

My prep sheet philosophy

- The maps I choose to anti strat is based on the head coach, analyst, and myself. Starting in the order of most likely to be played. Since while we are in a tournament I must get things done as fast as possible without risking too much quality of work
- When doing match prep I would go through the vods of the team we are playing, idealing using 2 matches per map. I primarily look for tendencies, something most teams/players rarely change, dangerous strats that can catch us off guard if not prepared for, operator angles, and hard anti strats if i notice an opportunity for one
- I then take the tendencies, operator positioning playstyle, and mold a game plan around that. I look for weaknesses in the map, or something they heavily rely on. I can then apply strategies we already have in place OR I will develop a strategy to take that control
 - An example would be if a team consistently does one or two defaults I can create a defensive set up that can work into both
- I can also note things requested by the team such as ult usage and strats that worked from teams they played against, things requested by NRG in the past
- The goal of the prep sheet I make is to be easily digestible by players before the match, without getting too into their head that it has a negative effect. Along with offering a potential additional or primary game plan to follow for the early round stages of the game
 - The format will likely get a small change, since previously I was working together with an analyst on prep work. So I could potentially add another page per side (2 extra pages per map) for more pictures, so things are easier to visualize

ZETA

ASCENT



ASCENT TENDENCIES DEFENCE

CYPHER CAMERA

B TALLBOX x2
BOAT x2
ABOVE B MAIN x7
ABOVE B MAIN BOAT x9
B WINDOW x2
PIZZA x3
A BRICKS x5
MID BARRIER x1
A MAIN x1

TRAPS

LANE-GREENBOX x4
B DEFAULT x2
BOAT x9
B EXIT x6
MID BARRIER x7
A BUTTON x2
A MAIN x7
MARKET x8
TREE x3
A TOP GEN x1
A DEFAULT x3

SOVA REVEAL

B MAIN 1:30 x5
MID BACKWALL ~1:30 x3
TILES INSTA x8

SHOCKDART

B MAIN TRAP INSTA x6

OMEN SMOKE

A ONEWAY x15
TOPMID x6
TILES x5

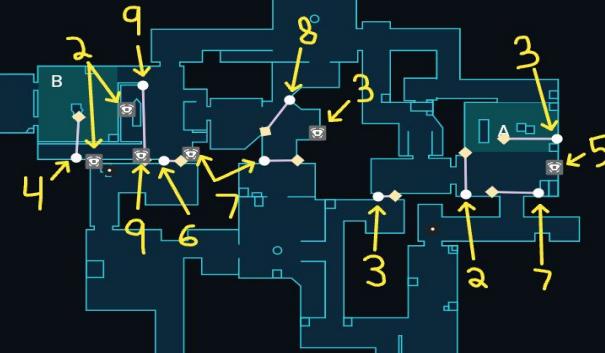
KAYO KNIFE

A MAIN INSTA x8
A MAIN 1:30 x4
TILES INSTA x4
B MAIN INSTA x2 (BOTH TIMES LOWKEY VISION STRIKERS)

ASCENT ATTACK GAMEPLAN

- ZETA plays a dangerous defense style, making use of strong set plays, while also having passive site setups not involving mid
 - They may leave mid open but will a cam, trip, or a trap play for it
 - Trap: a delayed mid fight ~1:34
 - Trap: a tiles spam play using the odin. sometimes fake this with dagger, recon, omen smoke in tiles. If they don't spam mid should be pretty open
 - Trap: omen flash mid steps / barrier off of pizza cam f tree, raze fights market, kayo fights through CT mid smoke
 - B main: will look to nadie + odin spam if we are one off getting B main orb
- Omen will sometimes one way A main but it will not actually be held early
 - They do a sky dagger for A main that lands ~1:33 and posture for a retake and fight using omen flash and raze nadie
 - If we plan on going A main early we need an instant or slightly delayed dagger to avoid raze's main strength of retaking A main
- A main control will be mostly free vs ZETA we should take it early for cheap, then work into mid control, as it also tends to be free, watch for the traps listed above
- ZETA Ults
 - Sova ult on A exec
 - Sova ult off A main camera break f tree
 - Omen ult backsite B on B exec

Cypher utility



Delayed mid fight at ~1:32 (2x)



Outside B fight (insta)



ASCENT TENDENCIES ATTACK

CYPHER

CAMERA

HIGH TILES x9

B MAIN x11

WINDOW x2

A MAIN x1

TRAPS

B MAIN x8

OUTSIDE B x14

SOVA

REVEAL

TREE x2 (ON SHORT COMMIT)

