

# **A Strategic Analysis of the TFT Composition: Ekko Reroll**

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# 1 Introduction

1. Set 16 is the most flexible TFT set so the obvious playstyle is to hard force a comp. Ekko Chogath Reroll sneaks through the cracks as the ultimate anti-meta hardforce comp.
2. DISCLAIMER: This comp is a Top 3/4 comp and nowhere near broken... however with the right scenarios, it can win out games completely.
3. When should you play it? Anytime since it will always be uncontested and people think its bad. The only time you can't hard force this comp is in the triple emblem universe.

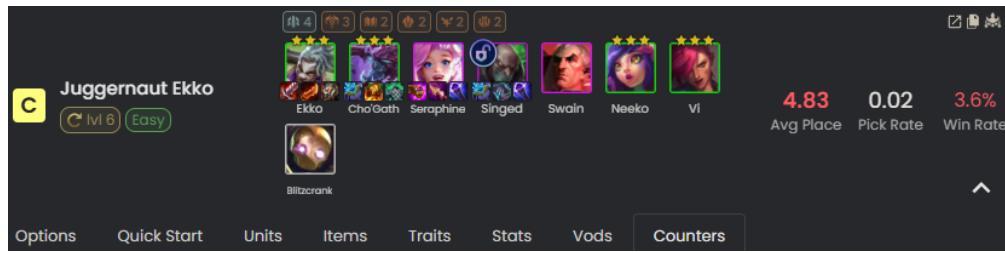


Figure 1: Ekko Play Rate (Plat+) Patch 16.1c

4. The strength in playability of this comp is because in the early game, you play strong board and build items that fit the meta. Unlike other reroll comps, this allows you to enter the line in an infinite amount of ways. In general, the items are extremely flexible and supportive of slamming for tempo. Nearly every component is good in this comp.

