

Aphelios Guide – Mechanics and Stuff

1. Introduction

Greetings and well met. Aphelios is one of the new additions to the LOL champion pool. He is a complicated champion and kind of hard to get your head around what he does especially if you don't play him.

There are two points that need to be addressed in order for the champion to become clear and for his kit to be understood

1. Understand what his kit is all about and the different weapon interactions.
2. Visual clarity (being able to see what his 2 weapons are, ammo, etc.) that helps you make better judgment playing against him.

The 2nd point is out of my hand, however, I will try to do my best to clear out the 1st point.

Just to be clear, I will not be discussing build paths, strategies or even the exact AP/AD ratios on his kit, I am just trying to cover all his mechanics as well as the weapons and their interactions with the rest of his kit.

2. Mechanics and gun names.

2.1. “Off-Hand” Mechanic

Aphelios has a mechanic called “*off-hand*”. He has one weapon equipped in his main hand; this is what you use to auto attack and use skills and stuff, and another weapon in his off hand.

This off-hand weapon has 2 uses:

- a. Some skills trigger an attack from the off-hand weapon, which opens up different synergies and combos.
- b. The off-hand weapon can be switched to be your main-hand weapon, and making your main-hand weapon your current off-hand weapon

2.2. “Ammo” Mechanic

Aphelios has 5 guns, but he only equips 2 at a time (1 in the main hand and one in the off-hand), so how does he access the other 3 weapons? Well, each of his weapons has 50 “*ammo*”, when he uses all the ammo, the weapon will be changed to another one from the other 3 weapons.

Ammo is used by:

- a. Auto attacks: each auto attack consumes 1 ammo.
- b. Q skill: each Q skill costs 10 ammo.

So if you want to switch the weapon quickly, just auto attack a bunch and use that weapon’s Q skill.

2.3. Weapons

As stated before, Aphelios has 5 weapons. Even though some may find their names cool or exciting lore wise (I personally know nothing about this), the last thing you want while learning about his kit is translating the weapons’ names in your head before you read what they do. So, for clarity’s sake, I will mention the official name of each weapon and what I will call them for the rest of this guide.

Aphelios’ weapons are:

- | | | |
|---------------|---|--|
| a. Calibrum | → | Sniper |
| b. Severum | → | Pistol |
| c. Gravitum | → | Cannon |
| d. Infernum | → | Flamethrower |
| e. Crescendum | → | Blades (people call this Chakram also, but I will call it “Blade(s)” because for me this is easier (please bear with me)). |

So, from now on I will be referring to the guns (during explanations and stuff) by the names on the right, unless it is for a title or something then I will mention both.

3. Guns Passives & Skills

When discussing the guns, I will mention them in a certain order which I hope would be easier to understand and would give a more natural flow to understanding his kit.

3.1. Gravitum (The Cannon)

- a. Passive: Attacks applies a slow.
- b. Skill (Q): If you attack someone, press Q to root them.

3.2. Infernum (The Flamethrower)

- a. Passive: More damage + AOE
- b. Skill (Q): Q is like an AA (Auto Attack), it deals AOE damage then uses the off-hand weapon to attack. (Note: If the enemies flash or create a great distance after getting hit by the Q, they will still get Auto Attacked by his current off-hand weapon.)

3.3. Calibrus (The Sniper)

Let's explain the weapon's skill first since the passive is a bit tricky

- a. Skill (Q): Fires a long range projectile that deals damage to a single target
- b. Passive:
 - i. 100 bonus Range
 - ii. Any ability in his kit that uses the **Sniper** to deal damage will mark enemies, which then allows you to attack them with his other non-**Sniper** weapon equipped (usually the off-hand weapon). That auto attack will have massive range and will consume the mark(s) to deal bonus damage.

Note about the marks:

sometimes multiple enemies are marked (we will clarify that later), so when you choose one of the targets to attack, all the other marks are consumed too, and the damage dealt to the main target (that you chose to AA) will be amplified for each mark consumed. So even though consuming multiple marks from multiple targets amplifies the damage, this damage is applied to the **main target only** and not to all targets that were marked

So, what can be used to apply that mark? (i.e. what skills trigger the **Sniper** to damage enemies which in turn applies a mark on them?)

