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Syndra adc guide

Our pieces prior player guide featured Fakegod leading us along his path with an essentials for Top Lane tab. This time neo will help us along the same path, but with the perspective of a Bot Lanera s time. WEA will talk about everything from the es e classes of the papers and low magician bot, the feasibility of the role e s in soil-queue, some of the most common and best champions you can take to learn the role, And much more.marksman or mage - the pres and consake to dive very deep in everything else, lettrings first discuss the main two classes that can operate as Landers Bot Success, Magi and Snipers. Each class brings its own sets of strengths and weaknesses to the game, and being able to pull out and adapt one or another depending on whatÁ e is happening in the project will make it a valuable resource for any Team.marksmen SÁ f The one class that is inclined to consistent dps, or damage per second, as WEA will discuss a little further. This class operates from a distance as a class base and focuses on damage through self- attacking your targets along damage them with skills or spells. Tamples typically opt for compilations that are centered around attack damage, reasons why theyÁ e re often called AD Loads (ADC), which is a term used by the community before the establishment of the Classes in League.Mages are a diversified group in terms of damage production. Some picks such as Viktor are optional dps option, others are more to burst oriented as Syndra, others focus on pull as ziggs, but naturally with more options comes different trade-offs. There are two main reasons that you would choose to take a magician bot instead of a marksman: youÁ e ve has an abundance of ad damage fountains inside your comp, as soon as taking a wizard keeps your honest opponents In terms of Item Builds.You wants to abuse a stronger first game and transition for an oppressive mid gamereason # 1 is very simple to understand. If you e I have Gnar, Lee Sin, and Zed on his team, adding a Caitlyn on top of what comp he is just shouting for the enemy to build plated Steelcaps and Thornmail, which will annul his comp fully. Playing a magician on the run track along a sniper will force the adversary team to factor it in when they start interacting with your lane for teamfights. It keeps your itemization Á e honest and does not allow them itemize against the top half of the map without suffering.reason # 2 is a little more tinted. In the League Class Paradigms, Mages and Assassins usually hit out shooters because of their ability to overturn a snipers before they can receive damage. Magese often have been packed with a crowd-control form that adcs with reduced mobility are susceptible to, and once thatÁ e S landed, they can usually follow it and take the carry before even having a chance for the flash . Carving a Magician In Bot Track Versus A Traditional Marksman-Support Configuration Give a Mage Another way to set up this deadly CC for the ADC that WASNÁ e t gift before thanks to the magician now have a themselves.However support, While MAGE-Support against Marksman-Support Bot Lane can typically favor the early Mage-Support side, Mago-Support has a much stricter list of comparison support synergies with Marksman-Support. If youansh e re opting on a magician lane, playing with a duo or with a all-in focused support abuses from this initial resistance is fundamental. Mage-tank / mage-catcher tracks are solid, while mage-enchanter tracks are below the mother since Enchanters Don t predict that CC configurations that mages want for your all-in, and combos Mage-Magico has two mages fighting for killing resources. Although the tug press is high, you want to be able to be gold funnel for a primary transport down bot, be wizard or team Bot compensations usually do not have dps and are centered around exploding and picking up styles. This means that they set goals for situations that quickly establish the vision, captures people in rotation / approach and uneven unequal pressure So that they can claim neutral goals, without contest or forcing their opponents the approach in situations they know they can win. Unfortunately, the lack of dps of Magician Bot Compensations makes its neutral objective pace to be much weaker. With an inability to burn dragon, Herald, or Barron as quickly as a sniper could, Mages lose in moment-by-time rhythm games around these set objectives.The is still very ad carry, But be good at Mages help, especially if you have a good and aggressive partner to help define yourself. But, I think for those who are learning, regular adcs are better, since they do things that no other force of the can.The champions of Bot in the best and worse things about the paper Bot Laner is his limited diversity. The meta-game League since Season 1 was defined by the impact that a Bot Laner, and more specifically a marksman, has in the game. What makes this one of the most essential papers in game constructed as in the pro scenario or in their clash games. But when you consider this role e s capacity in the soil vascuit that the melody changes a little. Despite it Á e s high impact potential, Bot Lands sand always the most successful in climbing the ladder in comparison with the other roles.so, what drives this perception and force? Well, for shooters, they provide the most consistent and unavoidable damage in the game. Do not depend on skills to disfort you, the marksman class is balanced around self-attack and building ad quickly rip through your adversaries. The Marksman class, as its name indicates, is a distance. Thus, they can sit behind a front line or next to a stand and be the source of primary damage, while your team facilitates the MarksmanÁ e capability or through peeling, Configuration, or helping them the gun from a particular opponent. And again, most damages from the marksmen