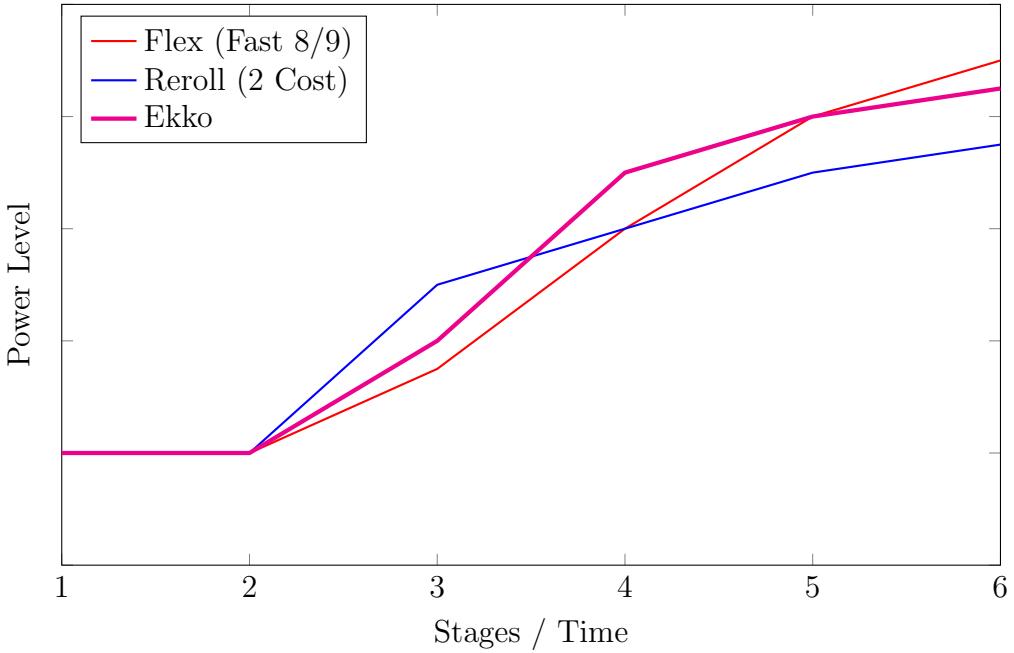


Figure 2: Relative Power Curves Across TFT Game Stages

## 2 How to Play

1. Stage 1: Try to open flex and strong, hold core units, slam items.
  - (a) Item slam priority: Ekko: Gargoyles, BT, Hoj. Tank: Spirit Visage
  - (b) Item holders: Any 2\* 1-cost melee opener.
2. Stage 2: If no Item slam and no Item holders, don't level to 4 and lose streak for carousel.
  - (a) If you have the right augment start, you can play bard if losing.
  - (b) Ideally you can start winning after carousel. Prioritize Econ.
  - (c) If you slammed Gargoyles, ekko can actually hold it.
3. Stage 3: Level to 6 at 3-2. Roll to stabilize current item holder "doesn't have to be ekko"
  - (a) Econ to 50 gold and slow roll for Ekko and Chogath. If rich, can also hold Blitz, Vi, or Neeko. Only choose 1 or none.
  - (b) 2\* Malzahar(Malz) is worth building and can hold morello and void staff

- (c) If hit early Seraphine, play if Pilt is good "Blast shield or extra heals/shields" 2\* Malz is stronger though.
- (d) If Singed, play over 1\* blitz. If Swain, just hold 1 copy. Pair is a bait.
- (e) 2\* Ekko will start to streak. Rarely front corner him unless next enemies are very weak on that side. Its best to have a tank take aggro first especially if items are incomplete.

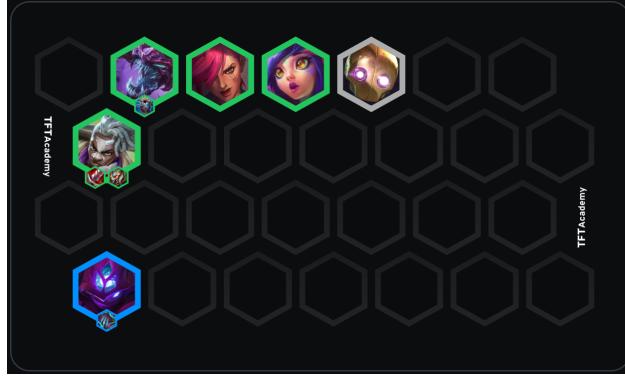


Figure 3: Ekko Level 6 Safest Positioning

4. Stage 4: Hit 3\* Ekko and Chogath (or vi/neeko)
  - (a) Level to 7, unlock Scarner if you have a gargoyle, add a plus one if holding it (Swain-Scarner)
  - (b) If you have pairs (Malz, Singed, Seraphine) you can roll a little but try not to roll and go fast 8. You should be able to win most of stage 4 with 3\* Ekko
  - (c) Look to complete items. Tank and Utility are priority after you finish Ekko.
  - (d) Slow level to 8. Fast level if you can tempo after carousel and roll to finish pairs. 2\* skarner and 2\* swain have big impact. 2\* seraphine is less impact but can replace 2\* Malz.
5. Stage 5: If the lobby is weak, finish 2\* Swain or 2\* Scarner then go 9. If they are spiking, try to hit 9 first.
  - (a) Positioning is super important here. You want ekko to kill weak sided units with giga tanks protecting. Only corner Ekko if the opposing frontline is weak and full. If there is a gap, Ekko can wrap badly and get collateralised by carries (Yunara). Scarner has the best round win percentage in the corners because he has a chance to suck the carries or kindreds. Scarner will suck them into Chogath pull. Then Swain will stun.