1. The **Sniper** Q (duh)
2. The **Pistol** Q (we will get there later)
3. The **Flamethrower** Q (as discussed in the **Flamethrower** section)
4. The **Blade** Q (turret) (we will get there later)
5. The ultimate (we will get there later)

Note: 1 & 5 requires **Sniper** to be in the main hand, while 2, 3 & 4 require the **Sniper** to be in the off-hand.

3.4. Severum (The Pistol)

a. Passive:

- i. Attacks using this weapon don't count as projectiles (Suck it Yasuo wind wall)
- ii. Attacks using this weapon heal (can be considered life steal) and health gained this way can over heal Aphelios and give him a small shield.

b. Skill ('Q'):

- i. Gives movement speed.
- ii. Aphelios turn into a beyblade, spins really fast and attack with both weapons (alternating). He attacks 3 times with his main hand weapon (the **Pistol**) & 3 times with the other off-hand weapon (whatever one it is), and again, alternating (main→off-hand→main→off-hand→...).

The total number of attacks increase as your attack speed increase (items, levels, etc.).

You can think of this skill as a mini Urgot 'W', and just like Urgot's 'W', attacks neither deal full damage as usual auto attacks, nor they apply full on-hit effects, but they count as separate auto attacks for the purpose of stuff like P.T.A, conqueror, electrocute, etc.

3.5. Crescendum (The Blade)

Let's explain the weapon's skill first since the passive is a bit tricky

- a. Skill (Q) : You cosplay Heimerdinger and spawn a turret. This turret attack enemies in range with his off-hand weapon. You can think of it this way; *“Aphlios clones his off-hand weapon, throw it on the ground then it becomes a sentry gun”*.

- b. Passive:
 - i. Your auto attacks throw a blade at your opponent. However, you cannot attack until it returns to you (like a boomerang). (Think Draven axes but you cannot attack unless you catch the axe).

 - ii. Yo, I heard you like blades, so you can add more blades to your blade that you throw so you can throw even more blades at your opponents.
(Note: Extra blades are a visual indication only, they do not count as extra blades with separate hits).
Any ability in his kit that uses the Blade to deal damage, will spawn an extra blade which increases his damage.
The following part is somewhat similar to the Sniper part (but we have extra blades instead of applying marks).

So, what can be used to get extra blades?

1. The Sniper Q
2. The Pistol Q
3. The Flamethrower Q
4. The Blade Q (turret) + Sniper in off-hand + auto attack (This is kind of advanced and will be explained in the “interactions” section later on)
5. The ultimate (will be broken down in the “Ultimate” section)

Note: 1 through 4 require the Blade to be in the off-hand, while number 5 requires the Blade to be in the main hand.

4. Ultimate (R Key)

4.1. General Description

You fire a large energy blast, if it hits someone, it explodes to hit all nearby enemies. Then ~~Aphelios~~ the sky attacks all enemies that were tagged by the ultimate (using main hand weapon) dealing damage and providing an extra effect based on the weapon used. That extra effect is usually a more beefy version of the weapon's passive and is applied after the attack rains down from the sky.

4.2. Weapon specific effect

So what are those extra effects on the ultimate?

1. **Sniper:** Since the Ultimate triggered the **Sniper** to deal damage, everyone hit will be marked with our beloved **Sniper** mark (giving you extra range on your next AA which you fire using the off-hand weapon), however this mark is stronger and will deal more damage when consumed.

So basically it goes in this order

Ult hits → **Sniper** auto from the sky hits → your off-hand auto attack hits

If I am not mistaken, this is the only ult-weapon combination that can trigger the effects of both the main hand and the off-hand weapons respectively.

