



Annie Mid Confusion

- Confused about champion identity (How do you actually win games? + What sort of pace does Annie want?)
- How do I compensate for lack of gap closer?
- How do I compliment my level 6 spike and kill threat?
- How do I ensure I scale nicely into mid/late game?
- A rune and build setup that works to climb to at least D1/Low Master tier
- What are all the intricacies of Annie that I need to understand?



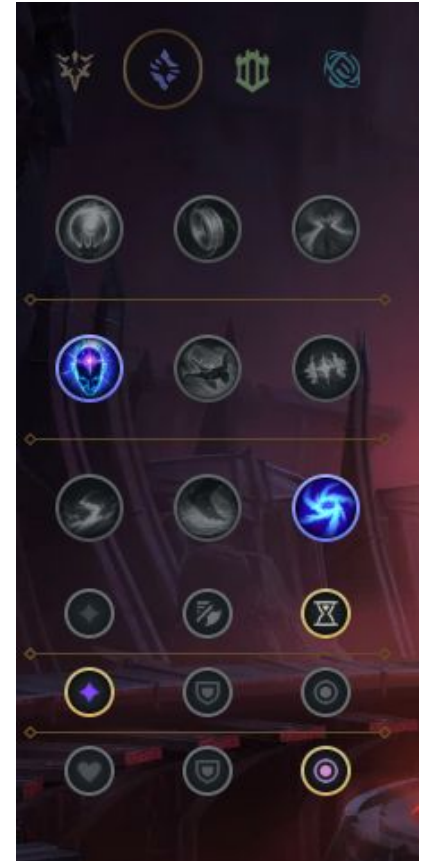
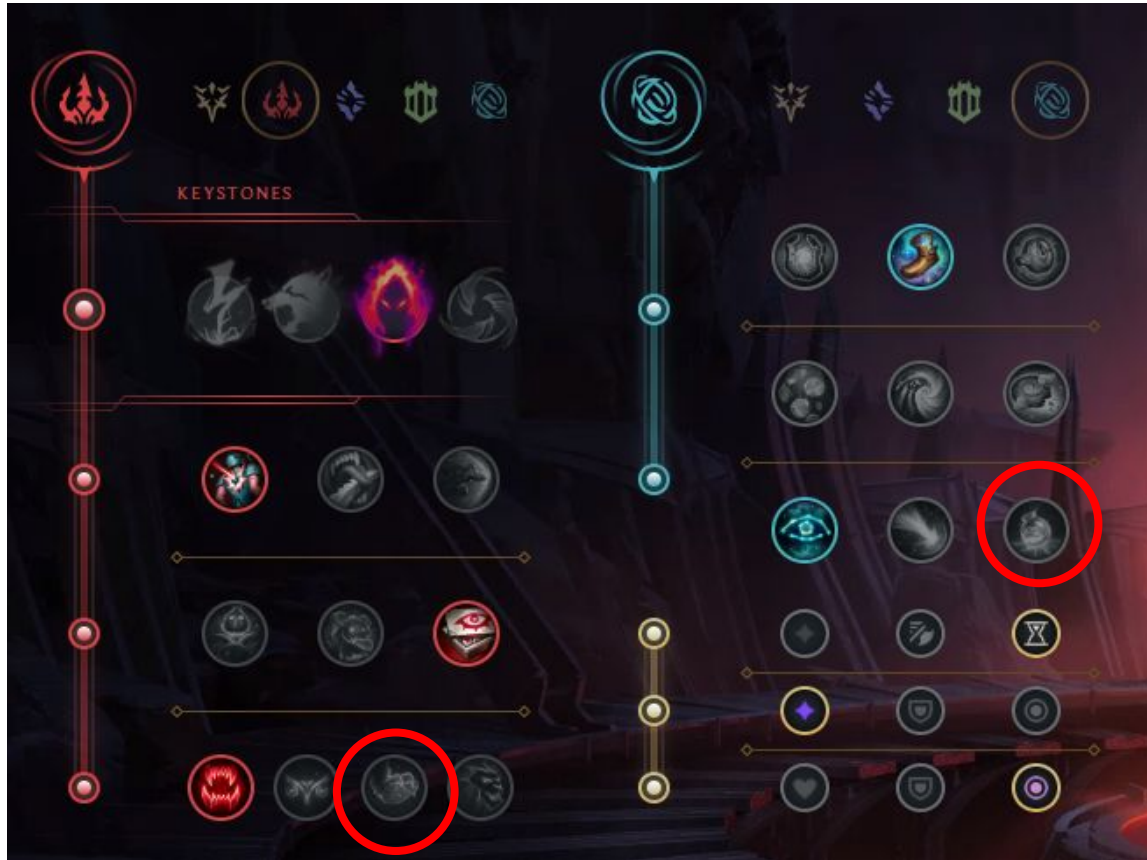
Preface