Figure 4: Ekko Level 9 Safest Positioning

6. Stage 6+: Cap out the board.
  - (a) There are many options to cap out the board depending on how healthy you are.
  - (b) If you can hit level 10, hold a malzahar and look for azir to get 4 disruptor. This allows ekko to still carry. Azir soldiers go in third row corners to bair Diana/Fizz.
  - (c) Another 4 disruptor line is if you hit 2\* Ambessa and have a TG or extra melee items. This gives you Mel. 2\* Mel with 4 disruptor can win the game easily. 4 Disruptor should only be slotted in if you have enough tank/frontline so this angle is rare for level 9 or level 10.
  - (d) If you have Celestial Blessing, you might unlock Aatrox. If you natural a 2\* Aatrox, there is an option to pivot out of Ekko and give Aatrox the items (not the JG build).
  - (e) If you are just trying to survive and splash a 5-cost, the priority is: Shyvanna (instead of blitz) → Kindred → Zilean → Annie (can give 4 arachanists but it's hard to fit tibbers)

### 3 Items

1. Core Items: For Ekko, CC immunity is the most important utility for late game. It also has the best stats. Next is healing, then damage. Contrary to previous consensus, Rageblade has the least impact. For other items, you want to slam utility because that

preserves the most HP in the midgame. We aren't making unkillable Chogath, we are making winstreak Chogath.

- (a) Ekko Items
  - i. Traditional Build (BIS): Titans, BT, Rageblade
  - ii. Crit Build: QSS, HoJ, JG
  - iii. Alternate Builds: Titans BT HoJ/JG/QSS
  - iv. Artifact Items: Wits End, Seekers Armguard, Triforce (Augment), Mittens, RFC, Zhonya's, Prowlers Claw
- (b) Chogath Items
  - i. (BIS): I-Spark, Sunfire, +1
  - ii. Alt (BIS): Spirit Visage, Warmog, Protectors
  - iii. Any tank item really works.
- (c) Secondary Carry (Disruptor) Items
  - i. Void staff, Morello, Any mana item
  - ii. The holders will be Malz, Gwen, Seraphine, Mel. So any combination for either works

## 4 Optional Lines

1. Viego Opener into Gwen.
  - (a) 2\* Viego is a really good item holder for any slammable item. This allows you to play shadow isles in stage 2 and use Gwen as midgame carry instead of malzahar. Gwen is a stronger unit and can finish off rounds in stage 3 when ekko dies. You have the option of fitting 4 disruptor at level 7 if you get an early seraphine, but fitting in the tanks (Swain, Skarner, Shyvanna) will be alot better late game. You can keep gwen only if you hit early Azir and have a good chance at Azir 2\*.
2. Bard Opener.
  - (a) This line is best played if you had a one item gold start from stage 1 and if your first augment supports it. Because it is generally best to get carousel priority with a single item start, you can make up for the econ by playing Bard and stacking rerolls until stage 3-2. Sell Bard the moment you hit 2\* ekko and another disruptor.

3. Zaun +1.
  - (a) Make sure you hold both Blitz and Singed. This lets you play 5 Zaun 4 Jugg. 5 Zaun restores HP when Zaun units drop below a certain percentage so this adds a lot of survivability to the whole team. Never play for Zaun Vertical. The other units are so bad. Late game it is better to sub out weak Zaun/Juggs for better units (Blitz for Shyvana/Skarner/Kindred/Taric)

4. Ekko Fast 9

- (a) The base board of this comp involves the holy trifecta (Neeko, Vi, Swain). It is super stable at 2\* 2 costs. If you hit naturally and have augments more suited for a fast 9 comp, you can go for it.

## 5 Augments

1. Insta take
  - (a) Silver
    - i. Pandora's Items: Stress free game.
    - ii. On a Roll: Can actually give you a ton of free rerolls for just hitting the board. Once you hit 3\* you get rerolls for your level 8 board.
    - iii. Firesale: Best silver econ augment.
    - iv. Rolling For Days: Its 20 Gold.
    - v. Pandora's Bench: Allows a lot of flex play at the start and helps hitting 4-costs
  - (b) Gold
    - i. Silco's revenge: Now it doesn't matter if Ekko dies early because he will nuke around him. Rerolling Vi is now optimal as well as getting Singed 2\*. I have robbed fights from some full 2\* 5 cost fast 10 boards with this.
    - ii. Jeweled Lotus: At gold, it is extremely powerful especially alongside the traditional BIS build because Ekko's crit interaction was fixed in patch 16.1c
    - iii. Trade Sector: Its 2 gold per round...
  - (c) Prismatic
    - i. Bronze for life: Level 7 board grants 7 bronze trait values. This is the same as Ice Queen Yunara
    - ii. Celestial Blessing III: Its so much healing. Works well for all units.



