

# The Comprehensive Venture Guide

**Role:** Close-Range Cyclical Brawl/Dive Hybrid

**Playstyle:** "The 16-Meter Menace" — You excel in enclosed spaces, using a cycle of cooldowns to land high-damage combos before escaping or re-positioning.

## 1. Core Philosophy: The 16-Meter Rule

The most important concept for Venture is understanding your effective range.

- **The 16m Limit:** Your primary fire (Smart Excavator) has a hard cap of 16 meters.
  - **Posturing:** Do not play like a Soldier or Sojourn. You must position like a **Reaper** or **Junkrat**.
  - **Enclosed Spaces:** You thrive in rooms and tight corridors. Open sightlines are your enemy.
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## 2. Abilities & Mechanics

### Passive: Explorer's Resolve

- **Effect:** Using abilities grants temporary shields.
- **Tip:** Using Burrow generates shields, and dashing generates shields. Properly cycling these keeps your effective HP high during fights.

### Primary Fire: Smart Excavator

- **Stats:** 80 damage per charge (AoE), 8 charges per clip.
- **Usage:** It functions like Sigma's spheres but with shorter range. Use this for poke *only* if you are within that crucial 16m range.

## Ability 1: Burrow (Invulnerability/Mobility)

- **Stats:** Moves 40% faster underground. Lasts 4 seconds. Deals up to 110 damage on emerge.
- **Usage:**
- **Engagement:** Used to close long distances safely.
- **Disengagement:** Your "get out" card.
- **Staging (Advanced):** Use Burrow to bypass the enemy team entirely, take a high ground position behind them (without engaging yet), and wait for cooldowns. This sets you up for a deadly pinch.

## Ability 2: Drill Dash (Mobility/Burst)

- **Stats:** 100 Total Damage (40 impact + 60 DoT). Cooldown is halved (8s -> 4s) if used while underground.
- **Usage:**
- **The Finisher:** Essential for the one-shot combo.
- **Verticality:** Goes higher than a Burrow jump.
- **Defense:** If you are in a bad spot, Dash away to cover immediately.

## Ultimate: Tectonic Shock

- **Stats:** 130 damage per shockwave. 4 charges. Lasts 7 seconds.
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Type: Tempo Ultimate.

- **Philosophy:** This is *not* a huge playmaking ult like Earthshatter. It is used to speed up or slow down a fight.
- **When to use:**
  - To clear a specific zone/high ground.
  - To secure a free pick on a lone support.
  - To enhance a dive (Burrow in -> Ult the backline).
  - *Don't hold it for the "perfect" 5-man kill. Use it opportunistically.*

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### 3. The "One-Shot" Combo

Venture's value relies heavily on landing this burst damage sequence.

**The Sequence:**

1. **Shoot** (Primary Fire)
2. **Drill Dash** (Cancel the shot animation into the dash)
3. **Shoot** (Primary Fire)
4. **Melee** (Finisher)

**Total Damage:** ~330 Damage (enough to delete any squishy).

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**Note:** Melee deals impact damage + DoT.

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**The "Drop" Engage:** Like Doomfist, you can start on high ground, drop down on an enemy (without using cooldowns), perform the combo, and then use Burrow/Dash to escape.

## 4. Decision Making: Burrow vs. Drill Dash

Knowing which ability to use to start the fight is the difference between living and dying.

### Scenario A: Long Distance / Open Space

- Engage with: Burrow.
- Why: You cannot walk up without taking damage. By the time you travel underground to the target, your Drill Dash cooldown will likely be ready, allowing you to combo and then Dash out (or Dash to finish).

### Scenario B: Short Range / Enclosed Space

- Engage with: Drill Dash.
- Why: If you are close (5-10m), Dash is instant and hard to react to. You save Burrow to escape (Disengage) after the kill.

### Scenario C: Enemy Composition

- Vs. Mobile Heroes (Tracer/Lucio/Sombra): Do NOT Burrow engage. It is too slow and telegraphed. You must play as a "Frontline Tank Buster" or wait for them to mess up.
- Vs. Immobile Heroes (Ana/Zen): Burrow engaging is viable as they cannot run away easily.
- Vs. CC (Cassidy): Never Dash engage into a Cassidy. If he hinders you, you cannot Burrow out, and you will die.

## 5. Three Core Playstyles

### 1. The Fringe (Map Control)

- **Concept:** Controlling the "edges" of the fight, specifically enclosed rooms and flank routes (e.g., Mega room on Shambali).
- **Goal:** Deny space to enemy flankers (Tracer/Sombra) or create side-pressure on the enemy tank.
- **Technique: Defensive Corner Holding.** Bait an enemy to chase you around a corner, then Dash them *into* the wall/corner to execute your combo safely.

### 2. The Flanker (Backline Assassin)

- **Concept:** Similar to Reaper. Teleport (Burrow/Stage) into the backline, kill a support, Wraith (Burrow/Dash) out.
- **Timing:** You must wait for your Tank or Dive DPS (Doom/Winston/Echo) to engage *first*.
- **The "Half-Second" Rule:** Wait 0.5 seconds after your tank goes in. This ensures the enemy supports use their cooldowns (Sleep Dart/Nade) on the tank, leaving them defenseless against you.

### 3. The Frontline (Brawl)

- **Concept:** Playing inside your own team (Deathball/Rush comps).
- **Goal:** Burn down the enemy tank or barriers.
- **Note:** This is the simplest playstyle but often the least effective compared to off-angling, unless running a specific rush comp (e.g., Mauga/Sym/Venture).

## 6. Map Strategy

- **Best Maps:** Lijiang Control Center, Oasis University. (Tight spaces, easy to close distance).
- **Hard Maps:** Havana, Junkertown, Circuit Royal. (Long sightlines).
- **How to adapt:** You must use Burrow creatively to cross open sightlines without taking damage. Do not walk down main. Move from cover to cover using your underground mobility to stage attacks from unexpected angles.

## Summary Checklist

1. **Range Check:** Are you within 16m? If not, get closer or don't shoot.
2. **Cycle:** Do you have an escape plan? Never engage without at least one cooldown saved for the exit (unless confirming a win).
3. **Combo:** Shoot -> Dash -> Shoot -> Melee.
4. **Targeting:** Bait enemies into *your* room/corner rather than chasing them into the open.