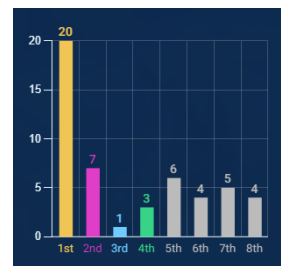


The Mad Snipers Comp



You may have seen a lot of Akali and Karthus floating around, dominating the meta. The reason for this is the consistent backline access, allowing you to snipe the enemy carries, then cleaning up the rest of their frontline without taking much damage. As soon as this comp surfaced, I theorised an alternate version using the two (at the time) uncontested AD 4costs - Ezreal and Caitlyn.

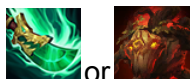
In the early game, Just play the strongest board, but in an ideal world you get Corki as the best item holder, but any ranged AD backline will work really. But most games you don't hit a corki/senna headliner or 2* early, so just play whatever board is strongest. It is a good idea to play FULL flex, and utilise whatever comes your way to keep your hp as high as possible.

Ideal items for Caitlyn and Ezreal are relatively similar. Each unit **REQUIRES** a mana item, and otherwise will accept basically any damage items. Attack speed (aside from red buff) is largely wasted due to long cast times, so best avoided.

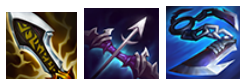
It is advised to itemise Caitlyn as a main carry, and Ezreal as a secondary carry, simply due to the fact that Ezreal's AI is not consistent enough for him to be a reliable main carry. He will sometimes blink to behind the enemy frontline and cast backwards, missing the important units and getting himself killed in the process.

Caitlyn:

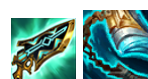
REQUIRED:



OPTIMAL:

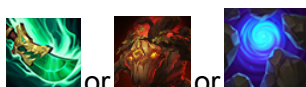


SITUATIONAL:

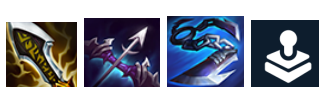


Ezreal:

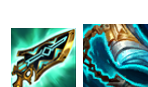
REQUIRED:



OPTIMAL:



SITUATIONAL:



All tank items go on **Sett** initially, then your secondary Bruiser unit once Sett is fully built.

Ideal build uses but he can hold nearly any Tank/AP item.

All Support/Utility items go on either Garen, or your second Bruiser unit.

All that matters is that you make it to 4-2, then level to 8 when appropriate (Often on 4-2 itself) and roll down for a Sett, Ezreal or Caitlyn headliner. It does not matter what trait they get, or which unit. You take any of them realistically.

Headliner Choices

Depending on the **headliner** trait...

If you get **Sett**, you can either go 4 Bruiser at 9, get the Mosher trait active for Jazz without the need for a Yorick, or go 5 Heartsteel.

If you get an **Ezreal**, you can throw a Jhin in at 9 for 4 Big Shot, or go 5 Heartsteel.

If you get a **Caitlyn**, you can remove the Aphelios early on for another frontline, or can add a riven at 9 for 4 8 bit.

You CAN get a Sett headliner earlier if running without one, lucking into one, or with showtime portal etc, in which case you take it and still go 8 asap. Once you start your rolldown, you are looking for these units, and will likely be positioning them in a similar way to as shown:

The Units and the Positioning



The Illaoi and Lucian as shown can be replaced with an Aphelios and Zac respectively as they are harder to find, and the Yorick is generally added once you reach 9 unit space, either by levelling to 9 or a crown.

This positioning is **NOT** set in stone, you will often want to move the caitlyn to a corner to avoid an edgelord comp or if you take Long Distance Pals, and can throw tentacles in either top or bottom corners to counter akali or to add more frontline. It is also a good idea to move your Caitlyn opposite a disco or country comp, to avoid any splash damage coming their way and to allow for bursting down their tanks instantly.

This comp is incredibly effective once the Caitlyn/Ezreal are both 2*, as they can shred the enemy frontline very quickly with their 1k+ damage projectiles, and if there are holes in the enemy's frontline they can snipe backline units quite fast, especially when combined. The comp was, and still is, largely uncontested which makes for a very easy time forcing it, and there is a diverse set of augments available for the comp to choose from.

Augment and Portal Choices

Augments are largely situational and subjective, but there are certainly a few favourites. Anything that gives you an easier time getting to level 8 with a lot of health remaining is a good choice (**Tiny Titans**, **Wellness Trust**, **Cluttered Mind**, **Hedge Fund**), and most combat augments (**You have my Sword/Bow**, **Healing Orbs**, **Jeweled Gauntlet**) are all strong contenders. Situationally, you may also want more items or item choice (**Pandora's Box**, **Crown Guardians**, **Binary Airdrop**, **Buried Treasure**), and some ornate items (**Snipers Focus**, **Manazane**, **Collector**) can be insanely powerful on Ezreal and Caitlyn, thus Artifact augment/portals are good choices. Last but not least the stars of the show are definitely Insert Coin and Little Buddies.

Portals are largely uneventful for the game as a whole, however I personally chose any portal that gave more item components/anvils, in order to be able to itemise both Ezreal and Caitlyn.

Hopefully you find a similar level of success with this comp as I did!



STATS	UNITS	TRAITS	ITEMS	AUGMENTS	Last 50 ▾
Split by star level					
Unit	Games	Place	Top 4	Win	LP
Caitlyn	50	3.58	62.0%	30.0%	+753
Ezreal	50	3.58	62.0%	30.0%	+753
Sett	50	3.58	62.0%	30.0%	+753