Figure 5: Bronze for life value

- iii. Commerce Core: 10 rerolls now and 4 every round.
  - iv. Retribution: Absolutely OP on Ekko. Second Hoj can go on Ekko early, or Gwen, Seraphine, Mel, Shyvanna
2. Okay to take.
- (a) Silver
    - i. Band of Thieves: Great in general for frontline.
    - ii. Titanic Titan: Playing for Top 4.
    - iii. Second Wind: Strong as a silver augment.
    - iv. Team Building
    - v. Survivor: This comp is really stable for top 5. If you can foresee this spot, 100 gold is 100 gold.
  - (b) Gold
    - i. Speedy Double kill: Rage Blade start. Surviving top 6 gives you a lot of gold to push for level 9 board.
    - ii. Epoch: As long as you can hit your 3\*, this helps you cap out.
    - iii. Portable Forge: Ekko, Chogath, Seraphine can use artifacts decently well.
    - iv. Unsealed From Steel: Darkin Scythe
    - v. Max Build: Its hard to get perfect value out of this but the rerolls help early and the dupes help for cap board.
    - vi. Savings Account: It's great but punishes tempo rolling.
    - vii. Spirit of Redemption: Overall amazing augment for any frontline.

viii. Raining Gold: Its ok, but its half of Trade Sector and equivalent to Firesale (Silver Augment)

(c) Prismatic

- i. Prismatic Ticket: Sometimes you get trolled, but great for tempo rolling.
- ii. Hedge Fund: Good if forced to lose streaking stage 2.
- iii. Nine Lives: Feels risky but is good
- iv. Invested: Beware not to greed the free rerolls too hard.
- v. Jeweled Lotus II
- vi. Comeback Story: Stats say this augment is good. Never tried it.

3. Never take.

(a) Silver

- i. Trials of Twilight: This is just a disclaimer to never take this augment in general. Unlock Zaahen in Double up.

(b) Gold

- i. Precision and Grace: Your Ekko will INT himself every fight with this augment by running in front of your tanks.
- ii. Heavy is the Crown: You're throwing taking this
- iii. Hefty Rolls: This is actually a bait. Since you want to stop rolling as soon as you hit Ekko and Cho, you lose overall value. Also you are generally playing without a gold augment all of stage 2.

(c) Prismatic

- i. Dragon Guards: Its too hard to fit.

## 6 Positioning

1. Early Game

- (a) 1\* Ekko can do damage but will die quickly. Position him second row next to your tank and on the side of weakest unit. Sometimes he can wrap nicely early.

