

VCT Map Veto(Since Crazyguy)

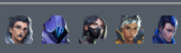
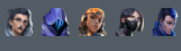
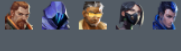
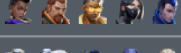
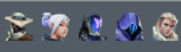
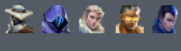
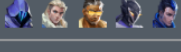
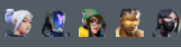
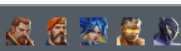
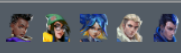
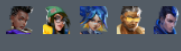
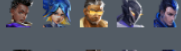
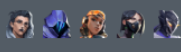
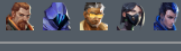
First Ban: Lotus 4x, Split 4x, Haven 2x, Fracture, Pearl,

First Pick: IB 4x, Haven 3x, Ascent 2x, Pearl

Second Ban: Ascent 3x, Split 3x, IB 2x, Pearl 2x

Remains: Lotus 4x, Pearl, Haven, Fracture, Split, Ascent, IB

Map Summary(Since Kick-Off)

MAP (#)		EXPAND	WIN%	W	L	ATK 1ST	DEF 1ST	ATK RWIN%	RW	RL	DEF RWIN%	RW	RL	AGENT COMPOSITIONS
Bind (0)		▼	-	0	0	0	0	-	0	0	-	0	0	
Haven (4)		▼	75%	3	1	3	1	69%	33	15	38%	16	26	(1) 
														(3) 
Split (4)		▼	50%	2	2	2	2	49%	20	21	49%	22	23	(1) 
														(1) 
														(1) 
														(1) 
Ascent (7)		▼	57%	4	3	3	4	62%	41	25	44%	32	41	(2) 
														(4) 
														(1) 
Icebox (6)		▼	50%	3	3	4	2	53%	34	30	41%	24	34	(1) 
														(5) 
Fracture (2)		▼	0%	0	2	1	1	33%	5	10	33%	8	16	(2) 
Pearl (4)		▼	25%	1	3	3	1	48%	22	24	43%	20	27	(1) 
														(1) 
														(1) 
														(1) 
Lotus (7)		▼	57%	4	3	4	3	50%	37	37	49%	35	36	(1) 
														(6) 
Sunset (1)		▼	100%	1	0	0	1	71%	5	2	67%	8	4	(1) 

Overall Notes

Crazyguy absolutely loves to contact the opposite side of the map from where initial pressure was shown on ATT.

Really likes calling fake executes (especially as the first time they go fast). Look for irregularities like Recon coming from far away or not enough footsteps.

If the fake gets into the site or the site feels weak when they fake hit it, they will call a real execute next round or soon after.

ALWAYS plays pretty passive vs eco rounds and will ALWAYS rotate to the other site if heavy aggression is shown on one side by eco defenders.

Likes to try and double clear with Yoru ult. Send teleport to one area, start ult in another area, teleport after 3-4 seconds.

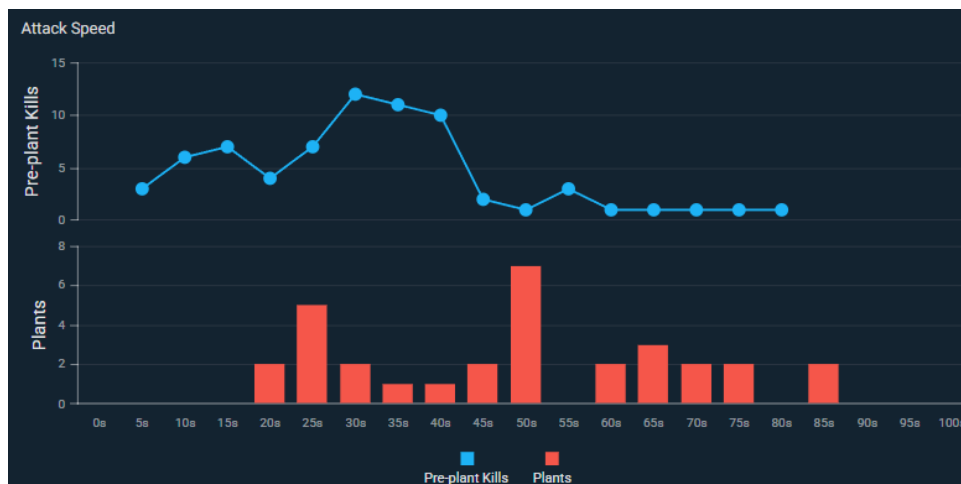
Their tempo on most maps is to go after the first smoke dissipates or on second round of Recon utility if they used it early. Expect lots of contacting for space during the early period of the round so that they can save Recon utility for the actual site execute.