BENCH INSTA x8

BICYCLE INSTA x7

FACE x2

OMEN

SMOKE

FACE x6

SHORT x10

KAYO

KNIFE

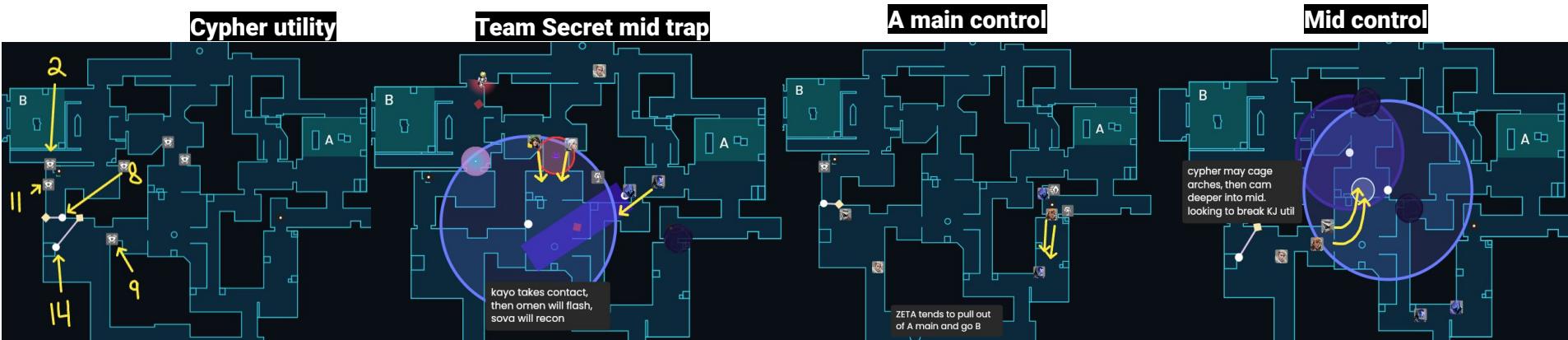
A MAIN INSTA x3

WINE INSTA x6

MARKET INSTA x10

ASCENT DEFENCE GAMEPLAN

- ZETA's primary focus is mid control, smoking off cat, or smoking CT mid, and will try to walk up mid to break traps and mid round call from there
 - If they smoke mid arches watch for a contact up cat
 - If they smoke CT mid and / or cat watch for a contact up market
- We should be looking to reclear mid arches after the kayo dagger lands, droning from outside B market or CT mid would be ideal
 - After we get info on mid arches we can then fast rotate accordingly
 - Cypher may cam to clear pizza or peek into but not full clear market(it's random) once getting up arches (x3)
- On post plant B ZETA likes to cypher trip market exit, careful coming out market on post plant
- Setting mid traps is great into ZETA as they tend to walk into dangerous areas that we can take advantage of
 - Team Secret had success setting up a cat trap, omen flashing and recon mid on contact. We can do this in market as well (**pic 2**)
- ZETA ults
 - Raze ult on 5 man B exec (x2)
 - Raze ult into tree



