

# Common terms used by gamers in Mobile Union

In the Mobile Coalition, there are many short terms that help you communicate quickly and effectively when playing. And then, the Joint Council will review the most basic terms so that the Masters can grasp.

Most of us when we first get acquainted with a new game often do not fully understand the meaning of terms that longtime gamers use. In Mobile Union, too, while playing you will see your teammates will use terms like Forest Tank, AD or Farm . To communicate with you, but you are 'new chicken' so you don't understand all That term, surely you will be at a loss as to what your partner is saying. To help you get rid of the feeling of "home", the article below Network Management will synthesize the short-term communication terms in the Mobile Union game, please consult.

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## Common terms in Mobile Union

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**AD (Attack Damage)** : This is a key general in battle, with high physical damage, low health.

**AP (Ability Power)** : Only a Magician position, usually will be the middle path. In addition, it means magic damage.

**Tank** : This is a general that travels in the upper lane or SP for a lot of blood AD, has the ability to block attacks, usually those who take single lines on either wings or assistants who follow AD.

**SP (Support):** SP is a general who goes with AD to preserve AD

**JG (Jungle) :** This term refers to the players who play the role of Jungle. Normally, Forest Walkers will use the Tri-Tri spell to increase the speed of clearing monsters.

**Gank :** This term refers to a player moving out to support his or her partner by attacking the enemy on that road. The main purpose of ganking is to find defeat points, or at least cause damage to the enemy to force them to retreat, thereby gaining the advantage.

Ganking and carrying are two completely different terms. Many players have mistaken these two words for a new definition of something like 'gank team'.



**Farm :** This term refers to the player earning resources such as gold, experience from soldiers or forest monsters.

**KK (Kinh Kong) :** This is a term that refers to the major goal in the game is the Kinh Kong (KK). Destroying Kinh Kong, the whole team will receive gold and super strong charms. This is the ultimate goal that both sides have targeted since in the middle to the end of the game.

**P (Push) :** Usually used when your team is aiming to destroy the enemy's tower.

**KS (Kill Stealing):** Take one or more objects.

**Stun :** Stun the opponent.

**Def (Defend) :** Defensive, used when the whole team is heading towards the main defense or the main house.

**Cv (Cover) :** Stored, covered. However, the target audience is not buildings, but the main damage positions in the team such as Gunners or Magicians.

**Mid :** The middle line, the shortest path to the opponent's main house. At the same time, is the place where the shaman's reign is.

**Top :** Tang Kinh Kong, often taken by the General of the Dung.

**Bot :** Dragon Road, usually undertaken by the Gunner and Assistant.

**Miss** : There are 2 main meanings: Disappear and Slide.

**Backdoor** : Refuses to focus on one or more players in the team not focusing on fighting, but towards destroying buildings.

**AFK (Away from Keyboard)** : AFK stands for "Away from Keyboard", only if one or more players have hung up or left the game, no longer controlling their character in the match. However, in Lien Quan Mobile, this problem can be solved with a very special feature. The MVP of the team with the AFK will be able to choose for the former general in Te Dan, or follow him and be controlled by the machine.

**Combat (Cb)** : It means fighting. Combat is divided into two main categories: One is a small fight with a few people, usually occurs during the journey or someone is alone. The second is that the total fighting is focused on all members of both teams, often in the middle or the end of the match.

**Feed** : Feed refers to a player who has a bad KDA, is defeated too much but does not kill or support anything to contribute to the team. The Feeder has two main types, one due to their inferior skills, so they are overwhelmed and crushed completely. Secondly, this player intentionally broke the battle, constantly letting the opponent defeat with the aim of supporting the other team to win. For the second case, you can use the Denunciation function so that these players receive proper penalties from the system.

**Stack** : Indicates cumulative points, either from equipment or from the skill set of the general.

**CC (Crowd Control)** : **Control** skills or deactivation skills.

**Stick** : Means gathering, focusing. When your team needs to get big targets or defensive home, the "stick" is very good.

**Snowball** : Literally referring to snowballs, alluding to overpowering the opponent on one line or on all fronts. The greater the advantage, the bigger the "snow bridge".

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