A lot of eco rounds after the 2nd round of the half will be Jemkin hero rifle buys.

Xferro is extremely static as a player. He will sit and sit and sit in spawn on attack and lurk extremely late.

Haven

Attack Notes



- No smoke on A long when Opening A with intent to instantly hit A. All util saved to hit site.
- Monyet pathing to jump over Cypher cage for quick spot on A long defenders



- After successful A hit will show similar pressure but contact B with 3 while Neon and Cypher fake pressure A. **(SMOKE A LONG ON FAKE)**
- Sends Neon out A with intent to fake with Sova ult off of Drone tag, ending C.
- No A main Cage when hitting C immediately.

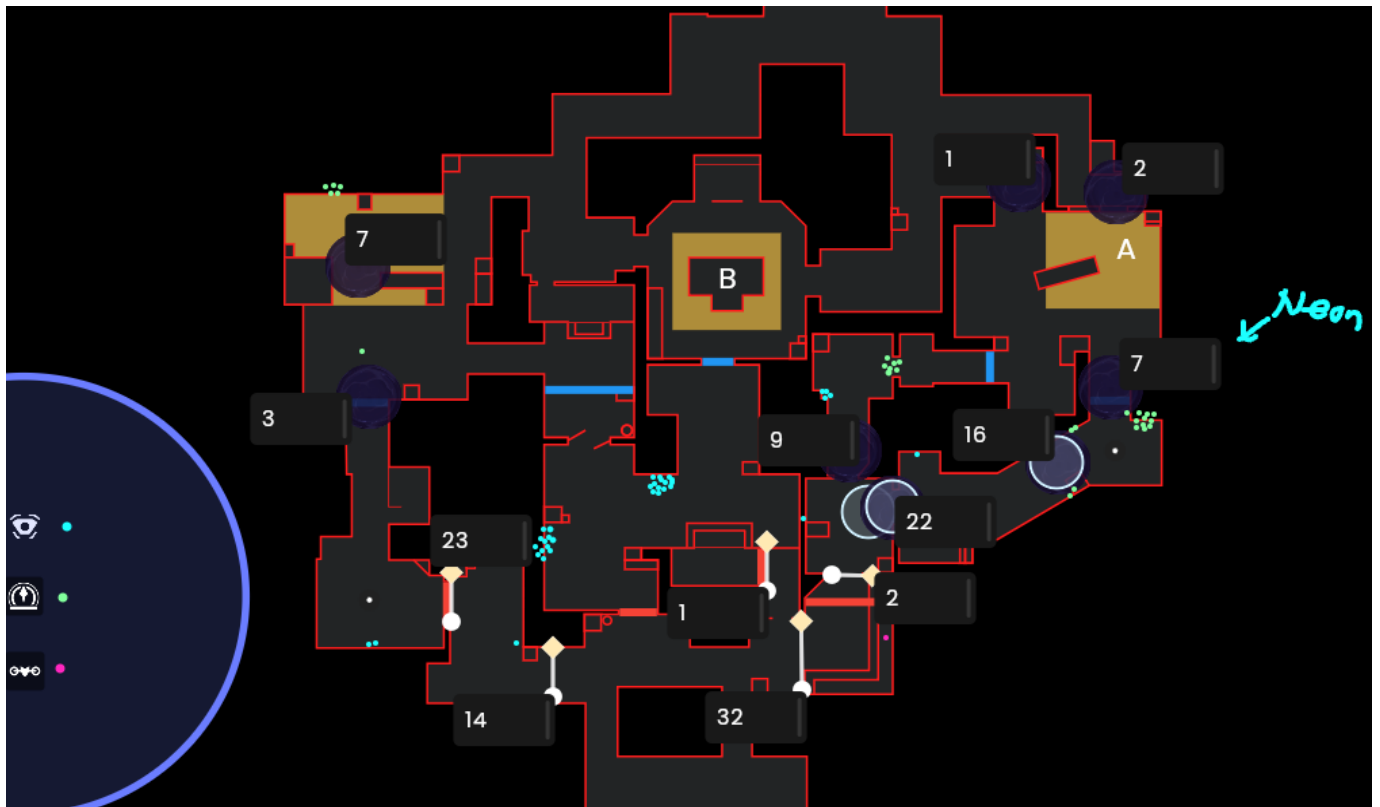
- Cypher likes to reposition a Trip to A lobby right as RRQ reclears as a sound bait.
- No Recon A should always be called out. It means either a contact pop play or it's a heavy C default into likely C hit. If Garage or C is smoked it is almost 100% a C pop.
- Xferro essentially spends the entire attack half in this box and very rarely lurks for space on the map without teammates