HAVEN



HAVEN TENDENCIES DEFENCE

KILLJOY TURRET

B RIGHTSIDE BOX x2
B TOPBOX x7
B TOPSITE x2
A TOPBOX x1

ALARM

GARAGE x2
B RIGHTSIDE x1

MOLLIES

B DEFAULT L-R SETUP x4
B DEFAULT LEFTSIDE x5
A RIGHT DASH x1

CHAMBER

TRAP

GARAGE x6
LONG RAMP x2
SHORT x3

ASTRA

STAR

A MAIN x7
B ENTER x7
TOP C x6
TOP SHORT x1
DD x2
C MIDSITE x4
SEWERS x1

SKYE FLASH

A MAIN INSTA x10
HAY INSTA x1

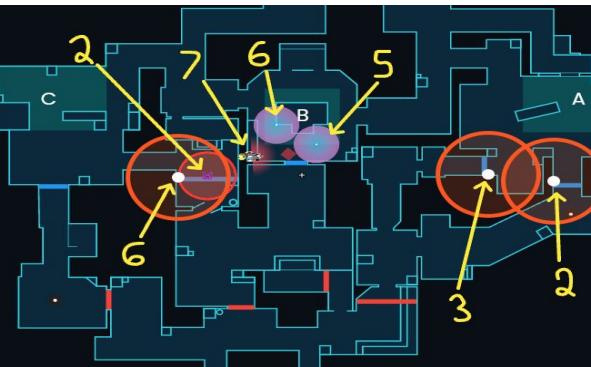
RAZE NADE

A MAIN INSTA x5

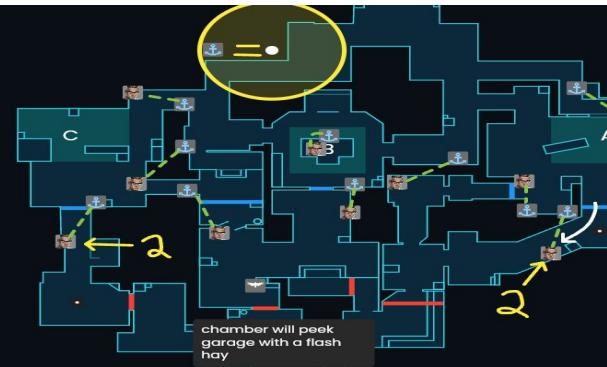
HAVEN ATTACK GAMEPLAN

- ZETA plays an extremely passive style never pushing up close A lobby, never recleared map control, chamber is the only one taking risky peeks. Keep in mind this is one map info (12 rounds), take with a grain of salt
 - They like to start 3 A early to skye flash lobby and rotate 1 over (**4x**)
 - They will show presence with an astra stun, skye flash, and sometimes a raze nade
- ZETA has extremely slow rotates, leaving the last anchor until bomb is planted or down on the map
- B was left open early / mid round on **6/12** rounds, left to just the KJ util to stop plants
 - Our contact B strat would be perfect into this team
- Ults
 - Chamber ult walks down C
 - KJ ult retaking A
 - KJ ult mid C exec
 - Raze ult to retake garage on post plant
 - Astra ult to retake C (diagonal across C site)

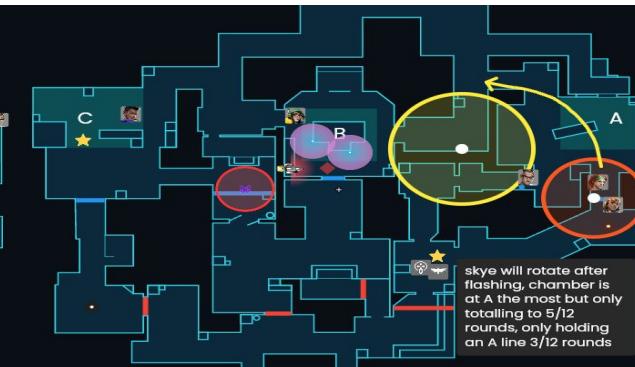
KJ & Chamber utility



Chamber angles - first 10 sec



ZETA standard setup



HAVEN TENDENCIES ATTACK

KILLJOY

TURRET

- WINDOW x3
- WINDOW EXIT x2
- LANE x1
- HAY x1

ALARM

- DD x1
- MID x1
- A MAIN x1

CHAMBER

TRAP

- SEWERS ENTER x1

ASTRA

STAR

- A MAIN x3
- LONG A EXIT x1
- LONG A BRICKS x5
- BOTTOM C LONG x2

SKYE

FLASH

- GARAGE INSTA x1
- LONG A INSTA x2

HAVEN DEFENCE GAMEPLAN

- Only 7 rounds of attack were played: ZETA play a spread attack, having chamber prod A or C for picks
- Seems like they play very reactive, looking for picks, holding for overextensions, then will try to regroup and contact somewhere
- Ults
 - KJ ult A long



LOTUS



LOTUS TENDENCIES DEFENCE

CHAMBER

TRAP

B RIGHT SIDE x12 / EXACT POSITION DEPENDS ON

CHAMBER A/C

C RIGHT SIDE x1

RAZE

NADE

A MAIN INSTA x8

SKYE

FLASH

A MAIN INSTA x7 (x2 FAKE)

OUTSIDE B x5

OMEN

SMOKE

A MAIN x5 (x2 ONEWAY)

B MAIN x1

C ONEWAY x2

C START x8

NEON

STUN

A MAIN EXIT x2

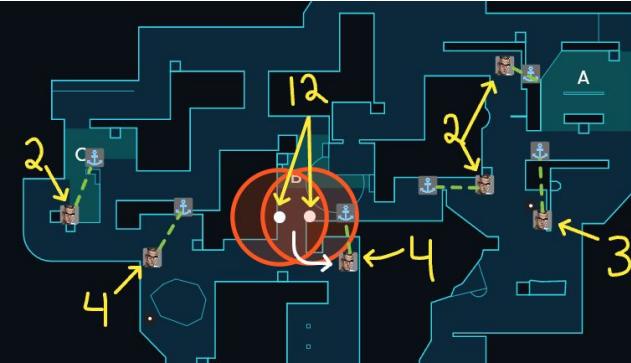
BEHIND RUBBLE x3

C START x3

LOTUS ATTACK GAMEPLAN

- ZETA look to get chamber set up on a line either A orb, B orb, or C mound cross. Then the extra players will rotate off of chambers site.
- This will leave some sites open early, but ZETA is open to playing retake and it I would even say it benefits their double duelist comp
 - We should be looking to get this relatively free A control, making use of our standard A cross viper wall along with a skye dog to gather info if chamber is A should be enough
 - We can get high value out of our dogs by just sending it into C site to prod if its being left for retake to save our util for post plant
 - When we take C mound control watch for a C mound retake from C site, using omen flash, neon stun, and raze nade
- B will be very much a coin flip, on some rounds B is open, other rounds they are playing 2 B high-low with a chamber trip
- A solid game plan would be to start with C control, leaving a passive lurker in case of their set C mound retake, and dog for A control with viper wall, if we catch chamber TPing out we should go straight into his site since he won't have his best ability up (**pic 3**)
 - This gives the one or two extra A players time to shift over to B / C leaving A more vulnerable
- ZETA has never fought on a gun round for A control early in the last 2 matches
- On A retakes they will retake majority from A heaven
- ZETA ults
 - Raze ult on retake A
 - Chamber ult and peek B orb mid round, breaks turret, C open