is inevitable since you can juke or dodge a self-attack, once you will have already been clicked with the right button and sentenced to die.whatÁ e From the trade off to all this damage do you ask? It e s dependence item and fragility. Most shooters count on major statues: attack damage, speed attack, and crit. These statues boost the natural functions of the marksmen, making their numbers of damage to beat stronger, faster and burst with greater frequency. But to live fantasy shooters, more often than not, requires a patient and constant approach through agriculture and guarantee what kills they can without sacrificing much farm in exchange as minion recipe is the safest and more Secure to get gold in the game. When you have a class of champions so dictated to achieve item thresholds then you want to play with a style that makes it easier that in the most consistent way, and that are often through a meek or calculated track of agriculture and throwing windows around particular when looking to fight your adversary. Going hard and getting kills is an option, but often this is summarized to the skills your partner trail e If they facilitate your damage production throughout the Laning phase and what can they do within your support vs. Support matchup.fragility is the second weakness of paper, and this weakness is a slap for these mages that flex to the track. Landers Bot Really dwell the space of cannon e style approach a glass. While marksmen are more than an extremely glass weapon, mages are more of the traditional glass cannon. But regardless of what you opt for, the glass is glass and breaks easily when under pressure. And due to the raw amount of damage that can pump out, its fragility is necessary to create a balanced gaming experience for all that cane t dodge self-attacks or block spells (which is like all, but a of League e S 150+ Champs.) So, knowing the strengths and weaknesses of the paper, where is that stack Bot Leners in comparison with the other Papés? Unfortunately, AD bears good support from the team and on the track. Holders have a high impact on the lane The ADC is only to cultivate and have to wait for the configuration. And as the announcement takes so much time to come Á e "" Á e "e" Á e, sometimes the game is just a loss at the time you can do anything. I do not recommend the paper if you want to sort high, but it's a lot of fun and challenging to play, and that's why I like it. You have it. While the paper has its own rewards in terms of skills demands and surpassing them, there is a lack of impact on the game that discourages being one of the best papers to climb, despite a high potential for damage. The essential skills of Bot LanersÁ e you are so soft, the bot laners need to be good at some things to help them. First is agriculture; As the announcement Carry needs gold and items to be great. So, last hit and knowing when pushing the hard wave. Second is positioning. Where you are very important in a fight. If you go very close, you'll get in the range of DC and can die quickly, but if you're too far, you're not helping with damage. Third is aggress. Most people think that safe agriculture is better, but if you can kill your opponent, you will be more gold. If you can intimidate the band's intimidated, then you get more gold. And if you can dominate an aggressive style, with good support, it is very difficult to lose the lane. Great gets to our conversation about the main skills. Let's unpack each of these concepts a little more and talk about how we can really improve in them.Farming and Item Spikes - Agriculture is the act of minions of the last hour and monsters to earn gold and their experience. For the Bot Laners, you interact less with monsters and more with lackeys and champions, then you will trust them to get your income needed. As the lackeys are an ever fluid feature, they are the safest and safer way to earn income. You can ignore your opponent all day and focus on agriculture, and you will often build passively if you maintain a CS advantage over your adversary. This can be seen on the score (TAB) and can help give an idea about who will remember and return with an advantage of item and who is just picking up the pieces. As we mentioned above, the limits of items are super important for marksmen, since they are dictated around their autoes versus the damage of their skills. For the magicians, this is less a focus, since their foundations and skills often be packed with Oomph earlier, but they also have certain components that like to achieve the strongest band phase. Regardless of class, Portion, 1300 Gold is the typical benchmark for most brands and magicians. For marksmen building Galeforce, Shieldbow Immortal and Kraken Slayer, supporting with 1300g in your pocket allows you to buy noonquiver, a piece. The plant for each of the Mosto Items, giving you extra announcement, speed of attack and helping you to damage minions and monsters the extra oomph of your passive effect. This is a great hack because you are getting the statistics that most cares, in addition to getting extra damage to the monsters that will help your team hold the dragon if the window performs. In addition, opting for noonquiver about any other component allows you to remain flexible to build what is mythic you think is best for your game. Although Marksmen have magic than most, most, the good thing about having balanced items around to attack automatically is that they will always be "oxen", even though they are not the most sermian Champion. So, if you're playing someone like Caitlyn, who naturally has synergy with Galeforce, but the enemy team has three sources of explosion damage that are pressing you tightly, opting for noon on a Pick (the other component for Galeterce), let "Á e" e is flexible for immortal Without loss of income / time, allowing you to adapt to the team of the enemy team. Seven times out of ten, noonchive