lvl 1-2 due to her not having all of her abilities yet. If you haven't gotten a good trade against him.	gainst
ner first 2 lvls she pretty much just controls the lane past that point. Try to kite to minions when she starts Qing on you and going back onto her when her Q is down. Post 6 try to windwall before she stuns you to try to not get hit by the 2nd part of her ulti, although a good Riven will always hit you with it by chain ccing you. Don't E directly onto pretty easily, instead try to nado from afar to force her to use her E to dodge then you can go on her when her shield is down. Extreme This matchup used to be a lot harder in previous seasons due to his Q having no cd and him being able to nonstop spam it on your face. It now has a 10 sec cd at lvl	l 1 so
use this time to go on him and get a good trade on him. Your best time to go for an all in on him is when he is overheated but AFTER his Q runs out since he will only be able to auto attack you which you obviously will out damage him. Don't sit in his ulti and get some early MR if you struggle with his damage. Even Annoying champion due to his and click hard CC gank setup. He is basically a more mobile Lissandra with more damage but less CC. Windwall when he snares you to avoid his EQ damage chunk. At level 3 you can go on him once you have windwall and chunk him out heavily. Don't stand in the wave when hes wave clearing or else you will get hit by a free EQ so make him ch	
either harass you or push the wave. Tiny Pretty easy lane for Yasuo. Early game she doesn't have the mana to get you low enough to kill you and your windwall counters all of her damage sources. Yasuo is actually one of the better champions into her at the moment and a good counter to one of the most meta champions in the game. Extreme The match up is pretty impossible by he outstats the shit out of you. The longer the trade the stronger his W will be but you should always be able to E away and dodge out of his W damage. Extreme One of the better tanks into Yasuo due to his good base damage and his anti auto attack zone. Try to fake out your movements to bait out his stun beca	Γhis
you do get hit by one he can get a pretty good chunk on you. Kite away from him when he puts down his W and go back onto him when it runs out. Post 6 the lane gets a lot easier due to him not having an ulti for lane while you do. Don't position yourself between him and his Q or else you will make his Q do a lot more damage than usual. Lastly, has a pretty big CD of 18sec lvl so use that time when its down to really abuse him since he won't really have much damage once it's down. Major Probably as hated as Teemo tbh. Very annoying lane due to his W grounding making it very hard to E. His gank setup really has no counter play, you just get flung into the ground and you will almost	y, his E
die if the jungler is there. You can beat him pre 6 but when he gets ulti, stay away from him because the stats he gets are insane. This is a matchup where an MR item 3rd would be very good such as Force of Nature especially if the enemy team has a decent amount of magic damage. Even All of his abilities are very linear which makes high moi	oiblity
champs like Riven and Yasuo very effective against him. Can either cancel his Q with your 3rd Q or just E to a minion or Sion himself. Burst him when he turns on his shield to avoid that damage too. Only way to die in this lane is by getting ulted into his Q into a jungle gank. Even Sylas outsustains you early game so your best choice is to go Dbl nto Dshield. Try to windwall his E and Ulti and trade while his W is down. Major Dodge her lvl 1 Qs and try preserve your hp for level 2. If you go on her without windwall she can easily stun you and proc electrocute/phase rush and just walk away. Wait till level 3 in this matchup to wir	indwall
the stun and you will easily out trade her. Save windwall for her ulti post 6 or she can end up killing you if you have no MR. Grab an early magic mantle if you really struggle with her damage. Major Ever since his rework this champ is just disgusting and outstats you sooo hard, try ur best to farm and kite him when you can, never let him get 3 soon you and eat you or you will just die instantly. Minor Have not seen this midlaner anymore after she got qutted so I assume if you do this you will lose a big chunk of you health so watch out for that. When her E is down you can easily fight her or	
push her under tower since her wave clear is so bad since the nerfs. Also if she ever tries to trap you or cut off your escape with her ult, don't forget you can windwall to stop it too. Minor Imo one of the easiest assassin to vs as Yasuo. The only real way you lose this matchup is if you get cheesed and first blooded lvl 2 which is was a you get lvl 2 before him. If you can be the time he can kill you pretty easily so stay back. As soon as you get past lvl 2 the	when
matchup swings back in your favor as long as you windwall his W, you hard win the fight due to him not being able to proc his passive on you. Similarly to Pyke, he has no real solo kill potential on you post 6 and his only opportunity for kills is roaming on your botlane or toplane. Even One of the most hated champions in the game but as top lane	ners go,
Yasuo is one of the better champions into Teemo. Let him push into you and don't let him poke you down because his poison plus Q can chunk you really hard. Wait till lvl 3 to go on him and make sure you windwall his Q or else you will for sure lose out on the trade since you cant auto him, so if you fail in doing so just kite back and wait for window with for sure lose out on the trade since you cant auto him, so if you fail in doing so just kite back and wait for window with for a ready to clear his shrooms post 6. Can get a magic mantle if the enemy jungler is AP or a Dshield if you started Dblade and they have an AD jungler. He is a lot more vulnerable when his W is down so make sure to keep note of	of that
