

# Wisdota Report for Match 2740681929

## Rubick by Imperial.Ryze

PLAYED ON 28/10/2016

**Match Context** Professional game for Boston Major 2016 Qualifiers, Groupstage. Position 5 support Rubick. Focus is on warding and contributing to ganks and teamfights with spells. Had to play with small amount of farm as the game plays out evenly, major contribution with stolen Eclipse in two teamfights, game is lost in a misdisplayed teamfight around Rosh.

## Tips

- Missed early Tango Usage: 1:51 7:19 (this one prevents death in a fight)
- Prioritise preventing sidepulls by the offlaner! Stood too far at 2:21 3:21
- Shift-queue ward placement and a follow-up movement when going only for wards. 10:27 14:43 18:17 23:31 37:56 38:38
- When time is no issue, drop Magic Stick (or at least one other item increasing Manapool) before using Arcane Boots 13:59 17:43 26:05 37:03
- Missed 26 lasthits to own creeps when pushing - prioritise lasthitting the creep that dies first to the own wave/ranged creep over getting slightly more push.
- Don't move close to the enemy cores with BKB in lategame fights, stay further out to cast spells. 44:51 47:06 49:42

## Events

- █ Mechanics
- █ Efficiency
- █ Information
- █ Itemisation
- █ Execution
- █ Decision

- 0:48 █ Missed Enchantress placing ward
  - Shows only very short time - need one camera looking at the deep ward
  - Batrider pings position, didn't infer that she placed ward from here - Ogre rotates through later
- 1:14 █ moved in too close for harass, drew agro on ranged creep, moved it to the pull
  - ideal outcome, getting the lasthit and solo exp on the creep for lvl2 (crucial for following kill)
  - risky, Nyx should have been able to deny
- 1:51 █ Missed opportunity to eat tango
  - could eat the rosh tree at 2:03 , but maybe keep that for juiking
  - 150 HP missing - could use that later critical situation at 2:29
- 2:02 █ Delaying to take the rune until 2:13, time needed at 2:21!
  - Broodmother doesn't have bottle yet
  - 2:21 Too far to prevent side pull
  - Have to walk into aggred creeps, took 170 damage
  - Lost 1 melee creep to neutral camp
  - Dangerous situation at 2:29: If Nyx anticipated the movement could die to impale, creeps, and Sun Strike.



- 3:14 █ **Important!** missed lasthit in pull (hit wrong creep, ignoring ranged creeps target)  
*could buy a second Clarity with the additional gold at 4:04, to use after next fight at 5:05*
- 3:16 █ Moved back unnecessarily far  
*Lose vision of the jungle, Enchantress is off the map, could be moving in*

3:21 ■ Far to prevent side pull

- Rely on passive play of Nyx: potentially dangerous situation at 3:31, could take lots of damage to Impale + creepwave, Sunstrike possible
- Good outcome, get the creepwave back

4:16 ■ [Important] Bad camera placement: dont see nyx moving in

- Need to use Telekinesis to secure pull
- Allows him to stun and draw creeps. Loses lane equilibrium, 4 creeps, death of Ogre in bad gank.



7:19 ■ [Important] Use Tango after Smoke gets revealed to regen for incoming fight

*13 seconds to regen until death, enough to live through hits and even a possible Lucent Beam (Raindrops come off cooldown).*

9:25 ■ Decide to keep the lane back earlier

- missed opportunity to deny melee creep 9:31 9:36
- Unnecessary hit on enemy creep 9:35
- Moves lane up a bit at 10:02

9:40 ■ Missed lasthit (too early)

10:11 ■ Missed lasthit (impatient to push, hit wrong creep)

10:27 ■ Didn't shift-queue movement after warding

- 10:37 ■ Unnecessary movement back towards jungle, losing 10 seconds of movement time
- See 3 heroes engaging, no way to fight
  - Could walk towards mid and push earlier (lose a ranged creep to tower later)
  - Could move in an place aggressive ward while enemy team is distracted



- 11:32 ■ Could use forge spirits to farm neutrals instead of moving them along  
*Will be off cooldown for next fight*
- Send them on the hard camp
  - Could use fade bolt and farm stacked medium camp (critical on Mana though, as low mana regen)
- 11:50 ■ Bad gank on Nyx, show to next creepwave  
*Can possibly catch with Storm Spirit, would kill with Telekinesis/Fade Bolt/stolen Impale.*
- 12:00 ■ Placed sentry ward in obvious, but useful position
- Can place further up. With this, storm could get hit from Vendetta at 12:19
  - Keep and place further up at 12:12
- 12:47 ■ missed lasthit (impatient, maybe attack creep in the back and lasthit the one focused by own creeps)
- 12:48 ■ missed lasthit (impatient/ too early)
- 13:17 ■ Missed lasthit (impatient/ mismicro on forgespirits)
- 13:19 ■ Missed lasthit (impatient/ mismicro on forgespirits)
- 13:44 ■ Missed lasthit on neutral (impatient/ mismicro on forgespirits)
- 13:56 ■ Missed opportunity to sell last tango, Missed opportunity to buy TP (get a second chance to buy it later)
- 13:59 ■ Didn't drop magic stick before using Arcanes
- 14:43 ■ Hesitation, didn't shift queue movement after warding  
*far from team afterwards*
- 16:52 ■ Leave creepwave top  
*Could try to stay out of vision for experience, risky with Nyx missing*
- 17:39 ■ Missed lasthit (impatient, hit one creep too much, didn't prehit ranged creep)
- 17:43 ■ Didn't drop Magic Stick before using Arcanes