2. **Pistol:** Keeping up with the life-steal theme of the **Pistol**, when the ult hits, you restore HP (like 200 HP)
3. **Cannon:** Enemies affected are slowed, however, the slow is much stronger (99%).
And of course you can then use the weapon's Q skill for that sweet AOE root to set your team up for a wombo-combo (or just watch them do nothing since they have no idea what you are doing with that champ☺).
4. **Flamethrower:** The **Flamethrower** auto attack following the ult is a lot stronger (better AD ratio) and it spreads in a circle instead of a cone. This damage can overlap (meaning if many people are grouped, they take damage from the main Auto Attack as well as the splash damage from all nearby enemies).
5. **Blade:** The first enemy hit by the ult instantly return 3 extra blades to you. Also, since the ult triggered the **Blades** to deal damage, an extra blade is returned per enemy hit (including the first target hit). So, if you hit 1 person u get $3+1 = 4$ blades (3 from the ultimate effect and 1 from the **Blade**'s passive).

5. Guns Permutations: Interactions & Synergies

Weapons' order matter. If you are not a math expert a permutation is a combination but where the order matters, which means for example,

Sniper in main hand + Pistol in off-hand \neq Pistol in main hand + Sniper in off-hand

However, for the sake of simplicity, I might call 2 weapons together “a combination” (This is not how I intended this section to start, not a good start to make things sound easy and simple ... please do not leave). So here we go.

Note: in the upcoming section, I will be giving a nickname for each combination, this might help you remember the effect. Hopefully you find them helpful and funny and not cringy or annoying.

5.1. Sniper in Main Hand

5.1.Sniper + Pistol :

- **“Steal yo lunch money”**

If you mark someone, you can then follow with a life-steal AA from your Pistol.

This is useful if there are no one close and you need a bit of life steal, you can use the Sniper Q range to extend your next AA and gain some HP back (through the Pistol's life steal passive).

5.2.Sniper + Cannon

- **“Stop right there, criminal scum”**

If you mark someone, you can then follow with an AA that slows them, you can then switch to your Cannon and root them if you want.

This is useful in a chase situation, or just as a long range poke.

5.3.Sniper + Flamethrower

- **“You say hello to my little friend”**

If you mark someone, you can then follow with an AOE AA from the Flamethrower.

One of the most damaging combos that Aphelios can do to a single target is using his ult in combination with the Flamethrower. If you manage to mark multiple enemies using the ult (while Sniper in your main hand), whoever you choose as the next AA target will take damage from the mark consumption (amplified by the number of other marks consumed) in addition to the Flamethrower damage which is massive. So, one minute the main squishy target is standing among his/her friends, the second minute he/she explodes out of nowhere. If I am not mistaken this single target damage is only bested if the Blades is your off-hand weapon (instead of the Flamethrower) and is stacked.

5.4.Sniper + Blades

- **“Someone has been working out”**
If you mark someone, you can then follow with a Blade AA. This also generates an additional blade. This overcomes the Blades’ weakness being short ranged (hence the nickname that I gave this segment), and if you have the blades stacked up, you can then deal some serious damage from afar to a marked target.

In conclusion, most of the **Sniper** synergies is giving more range to other weapons and allowing you to AA enemies from far away, whether it is for poke, sustain or massive damage.

5.2. Pistol in Main Hand

- a. **Pistol + Sniper**
 - **“One more For The Road”**
Since you alternate attacks using the main and off-hand weapons, you apply and consume **Sniper** marks really fast, also since the combo ends with a **Sniper** auto attack, you then get an extra auto attack as you/your enemy walks away.
- b. **Pistol + Cannon**
 - **“Can’t touch this...turu tu”**
When you activate the **Pistol**’s Q you gain movement speed, and since you alternate attacks with the **Cannon** (which slows enemies), this makes a great kiting tool.
- c. **Pistol + Flamethrower**
 - **“Hans get the flammenwerfer”**
Your off-hand attacks during the **Pistol**’s Q deal 25% of on-hit damage, and since the **Flamethrower**’s attack splash in a cone, you then get access to multiple applications (shoutout to Trick2G) of that AOE effect. So you run at people like a maniac spreading flames every other AA.
- d. **Pistol + Blades**
 - **“I Identify as an Apache helicopter”**
One of the most synergistic (that is a word right?) combos out there. The more times you trigger your **Blades** to deal damage, the more blades are generated and the more damage you deal. So, one of the best ways to stack the blades is by using the **Pistol**’s Q, you attack 3 times with the **Blade** which makes you generates 3 of those bad boys real fast, then you can switch your **Blades** to your main hand and enjoy that juicy dps. The strong part about this is that you can prep it on minions, by that I mean if you use the **Pistol**’s Q on a minion wave, you still get the extra blades, then you can choose to fight champions if you want.