Ecos

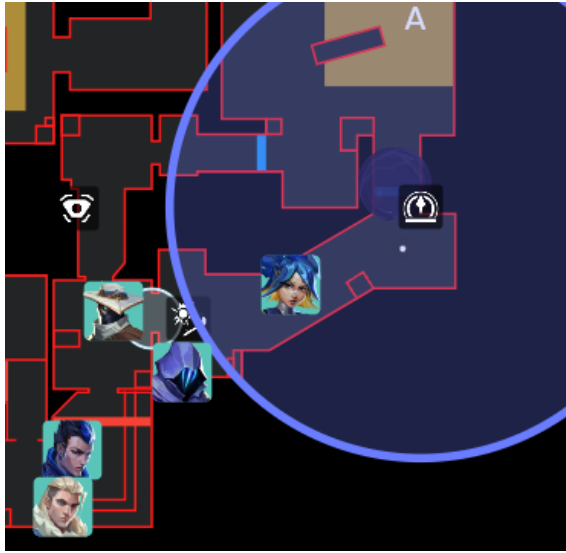
Almost every Eco is some sort of info denial with smokes into a 5 person contact walk play.

Attack Opening Util Heat Map



Attack Opens

A Open

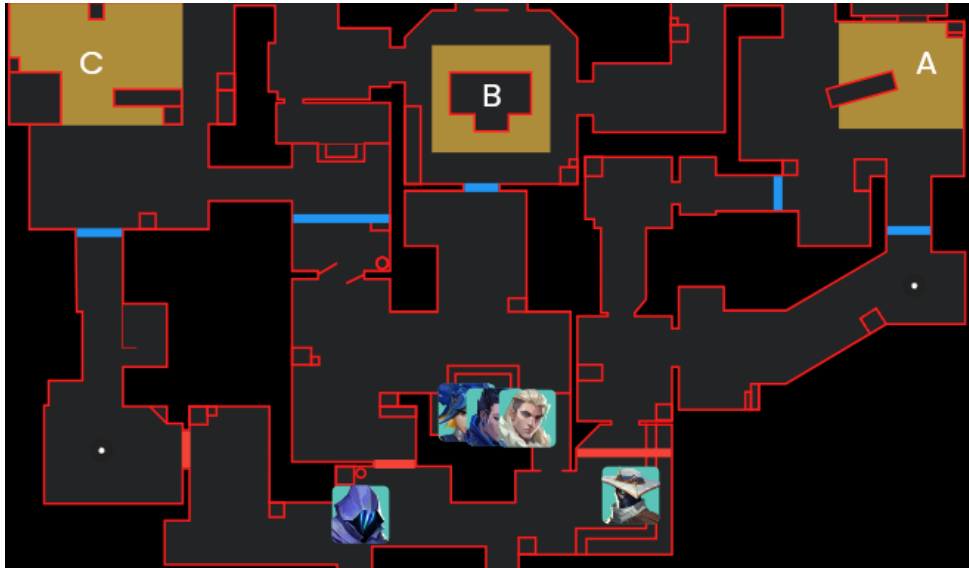


Key notes: No Long smoke when trying to either fake or execute into the site.

Phase 2 Options:

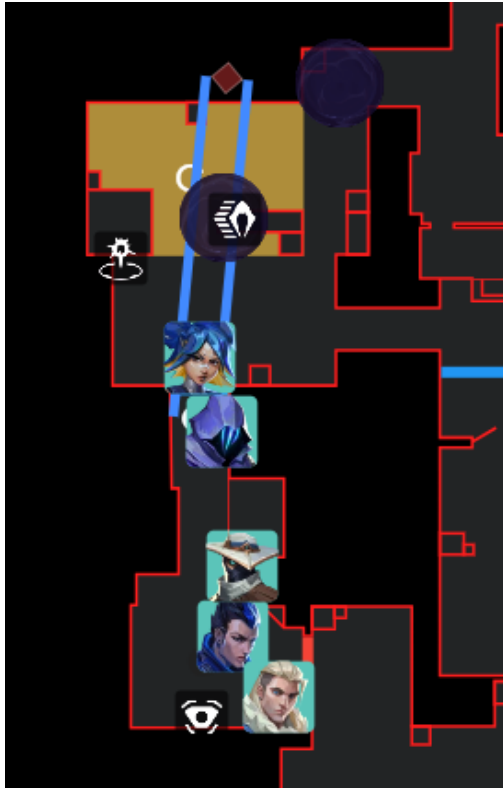
- Freeze, Contact and Hit A.
- Freeze, Sova+1 (usually Yoru) pressure garage with TP back to A, contact up and hit A sometimes on next Recon cycle and sometimes before.
- Reclear mid, Split C through Garage

Triple Swing Mid



Key notes: Can speed up into B with kills but more likely to turn into A reclear or Garage pressure/C Split.

C Hit



Camera for early peek then contact pop at top of choke point.

Attack Ults

Like to use Ults as fake to bait rotations.

Yoru

Ult used with a lot of flexibility but mostly as execute tool:

- Through DD into C with teleport to A. Team goes A, Yoru scouts Garage and C with option to TP back. 2x
- Just used as entry tool in 4v5 to scout A entry and unmask in Hell.
- Solo through DD into Garage and back site while other 4 scale C long.
- Used as entry tool from A long, attempt to combo with Sova ult if both are up.
- Used as entry tool from C long.

Sova

3 main use patterns:

- Used as Exec tool from A lobby during A long pop.
- Attempted to ult off of instant Drone on A long but saved with no tag.
- Combined with Yoru ult to look for kill on entry C Long.

Defense Notes

- Kushy saves Recon a lot, prefers to Shock early and Recon for reclear or to counter spam.
- Smoke C long often with OP on B or A, If C smoke, Jemkin will not be there with OP.

Defense Pistols

Sova solo A, 3 middle, Cypher Garage.

2C,2B,1A 2x

Default defense

Ecos

4A-1Garage

4A-1C-long with aggro cam and A lobby shit smoke.

C stack, solo Sova A, 4A-1C

Defense Opening Util Heat Map



Defense Ults

Yoru

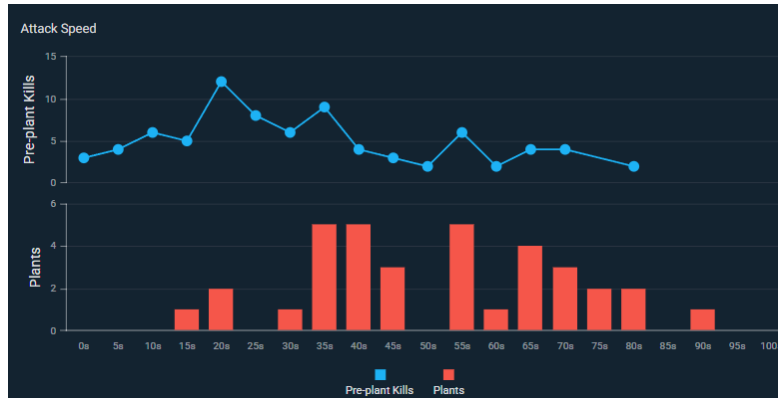
- Retake
- Aggro combo with Sova ult off barrier, Yoru runs down middle into window with deep Recon.

Sova

- Anti-plant

Ascent

Attack Notes



If KAYO does the Chronicle knife and flash, be ready to instantly counter A main to clear or knife Orb. If Jett/Yoru+Omen not there then it's fake control and the pack is probably middle (maybe B main).

Kushy ONLY uses Recon early vs eco, when faking a fast hit or actually executing.

Basically never executes from A main. Will almost always come from Cat when going A.

No smoke for M1/Cat or A main = 99% it's a B execute (or maybe B fake exec)

Cat smoke probably trying to contact take mid space.

No smoke A main with A main open = trying to pop A site right away.

Attack Pistols

- Standard A default (Chronicle knife + delayed A control flash) into B pop with KAYO faking A.
- 5 person contact pop on B main with normal Cypher cam as fake.
- 4-1 B hit with Omen lurk top middle.
- 2-3 open with quick rotate to hit B
- 2-3 B pressure ending A.

Ecos

5-0 A rush with insta paranoia.

