

# HOW TO COUNTER ZED WITH EVERY COMP

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### ADEPT HUNTER

Irelia is placed in front of zed as she will disarm and lux should be put on the opposite side. Zed cannot jump middle since nunu may eat him. Make sure to scout and position the same side so that the zed doesn't get a free jump onto lux.

### HUNTER BRAWLERS

Make sure to clump. Clumping makes it very hard for the zed to reach the ashe and allows her to output her damage while zed is stuck on the brawlers.



### MAGE CAGE

Ideally, you want zed to get stuck on lulu or annie as both of these units will keep him occupied for the whole fight. Make sure the lulu isn't getting burst before casting by the akali. Make sure to position such that yone will not ult your whole team as this will allow zed to shred you.

### DUSK JHIN

Either clump up a lot like in the keeper comp or position opposite side of the zed. Jhin needs time to get 4th shots out so make sure zed isn't jumping on him. If zed jumps him jhin will get popped and you will lose the fight.



### KEEPERS

Just clump. Zed will get stuck on the infinite shields and outer units while your jhin deletes the enemy team. The teemo's represent azir soldiers.

### DIVINE WARWICK

Warwick needs to ramp up and rack up takedowns so we want to occupy zed during this time. Make sure zed jumps onto your irelia so that he gets stuck on her. Position lux in the opposite corner as well and eventually warwick will ramp up and delete the enemy team.



## MOONMAN (APHELIOS)

Assuming you have 4-star aphelios and ideal items, this positioning works if the zed doesn't have qss as he will get stuck on the irelia once again. If he does have qss, clump around your aphelios more to give him time to get going.



## AHRI

Again, clumping is key. Make sure ahri is not getting sniped by zed as she is your damage source. Try to position so that zed will get stuck on the vanguards as this will occupy him for a long time.



## SHARPSHOOTERS

Hard counters zed with all the cc and damage. Make sure to clump and zed will get cc/4th shot to death.



## GENERALLY BAD POSITIONING

These positionings are all bad into zed since they have the carries/secondary carries exposed. The tank line is not positioned well enough to actually tank for the carry. Avoid positioning like this unless you want to be farmed.