Annie is an **INCREDIBLY** unique champ, can be played **MULTIPLE** ways.

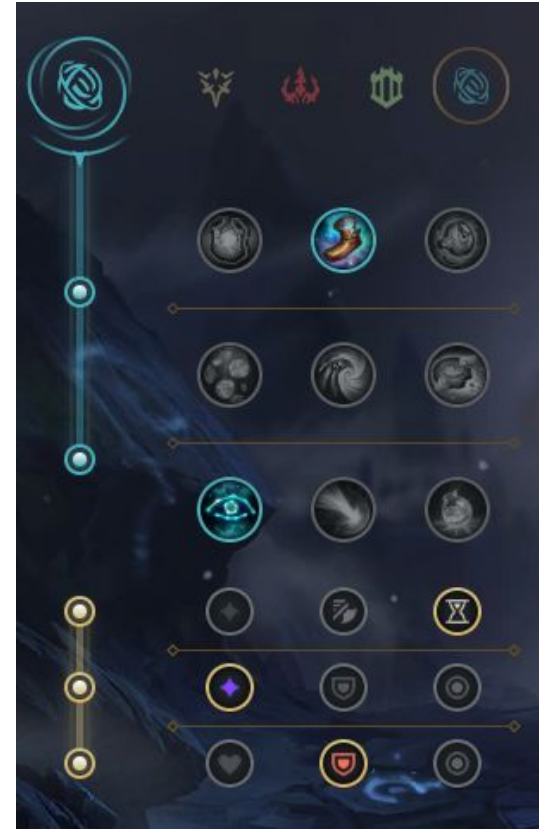
- **Step 1:** You **MUST** try all of the styles both runes **AND** builds to see what 'clicks'.
- **Step 2:** Experiment with differing types of game pace to see what you are comfortable with.
- **Step 3:** Once you've decided on a style, then you can start to create strategies on how to approach matchups. This dictates how you use tibbers, how you control the wave, how heavy you trade etc.



Runes

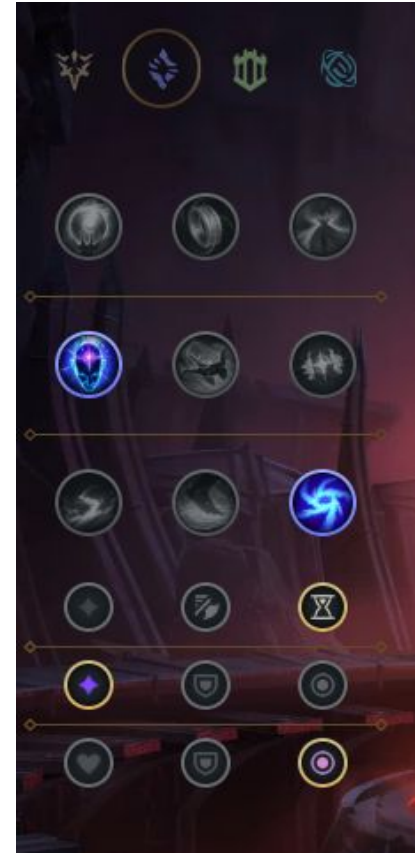


Runes



Runes

Note :
Influenced
by JG
matchup



Summoners

Core



Problems:

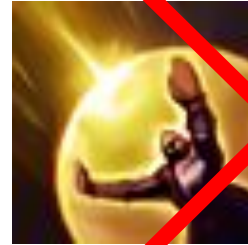
1. Lack of reliable reset potential
2. Lack of roam potential
3. Weak early lane