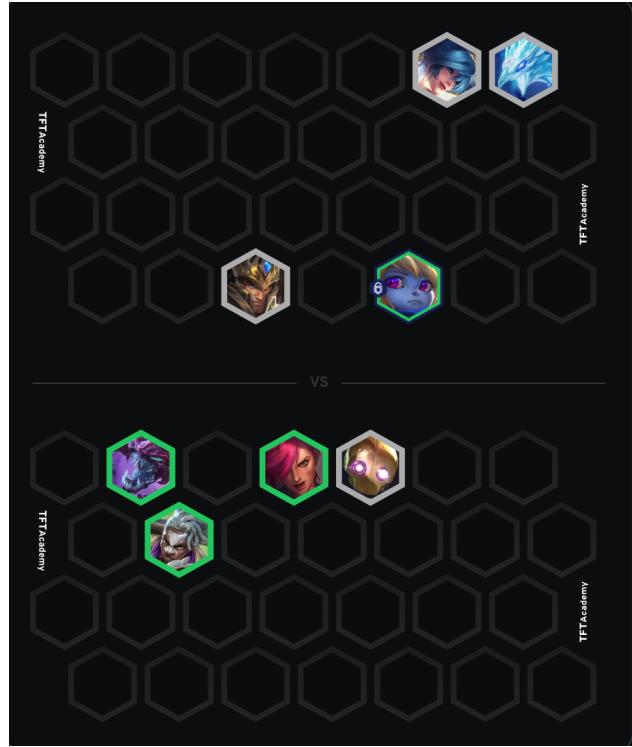


Figure 6: Early Game Win Streaking

## 2. Mid Game

- (a) 2\* Ekko with items is a big spike. If your lobby is not too strong, you can corner him to get off good wraps. He is still prone to bad wraps and getting solo targeted if your lobby is strong.

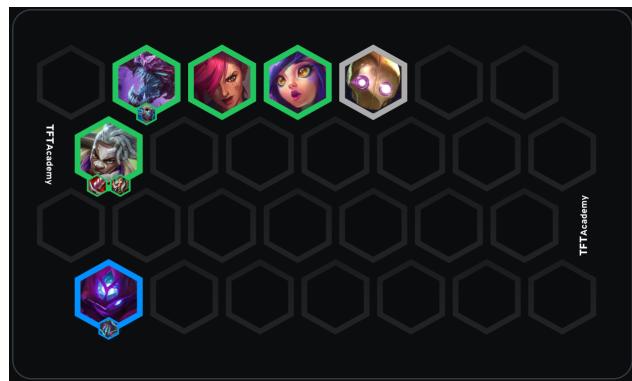


Figure 7: Mid Game Safe Positioning.

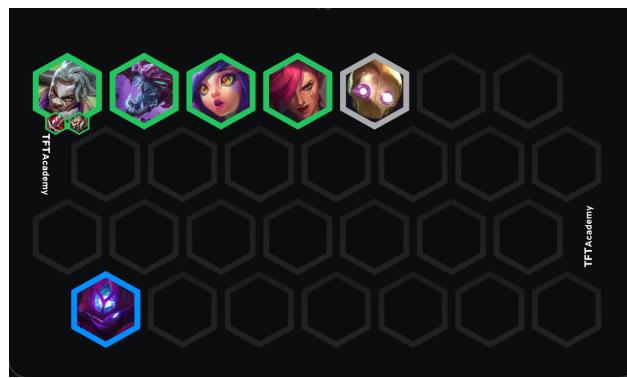


Figure 8: Mid Game Wrap Positioning.

### 3. Late Game

- (a) 3\* Ekko with items will melt any unit given time. Adjust positioning



Figure 9: Left Side

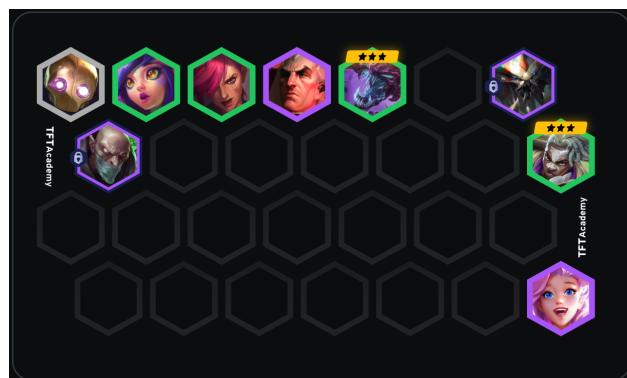


Figure 10: Right Side

### 4. Special Cases

- (a) With Skarner: Use Skarner(pull) with Chogath(knock up) to allow Ekko to never have to move and just smack enemies. This is most efficient because his ability does bonus damage based on all damage enemies have taken in the zone. With Seraphine also attacking the clumped enemies, it results in a nuke.