In conclusion, the **Pistol** is useful for applying multiple instances of the passives of the off-hand weapons. It also makes for a good midrange-kiting fighting tool.

5.3. Cannon in Main Hand

The **Cannon** is a pretty straight forward weapon, and it has almost no interaction with the off-hand weapons. It is a strong independent weapon that need no other weapon to tell her, I mean, it what to do. So basically, the interaction is the same with all weapons, the slow/root it provides make it easier to land other abilities. For example, you can root someone and if you have a clean line of sight you can switch your **Sniper** to your main hand weapon and then Q→AA for some poke.

I guess there is not much else to say in this part.

5.4. Flamethrower in Main Hand

a. Flamethrower + Sniper

- **“Friends or Foes”**

While fighting an enemy in their minion wave or when they are with a bunch of teammates, your **Flamethrower** Q can mark a lot of enemies, you then can attack the primary highest priority target to consume all the marks dealing extra damage to that target. This is one of his strongest non-ultimate combos if you can hit a lot of targets with your initial **Flamethrower**'s Q.

b. Flamethrower + Pistol

- **“Let's go as Vladimir for the Halloween”**

This combination of weapons has a cool and pretty effective synergy which is also simple to execute.

Marking multiple enemies with the **Flamethrower**'s Q, will result in a big heal since his Q makes him attack all targets hit using his off-hand weapon, and since the **Pistol** heals for a percentage of the damage it deals, combine that with the fact that it attacks multiple targets, this can result in a big burst heal. This does not have to be vs champions, if you manage to hit all minions of a minion wave with your initial **Flamethrower**'s Q, you get a big chunk of health back. In my opinion, this is a pretty good and strong synergy.

c. **Flamethrower + Cannon**

- **“Fire and Ice”**

This is like a low range version of the **Cannon**'s ultimate. Enemies you tag with your **Flamethrower**'s Q are slowed by the off-hand **Cannon**'s AA. You can then switch weapons to root all the enemies affected by that slow. This can be useful in many situations especially when you want to peel off multiple divers, where you can spray them and root then reposition or escape.

d. **Flamethrower + Blades**

- **“They call me The Blacksmith”**

Remember when we talked about the **Pistol + Blades** combo, and said it was a good way to spawn extra blades? Well, this is as good if not a better way to do so. This is a really good synergy that is also easy to execute. Hitting multiple enemies with the **Flamethrower**'s Q, instantly spawns extra blades for each enemy hit. But here is where it gets insane, if you use the **Flamethrower**'s Q on every minion on a minion wave, you get like 6 extra blades (one for each minion hit). This can be an insane setup when fighting in lanes and can turn the tides of battle in your favor.

In conclusion, the **Flamethrower** is all about the AOE, not only in the form of the AA splash damage, but also in the form of its Q applying the off-hand weapon's passive to multiple targets, as well as the ultimate applying heavy AOE damage which punishes people who group together and make an excellent fit in a wombo-combo team comp.

5.5. **Blades in Main Hand**

a. **Blades (turret) + Sniper**

- **“What is even happening, what is hitting me? ... Dude can you stop?”**

This is one of the tricky combos to get your head around. Using the **Blades**' turret with the **Sniper** in the off-hand, spawns a **Sniper** turret. This turret attacks enemies and applies the **Sniper** mark. This mark, as we know, gives you range and triggers the other non-**Sniper** weapon (in this case the **Blades** to attack) which in turn spawns an extra blade. This can happen again whenever the turret attacks again making it a somewhat safe way to generate extra blades as well as patching up the short range weakness of the **Blades**. And if you still do not get it, it goes like this
Turret AA → Applies **Sniper** mark → You get extra range → AA with **Blades** → You spawn an extra blade → Turret attacks again → Applies **Sniper** mark again → You get extra range → AA with **Blades** again (2 blades now) → repeat until turret dies or is destroyed.