Chamber angles - first 10 sec



C mound retake x2



Sample Late A take



LOTUS DEFENCE GAMEPLAN

- ZETA's map control is strong, they like to take C or A control, threatening a strong double duelist C pop. They swap between 4-1ing and playing 3-2. Lastly they throw in a B walk to break KJ util and force out one of our smokes, but they only hit B 1/24 rounds, by splitting through A.
 - If not popping C after a C default, they will smoke the C choke to break KJ utility and reset
- When ZETA takes C control their chamber will prod A
 - Sometimes raze will help chamber prod A
 - Chamber awps as much as possible
- When ZETA takes A control chamber will sometimes help, other times he will prod C mound, or prod the B chokepoint
- Team Secret came with great adaptations by giving the control A and retaking with omen flash, sova recon, and breach util
 - We can do this with our own A retake at ~1:33
 - On eco they 4 stacked C and forced deep fights with omen flash, jett dash, and sova ult off barrier hoping for ZETAs C control
 - We can replicate this with omen flash and raze satcheling close, while the other 3 rush forward
- ZETA leaves B open sometimes early round, if chamber doesn't have an awp we have the option to double contact during one of their controls to get someone pushed close spawn for sound info and maybe even a pick or two
 - Team secret managed to get pushed up B, almost into spawn twice