- 17:46 ■ Delivered wards before walking into lane
- Show wards at 17:53
  - Either keep courier until after the push, or drop them on the ground to collect.
- 18:02 ■ Missed lasthit (didn't prehit when there was time - ended with 2 creeps dying at almost the same time)
- 18:17 ■ Didn't shift queue movement after ward, slightly inefficient pathing
- 18:18 ■ Could have TP'd top
- Arguments: back up the batrider, close distance to team
  - Could interrupt invaders TP out later, eclipse is on cooldown so fight is possible.
- 19:46 ■ **Important!** TP in and hide in trees below T1 bottom
- No way out, unlikely to fight as team is far.
  - Instead: Position far back, use Fade Bold and run. Could place ward to have vision if enemies push further
  - Alternative don't TP at all, bad position to defend (need whole team).



- 20:50 ■ TP'd out of base with minimal cooldown on next observer ward  
*could stay 6 seconds until it is ready*
- 23:30 ■ Placed very optimistic ward deep in enemy jungle
- Likely to get deward when enemies reclaim their jungle
  - Didn't place sentry
  - very deep, as all lanes are pushed in
  - Maybe try a more uncommon spot
- 23:31 ■ Didn't shift queue movement after placing ward

24:26 ■ Important! Didn't save Batrider

- Walk towards Invoker to Telekinesis so he can't hit
- Didn't steal spell at 24:29, good opportunity after using Telekinesis + Fade Bold, could get Impale or Cold Snap



25:33 ■ Unnecessary use of Magic Stick

26:00 ■ Placed very defensive ward

*Slightly different placement gives vision of left stairs as well*



26:05 ■ Didn't drop magic stick before using Arcane Boots

27:50 ■ Killed creecamp too late, blocking it

*Lost 1-2 hits by walking back unnecessarily*

32:21 ■ Walked too close when casting Fade Bolt, initiated on and killed

- Casted on an illusion that got disrupted and walked forward
- A Forge Spirit would have been closer, didn't have to move in so far
- Could TP earlier and cast before enemies get onto highground

- 32:55 ■ Didn't check Enchantress as she walks into ward
- Would see Enchantress place a ward, probably initiate in a different way?
  - Fight still works out
- 35:50 ■ Missed lasthits on 3 melee creeps, 1 super ranged creep and catapult
- Messed up the camera and kited around creeps
  - Could use stolen Nature's attendants and tank the creeps
- 36:35 ■ Missed lasthit (impatient, walked instead of hitting)
- 36:38 ■ Missed lasthit (impatient, hit ranged creep instead of hitting)
- 36:40 ■ Missed lasthit (early, underestimated HP of super range creep)
- 36:50 ■ Missed lasthit (hit ranged creep over taking lasthit)
- 36:53 ■ Missed lasthit (hit late)
- 37:03 ■ Didn't drop magic stick before using Arcane Boots
- 37:45 ■ Missed lasthit (checking allies inventories)
- 37:47 ■ Missed lasthit (careless)
- 37:56 ■ Didn't shift queue movement after placing ward
- 37:56 ■ Didn't place Sentry ward with observer  
*See movements of Nyx and Invoker*
- 38:38 ■ Didn't shift queue movement after placing ward
- 38:38 ■ Didn't place Sentry ward with observer  
*See movement of Nyx and Invoker*
- 40:17 ■ Could infer from Enchantress' empty item slot that she recently placed a ward  
*Didn't check super-highround ward at Rosh (Storm walks close by with Gem)*

42:04

- Could have prevented Luna casting Eclipse with Telekinesis at 42:04
- Saves Ogre
- No stolen Eclipse vs Luna. Can steal Meteor, Deafening Blast or Disruption instead.
- Luna will probably die anyway to Broodmother+Storm focus, additional stun from Ogre.
- Ignite available to cancel Nyx's Blink dagger
- Late steal on Eclipse, could take it immediately after cast.



43:05 ■ Missed lasthit (wrong focus, prehits cause melee creep and catapult to die at the same time)

43:09 ■ Missed lasthit (wrong focus, prehits cause 2 melee creeps to die at same time)

43:11 ■ Missed lasthit (careless, prioritising hits on ranged creep)

43:13 ■ Missed lasthit (late attack)

43:32 ■ **Important!** Missed buying ward when in stock (Courier used by Ogre for Smoke, bring the ward along)

43:39 ■ Place ward too defensively

- Would be no problem with the additional ward
- Ward is not immediately necessary, as controlling the area, have close vision with Batrider
- Only ward available, want to gain more from that
- **Important!** Opportunity for deeper wards at 44:07 Fight at 44:50 in this area!

44:45

- stood too far back, didn't move in decisively
- **Important!** wrong target 44:51: went towards Invoker in BKB, rightclicked
- bad position at 44:53, close to Luna (and Invoker)
- No need for telekinesis, Ogre can stun after BKB runs out, this is no initiation
- rather go for supports on the side with storm (saw SD)
- want to move to the side behind trees, cast spells



46:55 ■ • Could break Invoker's Linkens with spellsteal at 47:56 (unused afterwards) so Storm can go

- Stay for rightclicks+lift on Luna in BKB at 47:06, rather run

46:55 ■ Stay for rightclicks + Telekinesis on Luna in BKB at 47:06, rather run

47:32 ■ Could steal Alacrity

49:42 ■ • Don't move towards the (disrupted) Luna at 49:43

*Rather move downward across the fight to get to Nyx*

- Needed to move up at 49:47, no way out after moving to the right.