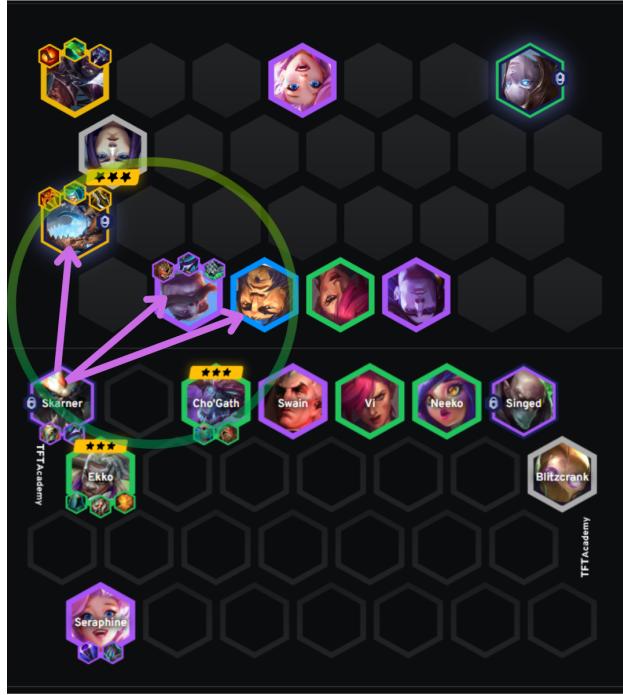


Figure 11: Good Wrap

- (b) Against Freljord(Yunara, Ashe/Tryndamere): Default positioning makes Ekko walk into Yunara's ult or to walk up and attack the tower. This gives Tryndamere free access to your Ekko. To prevent this, you want your Tanks to guarantee aggro first so that Ekko won't wrap. Safest bet is to have Ekko on the weak tank side.



Figure 12: Good Wrap

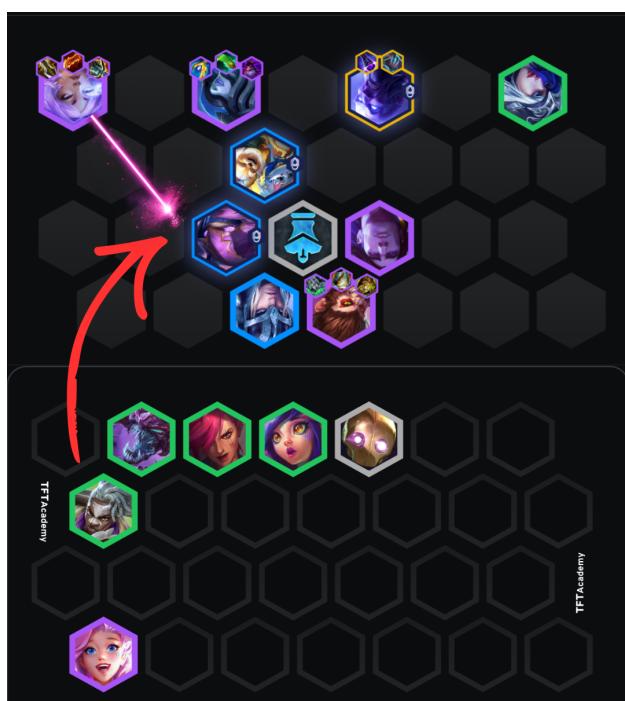


Figure 13: Bad Wrap

## 7 Conclusion

1. Ekko Chogath Reroll is absolute Anti-meta. It works because it is unplayed. While other players contest eachother or make mistakes in line selection, we are mentally efficient in the hard force. It counters assassins (Diana, Fizz) and benefits from other rerolls (Ashe/Trynd, Yordles). Its not great for winning, but good enough for climbing LP and the fights are some of the most fun to watch.



Figure 14: I won this game in a double kill.