LOTUS TENDENCIES ATTACK

SKYE

FLASH

A LANE INSTA x4
B MAIN INSTA x2
B MAIN 1:35-1:30 x3
C MAIN INSTA x10

OMEN

SMOKE

A BARRIER x5
A MAIN x3

CHAMBER

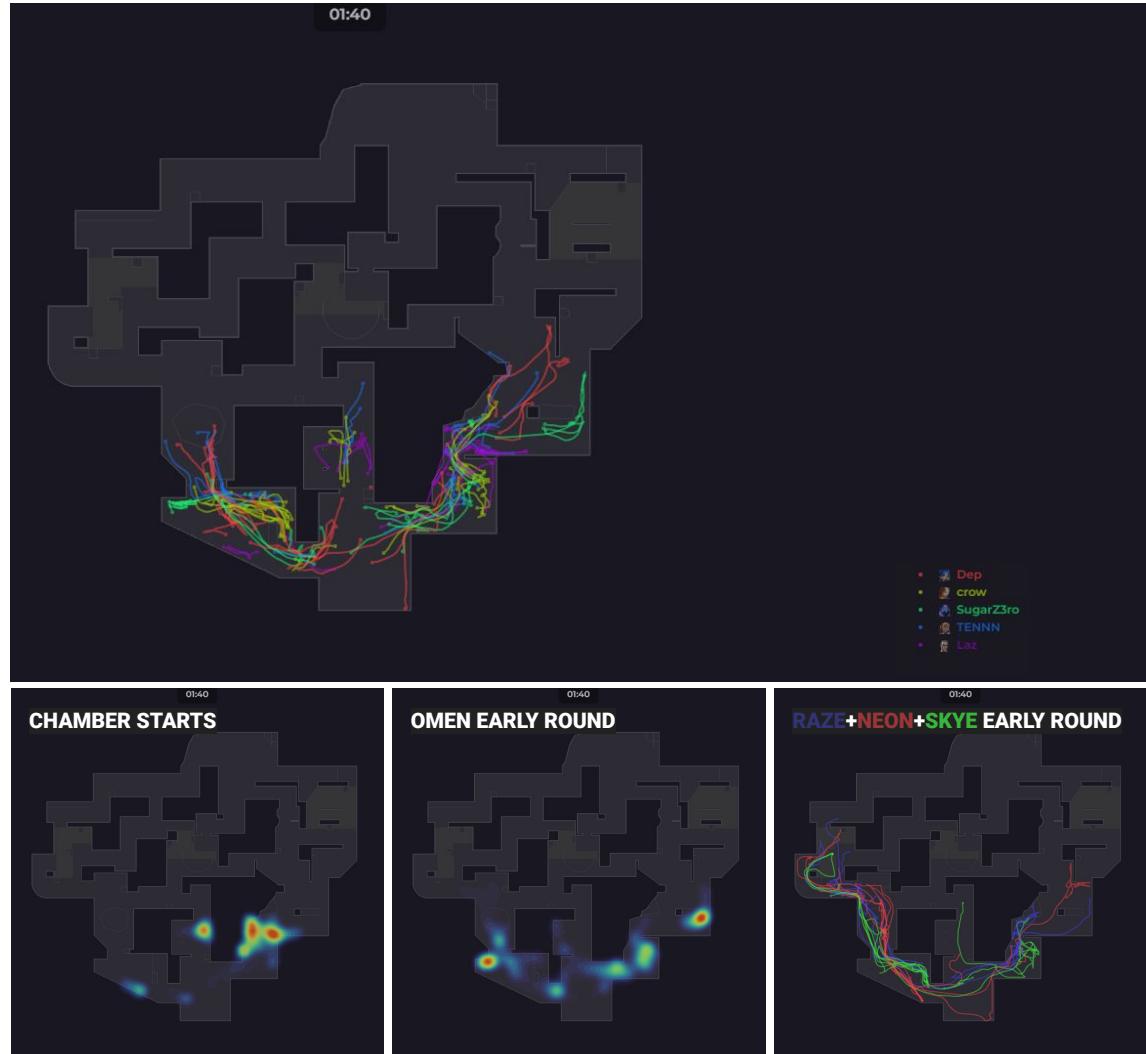
TRAP

A LOBBY x6
OUTSIDE B x6
OUTSIDE C x3

NEON

STUN

A LANE x4
C EXIT INSTA x11



SPLIT



SPLIT TENDENCIES DEFENCE

SKYE
DOG

A MAIN INSTA x3

ASTRA
STAR

A EXIT x9
B EXIT x18
OUTSIDE B x2
B WOOD x2
MID x15
A MAIN x1

VIPER
WALL

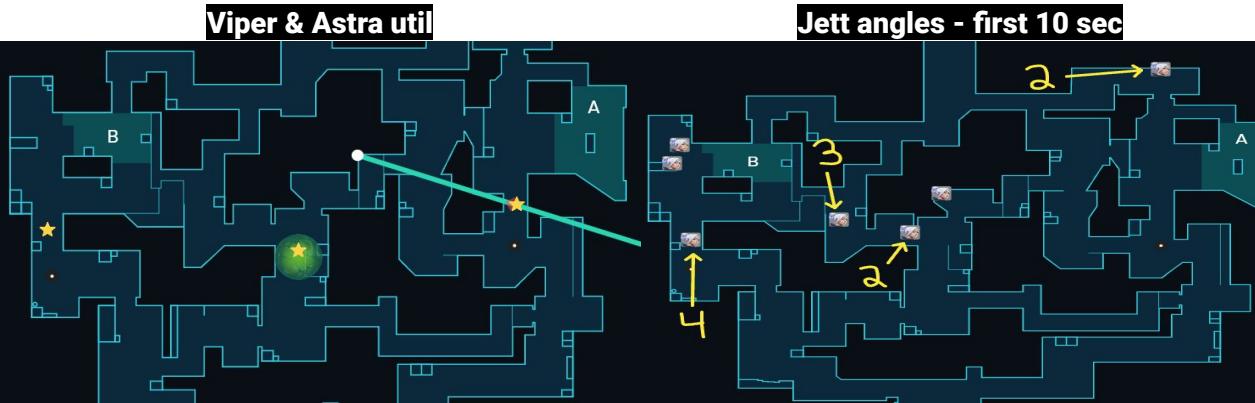
DEFAULT A x16
DEFAULT MID x3
MID FROM A x1

ORB

MID x9
A MAIN x6

SPLIT ATTACK GAMEPLAN

- ZETA plays a basic defense style, apart from the fact they play retake A often
- I would not suggest the triangle default into this team with how much jett awps B
- Viper holds down mid from ropes, and jett helps out mid often, and playing toward B the most
- Vs ZETA I suggest taking ramp control and going into A splits, ZETA's setups are often so weak we can abuse their A tower or A site player, otherwise we get site for free
 - This will likely lead them into making adjustments of leaving B more open so they can stack A tower / mid more
 - We can then start do our B execs and standard mid control on them
 - RRQ was having lots of success with their site execs, often catching out the solo site player
 - TS was also able to pick up rounds doing A splits, later in the half committing to B execs
- When taking ramp control watch for Raze using the judge ramp (x3)
 - We have to play around this with something, roomba, viper molly, raze nade, astra stun, skye dog, something to make it hard for raze to get value out of the ramp judge
- ZETA ults
 - Viper ult B main at 1:30
 - Viper ult A main



SPLIT TENDENCIES ATTACK

VIPER
WALL

DEFAULT A x17
RAMP-WINDOW x2 (BONUS)
DEFAULT B ON COMMIT x2(STRAIGHT B AS ANTI-ECO)