Attack Opening Util



Attack Ults

Sova

- Used from A main to help push through Tree/Garden in 3-2 Cat split.
- Used from A main to execute on A site.
- Used from B main on execute on B site. 2x

KAYO

- Used to try and salvage a broken round running through Market.
- Used to solo prod Tree while team get ready to split B

Crazyguy

- Seems to call fakes with his ultimate like 80% of the time...?

Defense Notes

Extremely reactive utility. Sova almost never uses Recon early tries to save as long as possible. Sova will use it to clear a Cypher cam or bait a Vyse wall in main. Otherwise he saves until very low time or to confirm nobody is B before rotating when A pressured.

Almost always Shocks B main. KAYO uses Knife very reactively and only throws early to stop A rush (can trigger it with an Omen paranoia as a fake rush). Will use cross map for info if B main is lost.

Really likes to double or even triple bunker back site B versus pressure.

Basically runs standard defense 99% of the time. Will occasionally do an Odin round or B push.

Be VERY suspicious of any round they don't immediately 1-way A main.

Be VERY suspicious of any round with an early Recon.

Kushy jiggles B main from the same spot in almost every single round.

If we want to pop B we should probably never dive back site unless we kill Sova/Cypher early.

Go switch into a freeze to punish the rotators. Beware the Recon+spam from back site though.

Defense Pistols

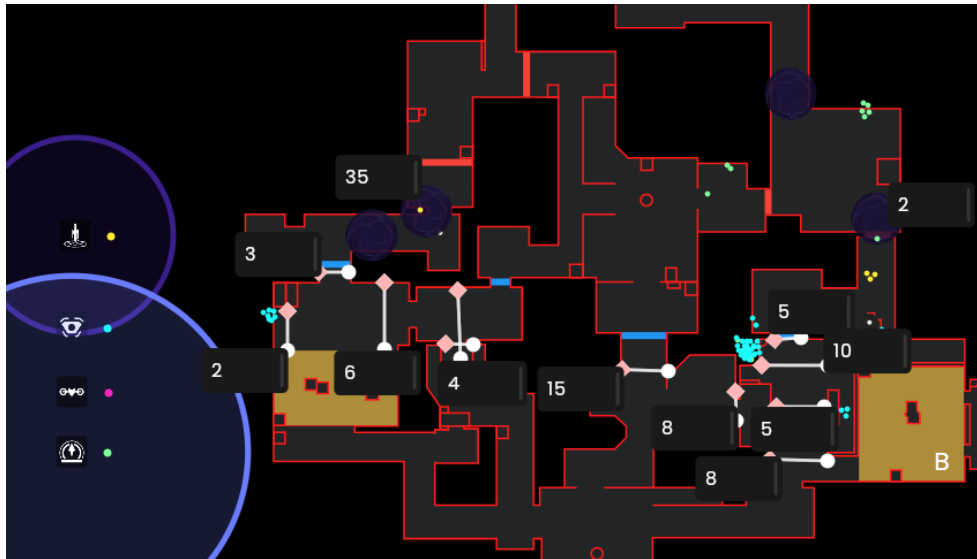
- Standard 2-1-2 defense 4x

Ecos

- Silent B stack with Cypher cam on A.
- Starts 3B,2A, tries to fight mid as 5, stacks B late.

- Likes to hero rifle Jemkin and play around him with 2-3
- B stack with Cypher can be to trigger trap, Cypher played A

Defense Opening Util



Defense Ults

Sova

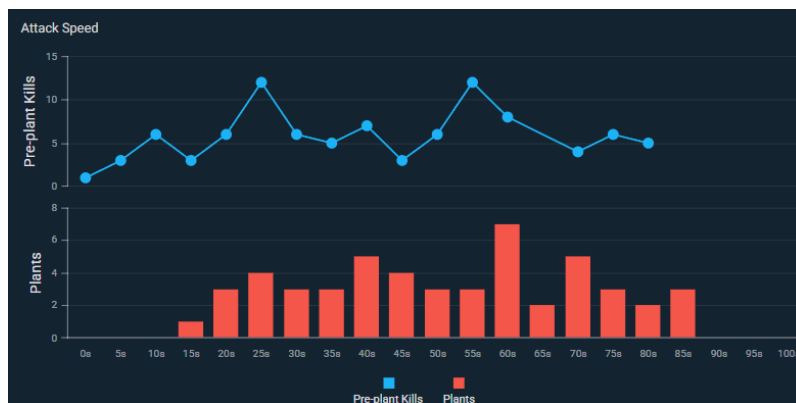
- Used on Eco to try and kill/fight versus Cat pressure.
- Reactive from B site to fight against mid pressure in late round.
- Used to fight Cat/Tree push from spawn
- Reactive to fight in B main on match point.