is your choice. If you have a good eye for what you need to build versus a certain enemy configuration, or if your handy is a one In his champion (Shieldbow for Samira, for example), then grabbing another piece that synergizes with you a little better is very good, but not just a good purchase with 1300g. For the magicians, supporting with 1300g, you get a lost chapter. As the magicians do not depend on automatable attacks to cultivate, poking and managing their waves, their track phase can be well with hungry mana. Lost chapter provides skill power (equivalent to a wizard for attack damage), rush the skill (reducing the time your skills are in cooldown), mana and a passive effect that triggers when you are restoring a piece that of your mana about a short period of 3 seconds. As noonquiver, the lost chapter is a major component for the typical Messages of Liandry's Angry Magician, the Storm of Luden and Everfrost. Mythics Mage, such as Marksmen Mythics, are flexible in which they are designed for better certain opponents of Lane and team matchups. Liandry is great against comps with several tanks. The Luden storm shines against teams with special opponents. Everfrost is just a great use of utility if you are more a magician of configuration style. Once again, some wizards work better with some mothers, but keep their eyes on the draft of the enemy to decide what is best to adapt to their specific game, if you can be flexible.Positioning - Positioning is the act of Right place, in the right angle, and far enough of the danger path, but it is still being effective in the comment, skirmish or team team. Marksmen and magicians typically have different positions in a fight in a traditional compilation scheme, but while flexing a wizard on the paper lantor paper, this can set a teamfight comp'slets team layout use this configuration For example: Team Comp # 1 aka The Marksman Comp - Amumu (Jungle), Aatrox (Top), Cassio (MID), Braum (Support), and Aphelios (Bot) Team Comp # 2 aka The Mage Bot Comp - Lee (Jungle), Gnar (Top), Leona (Support), ZED (MID) and Sundra (Bot) in our image above, the Front-forers of Gnar-Lee and Aatrox-Amumu are our engagement sources. The lateral step is due, or at the wrong angle, the fight begins the back of an engagement and start a fight. But the factors we want to focus here are aphelios, cassiopea and syndra. Let's look at Cassio first. At Comp 1, aphelios is the traditional Bot Lane sniper, while Cassiopeia (a viable option for the own bot) operates as a traditional medical track here. While still being a dps pick up, your role in the fight is different based on the circumstances of your choice of track. Why? Well, this is due to the fact that she liked income and solo strip experience. Pairing this fact with the rupture of your kit, it is a great factor in the initial front end of this fight and thanks to your time soil, it will probably have a little more on the path of basic statistics making it Extra shell layer for the hills should Lee or Zed feel as if they had an angle. In traditional configurations magicians typically play this line. They are in the center of the compatibility team of both bark for the backline, if necessary, although they could also accompany how to engage the front line and set the safe entrance of the sniper in the fight.Looking in aphelios now, as a Shooter against a comp that presents several diving-focused champions, he has to play things slower. He needs to hover out of the vision or away from the team and allow the fight to get out while following Braum and Cassio to concentrate any target he can get in scope. Marksmen, unlike magicians or killers, not a target that they just want to fall every fight. Instead, your focus is on burning whatever is in front of them. Depending on how our image above breaks, can be Gnar, or can Lee or ZED that have taken an angle on it. Whatever it is, he has to rely on Braum and Cassio putting the edge for him and being aware of his position to keep him alive and make sure that his dps piece remains untouched. When, on the opposite side, Syndra is plus a little back of cassio. Why? Well, for the same aphelios reasons is. While it does not provide the same level as aphelios does as a marksman, Shea is the fountain of damage in your team. So as aphelios, she wants this fight to leave first and want her team for attention before she hangs in the fight to land her rotation and help. Data different source puts damage in an unique position to enter and explode the targets that are likely to be discriminated against the upper half of its map. With Gnar and Leona, sheep e s has a good configuration for your skills, and with zed and lee a lot of CC focus will be there so that it should be relatively untouched assuming sheems not hit by a Statics Bandage Lance of Amumu in the approach. Slowly working from this way back is ideal here since she was for the position only in the middle or near the front of her comp. Amumu and Aorx is going just to shrug and dive in . I immediately block one of your targets.Though this exact primary situation is instable, and your experience is probably going to differ in soil-queue since things are a little more cautious, Itams good to know how to approach as much as a magician and marksman and really pause down what your biggest priorities are in a fight since really dictates as you approach and position.aggression - is a common trait That many ADCs avoid. They get so involved in the concept of agriculture safely and reach their peaks of items that they almost forget that receiving kills can gain advantages. But as we said, agriculture is the safest way to get to Ques for sure power peaks as it is good to have this skill down pat in the first place. But after getting your Downmpo agriculture, the focus on recognizing when you can be aggressive.There are some windows of the right fire to go aggressive so I Á e will put