ORB

RAMP x14

ASTRA

STAR

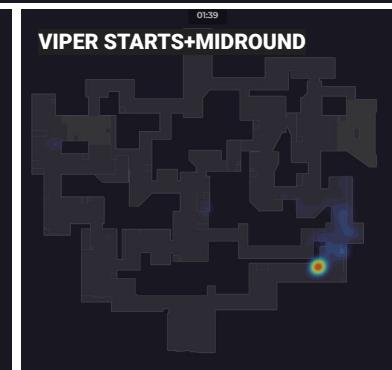
VENTS x14
MAIL x15
A EXIT x1
A HEAVEN x2
A DEFAULT x2
B HEAVEN DEEP x3
B MAIN MID x2

SKYE
FLASH

RAMP INSTA x2
MID INSTA x7

DOG

A MAIN INSTA x2



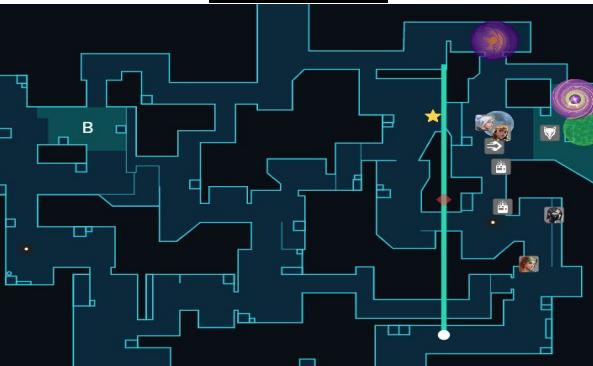
SPLIT DEFENCE GAMEPLAN

- ZETA plays a slow attack waiting out the smoke timers in mid, then will randomly throw in a fast mid control using dash or satchels with a suck top mail, and like their 5 man A execs
 - They mostly play for picks, finding over extensions in teams
- Jett likes to buy awp x4
 - Often holds B main peek or works mid with awp
- On their set anti eco they will hold their viper wall and do a 5 man A exec with full util, wall up, dash in, nade back site, all while following a skye dog
 - We can counter with a stack and flood to fight B site, letting them out initially out of the choke then using suck nade and taking fights as 5
- All we need into this team is to 1-2-2, deny and delay mid, shut down A execs, don't worry too much about B executes, worry more for the B splits, that is what we need to play more for
- TS was able to put in work with a reyna awp, picking the A lurk, challenging mid, which was all good but I would avoid the B main fight awp vs awp
- ZETA ults
 - Raze ult on B exec
 - Raze ult on A exec x2
 - Fast mid control w daggers