Jett

- Used on eco to fight long range in mid.

Icebox

Attack Notes



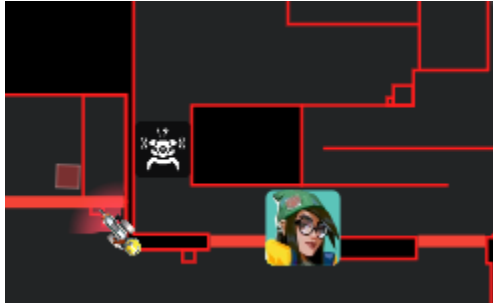
Double pushed mid Orb on bonus with Smoke for B long and 3 people getting seen in A main. They did this twice with instant drone and Jett+Omen getting knifed.

Xferro LOVES to laaaaaate lurk. His super late timing throws a lot of people off so don't be surprised by it.

Basically only uses early utility (Recon, Drone) when trying to execute with an ult or fake.

If we can push up in A early and see Xferro (or Kushy) place this Alarmbot KJ is usually completely alone on A side of the map.

Will sell a fake with a fast A open + Viper wall A on a round where they have Viper ult. 3 show A, Viper+1 walk B and plant with Pit.



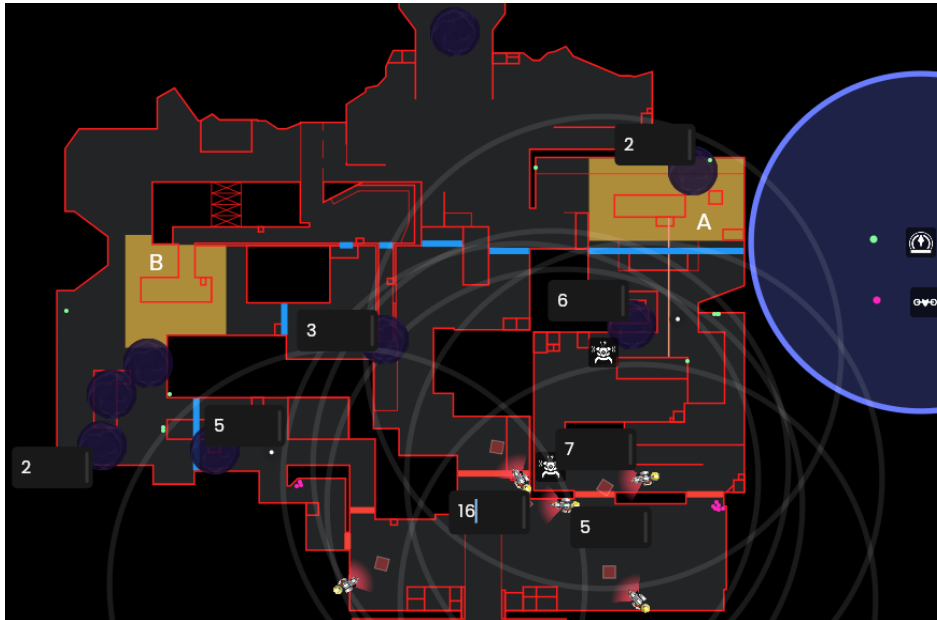
Attack Pistols

- 5 person sit in spawn and hold with an aggressive dart and boiler molly
- 4 person mid swing with KJ solo holding A space.
- 4 person sit B in spawn, 1 drone fake A.
- 5-0 A contact into pop