them quickly: when youhan I have an advantagewhen item the enemy LANER is missing its utility (elits / cc / spells mobility / summoner) when enemy support is down important coolowns (shield áeills / braum shield / morg / lulu polymorph / etc.) when one of the two opposite laners is easily aloneyou can easily engage and disengage the willthese can be small but training to play aggressively around those moments will eventually help you when you need to start taking a game derail more for yourself. Learning to play with your incremental advantages is a great aspect of playing Bot Track correctly, and if you can coordinate your aggression with a partner, then you will more than likely to establish yourself as a foran Dominant in the game. Remember, you can not kill the adversary every time you go aggro, but put them under pressure and forcing them to lose CS is only going to help generate advantages that lead on last- Game.Suggested Champions and Lane Combos, WEA Ve have our great concepts down. We know the strengths and weaknesses between Mages and Marksman. We know that the fundamental concepts that we have to focus on improving Bot Laner: Agriculture, Positioning / Teamfighting, and Aggress. Now, we only need to know what chooses to get in getting all this rolling.Beginners trying to be ADC should focus easy to play picks that helps learn the game slowly. So, Ashe is really good with long range, grave skills, and it can be passive and aggressive played. Sivir is also good since she just pushes and is safe with orthographic SHIELD. Ezreal is also very good as it has an extra pinch for ganks help to avoid. But if you're going to play Ezreal, you need to know how to hit skill shots. He e S very high skills as that.There you have! And I could not agree more. In addition, I was going to play Miss Fortune and Caitlyn in the mix of a little recommendation Miss Fortune is the quintessence Teamfight shooter that are all about having the proper positioning and reward those who have this dominated concept, and Caitlyn is a large em-lane aggressive shooter who can dominate with the advantage reach that she has about other lanners due to Extremely high ad base and range. Cait also rewards the dedication with the complicated movements you can withdraw with your pitfalls, but sheems very easily played as a presence of aggressive poll in lane.support combos for beginner pickswhen Support picks for pair with our startup champions, really worth everything. As I said, Marksman all just worry about self-attack, so they can work with almost anything when it comes to track partners. However, there are some picks by excellence that are famous (sometimes infamous) pairings with our Choicers.Ahe-Zyra kits - a clue that focuses on the power of configuration of both champions, especially the levels 6 . Ashe-Zyra is a thatÁstra S has been famous since the Zyra e S launch, since it packs both DC and damage in a duo. Zyra can set Ashe with her grabbing roots. Ashe can configure the rails grasping with its automobile, and regardless of who is the creation, the other can follow with abundance of damage or a final for lockdown and exclude a Unique target before they can be said. Á e What is a Sivir-Yuumi-? WhatÁ e S more annoying than having to play orthographic Sivira s shield? Perfectly throw around it just to have Yuumi Top-La back to full health and help her safety with her ULT. Sivir-yuumi is all about perma-pushing and broadening to be monsters of public services are mid / end of the game, and this coward duo does exactly this with what feels like little against play.Ezreal- Braum - Safety in the first place is a focus on this track, but on the contrary Sivir-yuumi that does not want to interact with your adversaries at all, Ezreal-Braum is deceptively powerful to punish excess Aggressing in a fraction of a second. Ezreal with your trait is capable of supplying the additional leap if the hairy things, additionally, ezreal can also use its trace for all-in and increases defensive brauman configuration more passive Help them dominate a situation where they need to go hard. Although this is typically based on Ez and Braum beat your skillshots, this deadly duo is also right now for not being mentioned.miss Fortune-Leona- The only thing better than a big Teamfight big ending final . It is a great Installation Teamfight wide, and ThatÁ e What you earn with these two champions. Miss Fortune brings the pain and Leona brings all the gain when it comes to this clue. MF can easily set Leo with it raining, and then soon after Leo is the creation of MFA S Bullet Time for crushing through unfortunate enemies. This track lacks a little in terms of mobility, then be smart. But the initium and mid-strength game of this clue can not be denied.caitlyn-morgan- like Sivir-Yuumi, the only thing that is worse than a secure laner, is the one that can be even safer . And ThatÁ e "" s exactly what Morgana brings with her pairing with Caitlyn Grands to her black shield. But, on the contrary Sivir-yuumi, Cat-Morg thrives out of misstepping adversaries to get caught in a morg or yordle snap-trap.if any of these skills get an enemy, the other partner can follow For perma-cc-to death Someone taking a lot of tears beating the rift as the duo continues to push down your track and tower with your wave overwhelming pressure.Closing outso, you have it. The most important things you need to know about Bot LaneÁ e S Classes More gifts, the skills you need to focus on being the best Bot can be, and the champions that will be easier to get your experience of Learning out of the ground with. Thanks to neo to take the time to write this guide with me. If you want to see more of our all-star, feel free to check it on the social links below! Thanks for reading guys and good luck in Soil-Queue Siga Neo in Socials: Socials TwitchTwitter: TwitchTwitter

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