soo. Minor One of the better marksman midlaners at the moment. Avoid her level 2 all in as she can kill you when you don't have windwall by jumping on you in lane due to her massive range and strong early game damage from her E. Major This matchup is annoying because unly ther matchups where you learn how much damage the champion can do at each level, Tryn is just RNG. Sometimes he can crit you 3 times and you just hard win it. Basically you want yo play the matchup like its going to be the worst case scenario and expect him to	
more than hes supposed to or else you will die a lot in this matchup. Kiting is key in this matchup especially the lower hp he gets because the lower hp he gets	away to
which is his only way to survive matchups mid. I actually wait for him to use his card then go on him lyl 1 with E since he has no way of fighting me back except with autos. Just watch out with going near him when your windwall is down because if he catches you with a stun while his jungler is there, you could potentially die. Even People might	nt
disagree and call this matchup harder than a 2 but in my opinion it's one of Yasuos best matchups toplane. Its fairly easy to dodge his Qs due to constant dashing which is a huge chunk of his damage. Take short trades early and disengage/windwall when he turns his W on. Since his E has a delay you can easily dash away and make him E forward his makes him pretty vulnerable and can set himself up to get all ined by you. Post 6 keep dashing around so he can't hit you with his ulti or just save windwall for it he can not execute you. Minor This lane is annoying but winnable. She can really bully you early, so play safe until you are level 3; this is your chance to trade/all-in. Windwall he	er E or
ner AAs, whichever is more important in the trade. Tiny Pretty impossible lane to die to solo as long as you can press your W key. Only reason I put this matchup as a 2 is because his E is one of the most annoying abilities in the game due to gank setup and basically getting rid of Yasuos mobility for a good amount of time. Don't give him free AP getting hit by free Qs and save windwall for his ulti. Go for an all in after he uses his Cage on you to harass because without it, he is very vulnerable. Tiny Similar lane to Xerath but a bit harder due to not being able to windwall his ulti. Don't go on him untill you are lvl 3 and have all of your abilities so you can windwall his E when you go on him	
Another thing you need to keep in mind is his charges on W. His W has 2 charges with a 19 sec cd so try to keep track of those and go on him when at least one of them are on cd. Major This matchup is a nightmare early. Her kit just counters yours. Her passive will fear you out of your E. Go on her when she uses her spells to wave clear and who assive is on cooldown. You can't fight her when her passive is active. Early Null-Magic Mantle similar to Annie or Fizz will prevent her from oneshotting you with her full combo at level 6. You can Windwall her Ult after level 6; she relies on this ability to win fights, so disabling her Ult will win your team the fights. Even One of Viktors best materials.	hen her
He can be a pain early game due to his constant unavoidable poke with q and e but after your first back it gets a lot easier. Let the wave push into you and don't get poke down too hard and start trading with him lvl 3. Its very very good to back early in this lane after pushing him in (800-850 gold). By doing this, it let's you get a decent back of d	dblade
and dagger. Don't go for the all in until you bait out his w first, if you don't then you will get stunned during your ulti and kited and possibly killed. Minor One of the harder matchups midlane but still not as bad as hard top matchups. Main thing you have to look out for is to not go near him when his empowered Q is up or it will do a massive chu damage to you and heal him for double the amount of a regular Q. When going for a duel, windwall his E while hes charging it and you should 100% win the trade. Lastly, when Eing on him with 3rd Q, hold it so you can bait out his W and land the nado when he comes out of it to go for the all in. Extreme This champ is impossible to fight 1v1 he	e will
ust stun you point click and proc W on you and if you stick around he will just kill you. He will also full to 0 dive you after level 6. Only good part is that this champion negative scales and is very useless after 20 minutes. Extreme Champ is a pure 1v1 cheese champion that will never lose to you no matter how bad he plays it. Your job is just to have a pure 1v1 cheese champion that will never lose to you no matter how bad he plays it. Your job is just to have a pure 1v1 cheese champion that will never lose to you no matter how bad he plays it. Your job is just to have a pure 1v1 cheese champion that will never lose to you no matter how bad he plays it. Your job is just to have a pure 1v1 cheese champion that will never lose to you no matter how bad he plays it. Your job is just to have a pure 1v1 cheese champion that will never lose to you no matter how bad he plays it. Your job is just to have a pure 1v1 cheese champion that will never lose to you no matter how bad he plays it. Your job is just to have a pure 1v1 cheese champion that will never lose to you no matter how bad he plays it. Your job is just to have a pure 1v1 cheese champion that will never lose to you no matter how bad he plays it. Your job is just to have a pure 1v1 cheese champion that will never lose to you not have a pure 1v1 cheese champion that will never lose to you not have a pure 1v1 cheese champion that will never lose to you not have a pure 1v1 cheese champion that will never lose to you not have a pure 1v1 cheese champion that will never lose to you not have a pure 1v1 cheese champion that will never lose to you not have a pure 1v1 cheese champion that will never lose to you not have a pure 1v1 cheese champion that will never lose to you not have 1v1 cheese champion that you never lose to you not have 1v1 cheese champion that you never lose to you not have 1v1 cheese champion that you never lose that you never los	
