

# Wisdota Report for Match 2702991590

## Ursa by Oli the Optimist

PLAYED ON 11/10/2016

**Match Context** Party ranked AP. Playing snowballing carry with good hero matchups - focus is on reaching core items quickly, then put pressure and secure a strong advantage through kills. Got counterinitiated in multiple dangerous initiations, having to play from behind most game.

**Highlight Tip** Make sure to finish Blink Dagger before joining fights - don't actively rotate with TPs for uncertain ganks, rather stay in safe areas.

## Summary

- ▲ Solid itembuild, important early BKB. Should buy Blink Dagger before finishing Vladimir's Offering.
- Efficiency improvements through better movement routes and using Blink Dagger to move faster.
- ▼ Early ganking delayed item progression.
- ▼ Took multiple dangerous fights and got countered.

## 1 Tips

- Pre-hit creeps under the tower when you have under 70 damage.
- Keep a close eye on the minimap to see enemies entering your lane.
- As Ursa prioritise taking an early Roshan over fighting.
- Use Blink Dagger as often as possible to speed up movement.
- Reconsider ganks when lots of enemies are missing and you have little vision.

## 2 Itemisation

- ▲ Lots of regen to lane against Tidehunter
- ▲ Early Phase Boots
- ▼ Finished Vladimir's Offering:  
*Speed up the Blink Dagger by only buying Ring of Basilius and Mask of Death.*
- ▲ Blink Dagger
- ▲ Early Black King Bar
- ▲ Basher into Abyssal Blade

## 3 Early game

**After 10 Creepwaves (5:23)** 21 lasthits, 5 denies. Missed 17 lasthits, 5 denies

### Frequent reasons for missing CS

- Stood too far away 1:36 1:44 3:33 3:57
- Didn't prehit in tower 3:04 3:12 3:14 3:18
- Cancelled the attack 1:00 5:05
- Hit too early 1:12 4:42
  - ▲ Clean kill on Tidehunter at 0:48
  - Missed opportunities to pull lane back against Tidehunter
    - 1:54 standing in lane - could have blocked creeps a bit
    - 2:19 could start denying creep, instead pushed
    - 6:31 should not tank creepwave
  - Missed opportunities to push empty lane
    - 7:59 should kill ranged creep quickly/nuke wave with Earthshock
    - 9:39 should kill ranged creep quickly
    - 9:58 denied own creep, losing own ranged creep
- ▼ Missed a solokill on Tidehunter at 4:13
  - Redirect tower aggro to creeps at 4:13
  - Had a big creepwave and boots advantage
- ▼ Unnecessary death to a gank by Axe 6:38
  - Didn't use tangoes to stay full health, opportunities to use at 5:05 5:26 6:23
  - Could escape the gank by escaping into the river instead of back up the lane.



## 4 Information

- ▲ Checked enemy inventories a few times
- ▲ Watched some distant action
- ▼ Missed enemies walking into own lane at 10:07 10:20
  - ▼ Didn't check Axe to see Blink Dagger 10:07
  - ▼ Didn't check Necrophos to see Dagon 10:20
- ▼ Missed checking enemy Earthshaker before initiating a gank 18:17, would have seen his Blink Dagger
- ▼ Overall need more active camera to make good decisions

## 5 Mechanics

- ▲ Regularly use of spells to farm
- Hits on low HP creeps, instead of evening out the HP to kill the group with Earthshock 13:02 15:39 15:57
- Suboptimal use of Earthshock
  - Didn't hit all creeps in neutral camp at 15:39 30:32
  - Missed enemy in fight at 29:05 42:52
  - Didn't use it to farm at 32:55
- Suboptimal movement:
  - Ran away from creeps 15:39 19:43
  - Indecision, waiting before farming 20:44 27:06
  - Left creepcamp without farming 21:00
- ▼ Precast Overpower before walking into fights 13:57 38:43 39:03 42:34 46:44
- ▼ **Important!** Use Blink Dagger to speed up movement. Unused at 20:24 20:40 23:10 23:22 26:51 27:31 30:46 32:35 37:26