Astra & Viper util - 5 sec after barrier



5 man A exec



NAVI

ASCENT



ASCENT DEFENCE TENDENCIES

Cam A bricks x4

Trip A main x3

Trip tree cross x

Trip switch x

Trip for jett dash A steps x

Cam B main window x3

Cam above B main x5

Trip B main x2

Trip under lane x3

Trip logs x

Trip boat x5

Trip B stairs cross x

Trip B stairs x3

Smoke top mid x

One way A main x16

 Contest A main w 2 early x9

 Spot or give A main x7

Jett CT mid x4

Jett cat x4

 Jett cat tiles peek x

Jett arch x4

Jett market x2

Jett A main delayed peek x

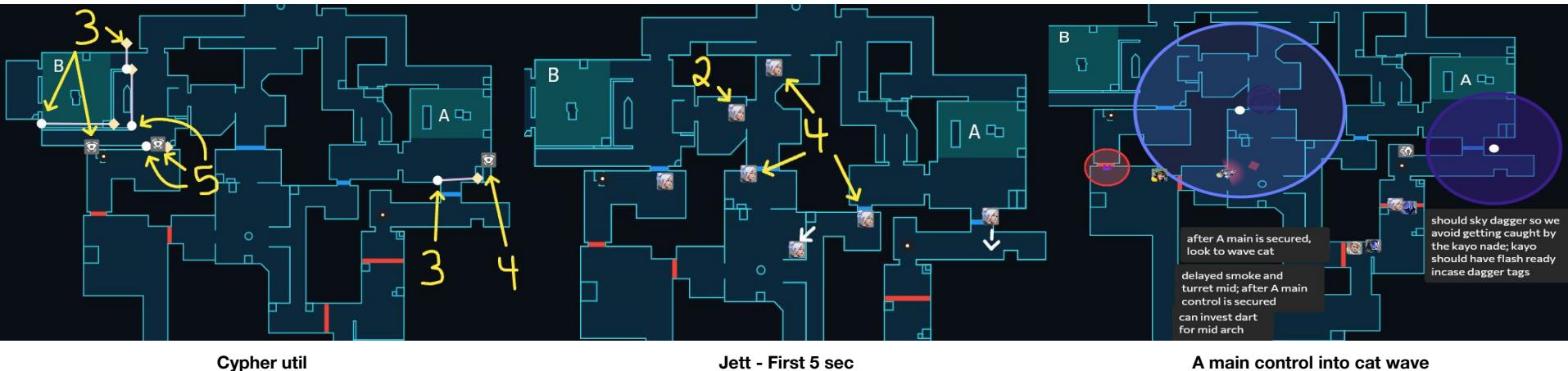
Jett B main x

Anti kayo is trip A and B main, cypher play CT mid. Omen is CT mid

ready to smoke the site hit

ASCENT ATTACK GAMEPLAN

- NAVI's defense isn't anything special with cypher, we should approach this like any other game, the main thing we have to worry for is when dashing into sites avoiding dash trips
 - We can do this by pathing whatever side our sova is shockdarting or always updraft dashing into sites
- NAVI's most active part of their defense is their A main control, which they condition by using a one way, occasionally a prenade, and 2 players contesting
 - They only actually hold contest A main 50% of the time so I think it will be good for us to force control on them by investing a dagger and more util similar to KARMINE CORP
- KARMINE CORP had a lot of success forcing NAVI off of A main by using dagger and TPing across A main, this worked very well since NAVI likes to prenade under the A main one way they throw
- We should start with some heavy A main control then work into pushing cat off, delayed smoke mid steps and turret tiles for mid with a bot for B main, we should then look to wave cat and draw out their kayo dagger. When execing any site we MUST play to dash where our sova shocks (pic 3)



ASCENT ATTACK

TENDENCIES

Trip B main standard x19

Trip A main x6

Cam B main window on exec x

Cam tiles barrier x11

Cam A main x4

Mid arch cage x5

Dagger B main x2

Prod / contact mid on eco x3

Mid prod / contact on gun round x4

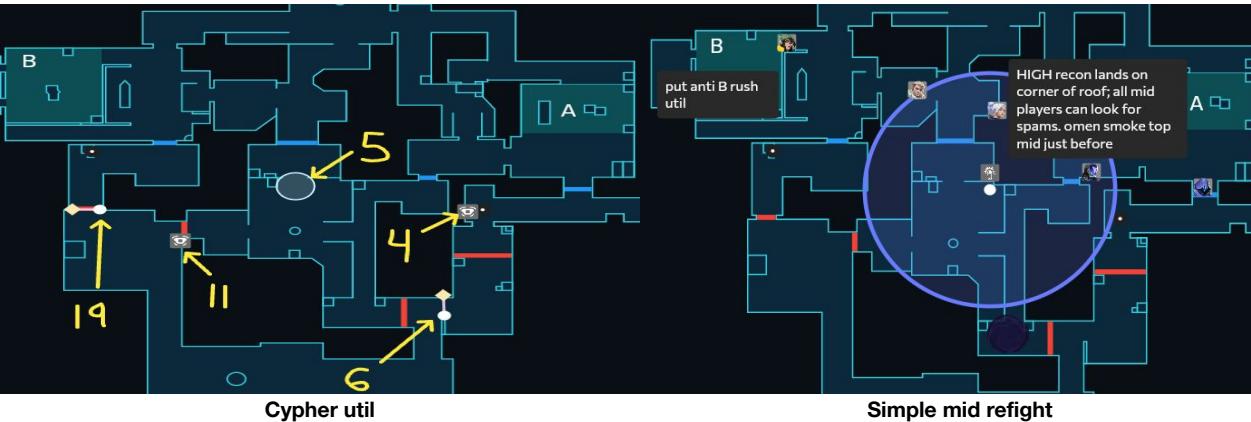
Standard mid default x5

Heavy A main control x2

Prowler B main early x4

ASCENT DEFENCE GAMEPLAN

- It's hard to get a good read on NAVI's attack since they have multiple ways of taking map control, and make use of some unique util which likely means they play around their anti strats
 - The general idea of their attack is to make sure we aren't pushing one of the mains early, by using prowler / cam. Then working mid, reset and exec a site, split or not
 - We need to make them work for map control, don't let their early B main prowler get free info, break cam above tiles, break cam A main, etc
- I think the best way for us to play against their attack, since they like to end very exec heavy, often regrouping for a big site hit. We need to disrupt their defaults
 - NAVI like to take mid control in several different ways early, then they look to bait util out cat, and reset for a site exec
 - Something key we need to be doing into their cypher pick is breaking their tiles cam, its extremely high value, but very easy to break
 - If we have a free body, use that person to break/spam out the cam
 - The cam allows them to do contacts mid / cat which is very dangerous to play against
- We can adapt to their mid contact style with a play ghost used to do where around 3 seconds after they smoke us off mid. do a flash recon, this was with a fade recon, but can also work with sova. Simple, cheap, and can be very effective w/ good timing. (pic 2)



AGENTS/PLAYERS:

Cypher A main ~1:00 - A exec (Suygetsu);
Fade B main ~1:00 - B exec (Shao);