Many Wukongs in toplane will take ignite and cheese kills early. I would take bloneplating in this lane due negate his E-AA-Q or AA-Q trade damage in lane. Try not to get low enough where he can combo you and one shot you. Wukong is pretty vulnerable while his W is down and your jungler can help you kill him easily pre-6. One of the hardest matchups in the game by far. Tiny Another lane similar to Lux, Zyra, etc. Don't stand in your minions so he has to choose to harass you from medium-long range but not point blank range because even if he hits you from point blank range it will only stun you for .5	st
which won't really matter too much. Dodge his skill shots by Eing through the wave and push him in to force him to run oom csing the wave. Minor Yasuo can beat Yone at level 2. Try not to get hit by his W as the shield and damage will skew the trade in his favor. Mid-late game Yone beats Yasuo in the 1v1 due to just having more damage and Yone have and push him in to force him to run oom csing the wave.	l Yasuo's
windwall not having any use in the matchup. Try to flash out or dodge Yone's R as it is relatively slow and telegraphed. Major I actually don't think this matchup is as Yasuo favored as people claim it to be. Poke him and nonstop trade with him levels 1-2 because zed is a very weak champion until level 3. Save your windwall until he throws out him you can dodge at least one of his shurikens or else you will take a lot of damage. Abuse Zed when his W is done due to the massive 22 sec cd it has early game, he does very little damage without his W up. This is the only matchup in the game that I actually go exhaust against. After Zed ults you, wait .5 sec and dash away then exhaust so it ends	ds up
blocking the initial damage he throws at you and the pop of the ulti, this will negate so much damage and basically render his ult useless. Also if you have 3rd Q and ult him to delay his ult, although a good Zed will never ult you when your 3rd Q is up unless you fake him out to him while your 3rd Q is up but not using it and then saving it for when he ults to try to dodge the EQ. Tiny Don't see ziggs much but he is pretty easy to deal with. Only way this lanes really an issue is if you get hit by all of the poke he throws at you which is pretty simple to dodge as long as you don't clump with the minions because his Q is a	
easier to dodge out of the wave. Don't dash into his mine field and dash out of the middle of his ulti to not get hit by the max damage of it. You can also windwall infront of him during an all in to try to deny him the satchel escape. Even Not sure how the creator of Yasuo made this abomination. Try not to get poked down too hard lvl 1 by her Q and the composition of the max damage of it. You can take cleanse in this matchup if you aren't confident in dodging her sleep because if you get hit by even one, you could potentially die. Lastly, do not ult her when she is ulting because your ulting because your ulting because if you get hit by even one, you could potentially die. Lastly, do not ult her when she is ulting because your ulting because your ulting because if you get hit by even one, you could potentially die.	and and
not stop her from warping back which could put you in an awkward position, instead wait for her to warp back to kill her.	11
11/7/2022 · League Of Legends Top Lane Tier List July 2022. This LoL Top Lane Champions Tier List will help you select which champion you should pick given your circumstances and how good they will prove to be in a critical situation. The S+ tier has the best tier while you cannot truly depend and pin your chances on champions in the D Tie	
Lane S+ 29/12/2021 · Guide Riven Top League of Legends saison 12 - Retrouvez nos builds, runes et conseils pour jouer l'Exilée brisée, qui coûte 4800 Essences Bleues. Yasuo is a champion in League of Legends. This article section only contains champion skins. For all associated collection items, see Yasuo (Collection). For the expanded pat notes, see here. Yasuo - Yone is one of seven pairs of sibling champions (the others being Jinx - Vi, Cassiopeia - Katarina, Kayle - Morgana, Garen - Lux, Nasus - Renekton, and Darius - Draven). Though not a 3/1/2022 · For top laners, there are three archetypes of champions that fluctuate as the meta changes: hyper-carries, support-style champions.	mpions,
and split pushers. Top lane hyper-carries put out insanely high damage in the blink of an eye and can usually hit multiple targets at once with high cleave and AoE damage. 2/1/2021 · Guide Pantheon Top League of Legends saison 11 - Retrouvez nos builds, runes et conseils pour jouer l'Artisan de la guerre, qui coûte 3150 Essences Bleues. 18/3 Are you looking for a top lane champion that can scale throughout the game? Yasuo. Yasuo, the samurai everyone loves to hate (Expert's Guide) August 18, 2022. Affiliate Disclosure. Yasuo moves slightly faster and Steel Tempest has a lower cooldown at early ranks. "V	
might have overdone it a tad with 4.18, so we're stepping back just a bit. These changes should maintain Yasuo's vulnerability to ganks in lane but give him a little 11/9/2021 · Read Also: Full Lethality Renekton – Complete Build Guide (Master) 3. Yasuo. Yasuo may be a meme, but he's also one of the best mid champions in LoL. In the right have	

he is an extremely efficient pick able to carry games on his own! The reason why most players struggle to climb as Yasuo is that they don't actually play to his strengths.

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