Also viable



Fast +
Skill Gap +
Beginners

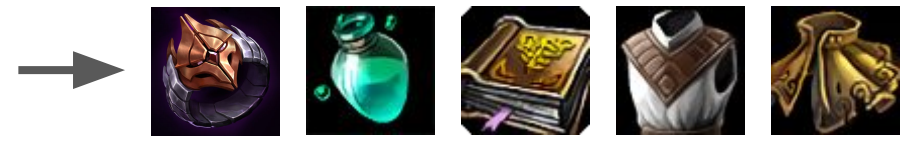


Defensive

Builds



Early Recalls



Important to understand

Note:

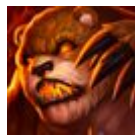
Matchup Breakdown (My Opinion)

S												
A												
B												
C												
D												

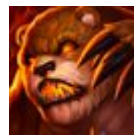
My Take On Annie's Identity

- Annie is the baby of **VLAD** and **VEIGAR**
 - Extremely weak early laning phase
- Must take the game very slow and steady, play off spikes, farm incredibly well
 - Fights must be played on HER terms (spikes/lvls/CD's)
 - Hates scrappy river skirmishes
 - Cannot roam well (due to lack of wave clear + mobility)
 - Extremely ultimate reliant
 - Can play fights both fast and slow
 - Prefers team fights front to back
 - LOVES blue buff (especially for CDR)
 - Extremely centered around Flash CD
 - HATES the side lane





Tibbers

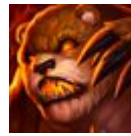


- Tibbers optimization is the difference between a good and great Annie player. Lets go over some of the basics...
- 1) Tibbers heals while out of combat for 5 seconds
 - 2) Tibbers 'enrages' (increased MS and AS) after both initial summon AND off stuns on enemy champions
 - 3) If Annie dies while Tibbers is active he heals for 50% of missing HP and becomes 'enraged' for 10 seconds (Another big reason for Dark Seal/Mejais)
 - 4) Annie 'E' also works on Tibbers (crucial for DH procs)





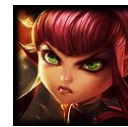
Tibbers Micro



- Now for the specifics... Keep in mind, Tibbers is an extension of you!
- 1) When trying to pull Tibbers close to you, send him running in the opposite direction so he pops back to you (Useful after fights + surprising people with trades)
 - 2) Use Tibbers to tank camps, great for raptors and krugs (Only with Blue Buff)
 - 3) Send Tibbers to one side to act as a ward while getting the wave out
 - 4) Use Tibbers to tank a few tower shots before pulling out to heal
 - 5) Use Tibbers to block skill shots when chasing down people
 - 6) Pull waves with tibbers off resets (quite tricky because of AOE)
 - 7) Get Tibbers to tank tower in order to get in position for the burst (Keep in mind it swaps aggro after you attack or if you use 'E')
 - 8) Tibbers late game, run him at the ADC with 'E' active (procs DH)