Ecos

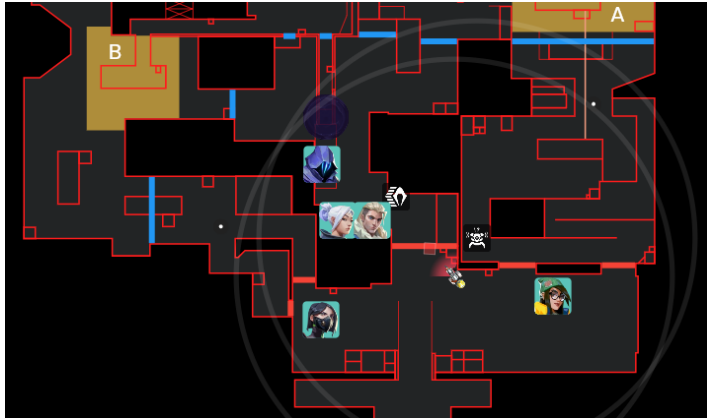
4-1 somewhere almost every time

Attack Opening Util

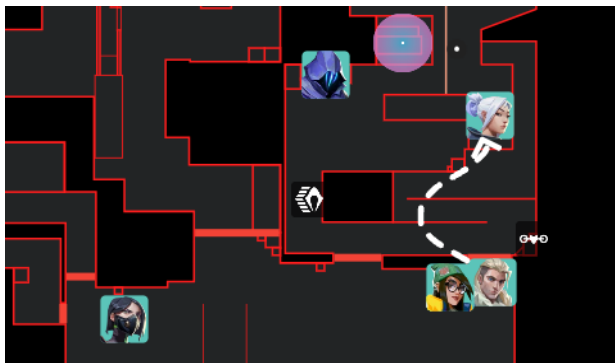


Attack Opens

Triple mid

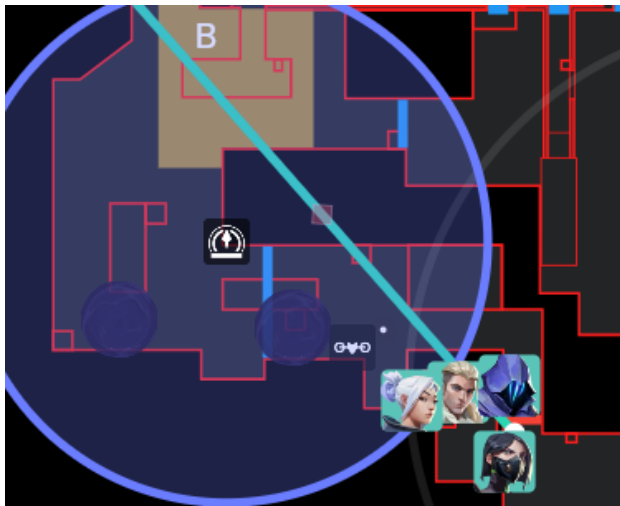


Fast A



Key notes: Can also be run as a fake. Tends to be run with Sova Ult.

B Control



Key notes: smoke could be in either place. Drone or Recon or both can be used. Will sometimes deposit Jett and leave, will also use this when trying to KJ ult.

Attack ULts

Viper

- B post plant 3x

- A post plant 2x

Omen

- Fake aggressive teleport into ATT spawn from aggressive A position to quickly rotate to B.
- Fake B aggression with Sova drone and deep smoke, TP in ATT spawn to go fast A off distraction.
- Fake CT spawn teleport with fast A util into a B rotation

Sova

- Insta Drone tag on A Belt + Ult. 4x (doesn't always mean the team is pushing with the ult)
- Post plant

KJ

- Post plant B
- B execute
- A execute

Defense Notes

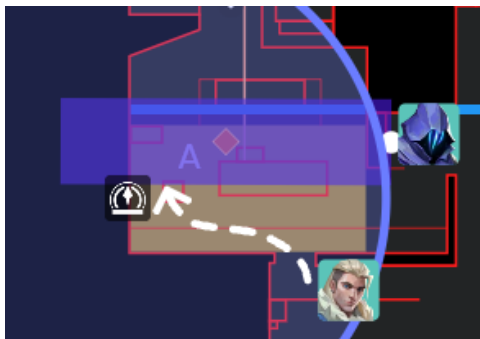
Can definitely punish Sova farming Orb early in the half. Recon for Belt = Orb grab.

There is probably a timing to kill the KJ on the first Viper orb cycle in mid when he reactively comes up to place the Alarmbot. It's a very regular and predictable reaction from KJ that he does with no support around most of the time.

B seems incredibly weak most rounds. Just need to be careful of the Omen fighting with Paranoia.

Jemkin likes to play around the elevation a lot, top 410, Gen, pushing Belt, Top Yellow Middle and B both seem quite exploitable as there is a major focus put on A control.

A Retake utility to enable flood from Rafters and into front site.