## 6 Movement

15:08 Inefficient movement towards bottom

- hardcamp at secret shop is farmed by team, have to change route
- want to play top anyway, as need 900 gold to blink

37:26 Farm medium camp on the way out, use blink (optional: farm hardcamp before, risky)

38:05



- suboptimal pathing
- sharing farm with SF
- blink up over cliff into easy camp
- farm hardcamp instead of lane

## 7 Fight Execution

11:28 Missed opportunity to live by casting Enrage - Saw Tidehunter and Necrophos moving in.

13:59 Bad initiation route ganking Necrophos. Instead wrap around from the side



- Wide distance to close from the front
- His escape path lead towards tower.

- Scouts the area, will find Earthshaker.
- Force necrophos to move away from the tower.

14:10 Commit to lost fight instead of escaping. Not worth dying for a kill on earthshaker

18:26 Blink on Earthshaker - better than running at him, earlier initiation.

21:16 Didn't react to Necrophos showing on the minimap. Also should approach from the side instead of along the lange.

33:15 Going back into fight when SF is running. Bad target selection on Tidehunter:

- Tide used Ravage, not strong
- Deep in the fight, behind Earthshaker - later blocked by Fissure
- Rather focus Earthshaker (important kill, as low cooldowns)

39:38 Unnecessary death

- Short window to cast Enrage, should be spamming it after initiation.
- Enemies visible before initiation - minimap, could have the camera on Centaur who is scouting.

45:08 **Important!** Should use BKB and go in

- Affected by Oracle ultimate, want to heal with lifesteal
- Want to use BKB to dodge follow up spells
- Team went in, should follow

49:33 Bad target selection, go for Tidehunter or Axe instead.

- Want to get away from fountain/T4, rebuys
- Want to move towards T3s to push
- Blink over fissure is bad

## 8 Strategic Decisions

- ▲ Farm safelane against Tide
- Missed splitpush opportunities

16:06 Bad TP to bottom. Fight is very far, rather try and drag enemies away by pressuring top.

20:10 Inefficient movement towards bottom.



- Camps on the way are farmed
- Long distance to walk

- More gold from lanecreeps
- creates pressure top
- Efficient TP to bottom

30:46 Returned early to impossible fight



- Missed opportunity for tower damage at 35:27 as 3 enemies are dead. Lots of damage with Ursula and SF, can force glyph.
- Unnecessary return to fountain:

17:07 Instead heal up with Tangles and lifesteal. In this situation: eat Tangles, buy Blink at sideshop, farm hardcamp, go for Rosh.

23:14 Heal up with lifesteal while farming jungle

26:38 Supports with Arcane boots (SK nearby), no need to immediately fill up as team is too weak to push.

▼ Stopped laning for ganks too early. Actively went for fights before buying Blink Dagger.

13:43 600 gold to blink, own jungle is secured by wards so should stay top.

13:59 Gank on Necrophos without vision

16:06 Fight is very far away, have to walk in without blink dagger.

▼ **Important!** Did not go for early opportunities to take Roshan, instead went for risky plays.

13:43 TP bottom to fight

17:49 TP top to fight

21:06 Go for gank on silencer

22:26 TP mid to fight

▼ Fighting into risky situations

13:59 gank on necrophos: No vision at all, enemies all missing

17:49 fight into Necrophos/Earthshaker: Centaur just died, 2 worst enemies up there (earthshaker stuns, necrophos most farmed enemy)

21:06 gank on silencer: no vision, Necrophos/Earthshaker missing for long time

22:26 counter-initiate in mid: no vision, all missing

▼ Took bad fight at 23:54: Smokegank with 2, no vision. Hard kills on Earthshaker and Tidehunter, highly likely that more enemies are behind.