Annie Tips



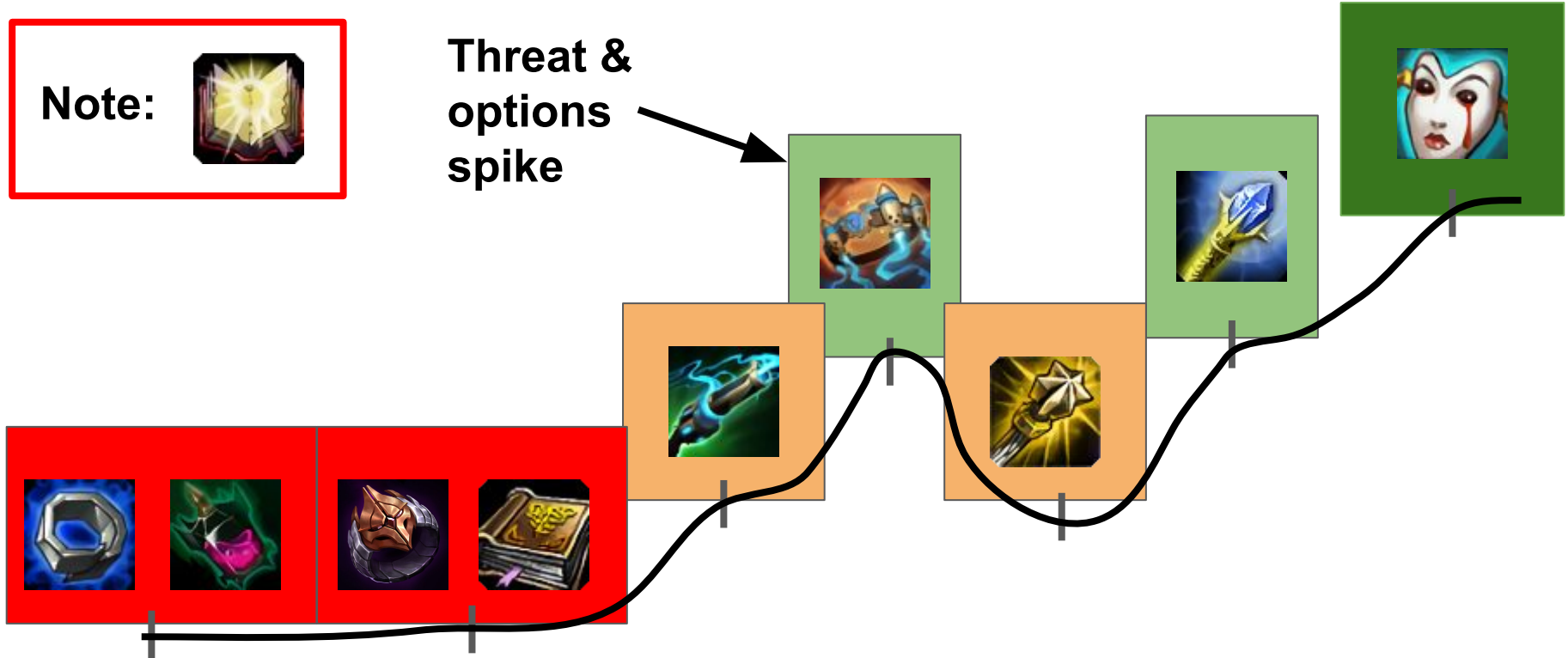
- You can turn the Q into a stun mid-air (useful for catching people off guard)
- Get in the habit of using 'E' in lull states (cheapest way to stack passive)
- Annie free AA's without getting minion aggro due to INSANE attack range (625 !! Compared to 525 of Orianna)
- 'E' usage is crucial in any skill shot oriented matchup
- Stand in middle of wave with 'E' to wave clear faster
- MUST be very comfortable with Tibbers tether range
- Use Tibbers to get lane control (CRUCIAL)

Annie Item Journey

Note:



Threat &
options
spike



Biggest Mistakes/Misconceptions

- Annie does **NOT** have Mana problems (People spam 'W' in lane rather than using Q / AA to last hit)
- Annie does **NOT** need to 1 shot someone in a fight (People hold onto 'R' for way too long)
 - Annie has an insanely high skill cap (Easy to learn, hard to master)
- Annie shouldn't be building overly defensive, without threat she doesn't have an identity
 - Annie is completely fine vs. heavy front line
- Annie is not a squishy champion, with kindle gem + 'E', she is one of the harder to burst mid mages
 - Not calling off plays WAY in advance

~~INCORRECT~~



Countering Annie

- **Barrier / Exhaust** are the main spells that counter Annie, WAY more than Cleanse
 - 2 main ways to counter Annie...
 - 1) High Range poke mage (especially mid game)
 - 2) Early push and roam champions (Due to lack of wave clear)
 - In fights you must target Tibbers down, otherwise it will run rampant.
- High threat champions combined with aggressive junglers make Annie's life extremely hard, especially with river control. E.g **Galio/Rek'sai**
 - Annie **HATES** Mercs/Banshees/Edge Of Night
 - Annie needs to force 5v5's, so any high range Disengage comp deals well with Annie in mid game



JUNGLE COMBOS

- AD champs that are full damage are the best with Annie, because Annie provides the CC + it's very difficult to build against