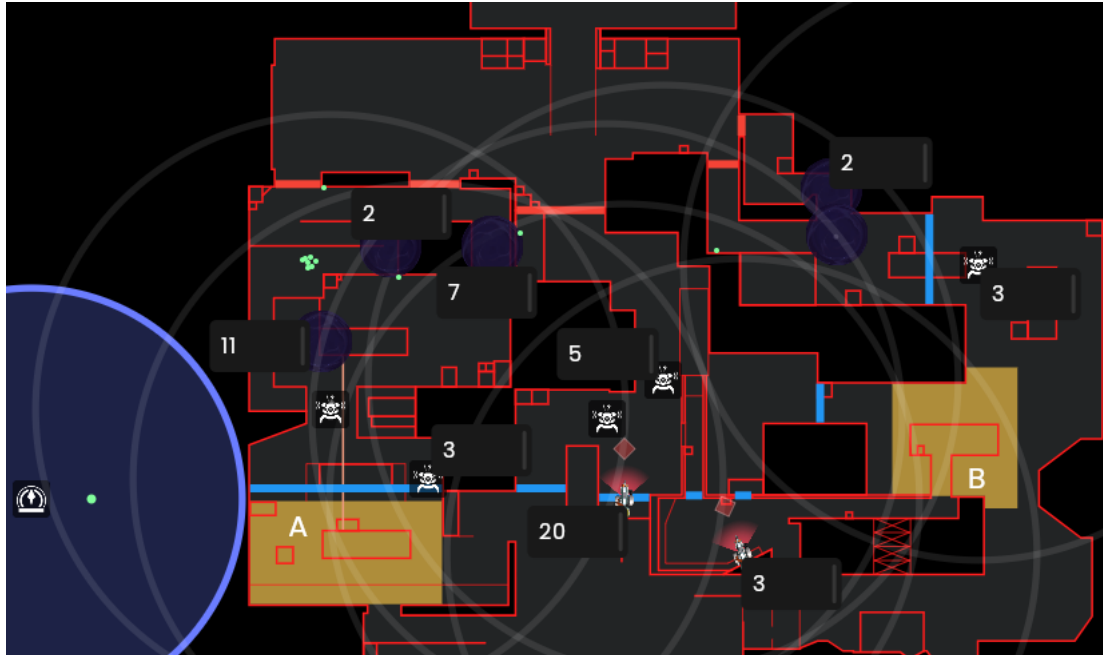
Defense Pistols

- 1-3-1 mid push and fast rotate to noise
- 1-1-3 with fast rotate to stack 4 A off of noise

Ecos

- 4-1 stack A

Defense Opening Util



Defense Ults

Viper

- Reactive A rafters ult

Sova

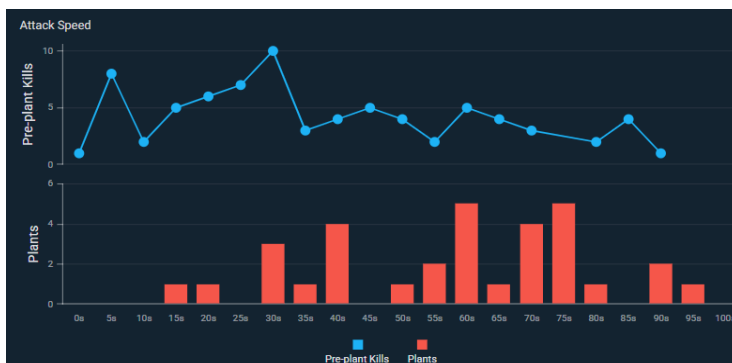
- Anti plant at A from spawn
- Retake B

KJ

- Flood retake A from Screens
- Reactive counter plant on A site

Lotus

Attack Notes



Seems to like hitting C with only 3 people while 1-2 people fake or lurk A/B

Attack Pistols

- 1-2-2 passive default react A to pressure from C.
- 1-3-1 B walk

Ecos

- 4-1 contact B
- 4-1 Mound control into with Viper lurk Rubble and Fade faking A while going C.
- 5-0 contact pop B

Attack Opening Util



Attack Ults

Fade

- C execute
- A execute through Tree

Raze

- A execute through Tree

Viper

- B Post plant

Defense Notes

Defense Pistols

- 1C1B3A Standard defense 2x

Ecos

- Same util as pistol but disguising a 4C-1A stack. The send the Vyse out to fight Mound while 3 others sit in C to catch the speed up when Vyse dies.

Defense Opening Util