b. Blades (turret) + **Pistol**

- ***Aphelios uses heal bot***

Soraka : “Am I a joke to you”

This combination allows you to spawn a **Pistol** turret. And since the **Pistol** heals a percent of the damage dealt, this means that this turret's AAs will restore some health to you when it damages enemies. So, you can use it to heal off a wave while positioning safely, or just deploy it and then switch the **Pistol** to your main hand to double down on the healing.

c. Blades (turret) + **Cannon**

- **“Who need Rylai's?”**

This combination gives Aphelios some sort of zone control, the deployed turret slows enemies that it attacks which can give Aphelios some time to reposition or escape from a chase. So for example, you are escaping from someone while having the **Blades** in the main hand and the **Cannon** in the off-hand. While running you use the **Blade's** Q to drop a **Cannon** turret, and once it hits and slows the enemy chasing you, you can then switch the **Cannon** to the main hand and use the Q skill to root them into space allowing you to create much needed distance.

d. Blades (turret) + **Flamethrower**

- **“Hans did in fact get the flammenwerfer”**

Another tool that provides AOE damage/wave clear for Aphelios. The deployed turret attacks with the **Flamethrower's** auto attacks which deals damage in a cone, this can be beneficial in many ways:

- a. You can keep the single target dps from your **Blades** (remember the stacked **Blades'** duration is refreshed when you attack champions or epic monsters) while having access to AOE damage from the turret.
- b. You can clear arriving waves that would be too risky for you to walk up and clear them. You can just put 1 or 2 turrets and walk away, and once the wave is in range, the turrets will kill/thin the wave.
- c. You can double down on the AOE damage by switching to your **Flamethrower** weapon, now you will have two sources of AOE damage, the **Flamethrower's** AAs (which is currently your main hand weapon) as well as the turret's AAs.

In conclusion, the turret in general is a tool that gives you some zone control, gives you safe access to targets that otherwise you would risk your positioning to reach and allows you to double down on one of the other non-**Blades** weapon's effect if you switch that weapon to your main hand and have its clone on the ground as a turret.

6. Overview & Conclusion

I really had fun learning this champion and understanding his kit, and the OCD part of me could not rest until I wrote something like this, so I hope it was useful for some of you. To finish off, here are some points that I need to make clear:

1. If a weapon is almost out of ammo, and you use the Q skill of that weapon, this will switch to another weapon, and it can sometimes lead to a 3 weapons combination (especially if the Q skill was the **Blades'** turret). I did not explain these scenarios in this guide.
2. AP Aphelios is the future. You cannot spell Aphelios without AP. Just kidding, but seriously though, his AP ratios are extremely high, I wonder if something like **gunblade / zhonya's** will be included in his build in the future.
3. In this guide, the build path/itemization was not discussed, but I have two points to mention related to this topic
 - a. Currently the crit build is the stable build on him, and it seems pretty effective, however, I think something some items might crawl their way into his builds such as **tear**, **lethality item(s)** and/or **Trinity Force**. Only time will tell though.
 - b. **Hurricane** has massive synergy with his kit. I almost put this item in the weapon's combination segment. This works really well with most of his weapons and amplifies some of their effects (and I am not even going to discuss hurricane + 2 weapons combination).
 - i. Hurricane + **Sniper** gives poke on multiple target if you tag anyone with a mark
 - ii. Hurricane + **Pistol** gives INSANE life-steal
 - iii. Hurricane + **Cannon** applies slow to multiple members
 - iv. Hurricane + **Flamethrower** gives INSANE wave clear and team fight damage
 - v. Hurricane + **Blades** is not good ☺
4. Aphelios + stacked **Blades** is a Baron taking machine. If you have an off-hand weapon that can help you stack more blades (example: using the **Pistol's** Q multiple times in a row), combine that with the fact that attacking epic monsters refreshes your stacks duration, and you got yourself really high DPS that you can ditch out onto that giant poor purple worm.

Thank you for checking out this guide, hope it helped you understand his kit more, and get a good grasp of what he is capable of.