BIND



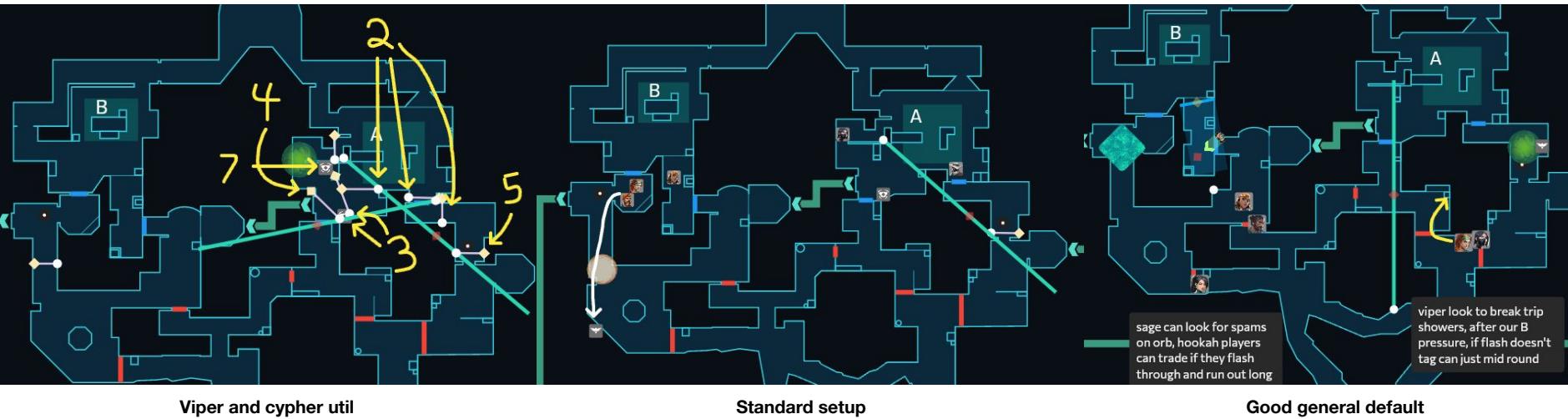
**BIND DEFENCE
TENDENCIES**

Cam pocket x7
Cam top uhall x3
Trip uhall x
Trip pocket cross x3
Trip site cross x2
Trip short x4
Trip shower barrier x2
Trip half shower x2
Trip deep shower x5

Insta smoke deep long b x9
 skye flash B long first 5 sec x7
Solo A x3
2A x4
Spot outside hookah x5
 duel out hookah x2
0 inside hookah x4

BIND ATTACK GAMEPLAN

- NAVI's defense condition the long smoke with a skye flash deep long after. They focus heavily on controlling long, occasionally having a raze inside hookah, but also leaving showers fully open at times
 - We can counteract this by working the inside of the map, heavily pressuring the inside of the map
- We can risk going for early hookah control, we also need to contest the cypher trip in showers, having a lurk look to prod into showers while expending util to be safe (pic 3)
- NAVI plays for the outside of the map, contesting showers, having long control, having the ability to TP and fight at early round
 - Our short lurks can easily get exposed by the cypher cam pocket, if we do want to do anything short, we should only do it when we know cypher is on the opposite site, OR we should be looking to do short CONTROL, rather than a short lurk
 - By this I mean expending util and bodies, making it clear that we are going for the control, but doing it at the right time so we don't just get cycle smoked



BIND ATTACK
TENDENCIES

Trip market (jumpable) x8
 Trip market (good) x
Cam long B x4
 If he gets smoked off, rotates to showers
and will work shower with cam / cages x2
Cam shower barrier x
Cam shower peek post barrier x3
Market to hookah cam x
Skye flash hookah or check for if free x3
Raze skye work hookah x3
 Dog hookah x2
Brim ult garden x

BIND DEFENCE GAMEPLAN

- NAVI prod a lot of the map looking for what's free, taking duels using light utility.
- TL had a lot of success by never giving free map control, keeping long smoked off, getting tagged by skye flash in hookah and taking duels with util into hookah, crunching showers if NAVI started over committed showers. (pic 2)
 - TL was willing to give showers to contest the viper short util. NAVI's short util was being matched and contested by nAts' viper
- We shouldn't look for any early game aggro into NAVI since they always start spread and passive, if anything they are welcoming duels, especially vs a comp like ours, playing defensive will be more beneficial
 - If we do look for mid round aggro, it should be around the one minute mark on the round timer, since if they play slow they tend to be grouped to exec after that mark in time



Standard default

TL good general setup

AGENTS/PLAYERS:

Cypher in Bathroom, Brim long ~1:00 - exec B;
Cypher strats long alone passive - rotate A;

SPLIT



SPLIT DEFENCE

TENDENCIES

Viper wall ramp and mid x

Viper orb mid x6

Viper orb B heaven x2

Astra star mid x9

Astra star B main x9

Astra star A main x8

Kayo dagger A main x3

Kayo dagger B main x3

Astra spotting B main x3

Jett ramp x

Jett A tower x

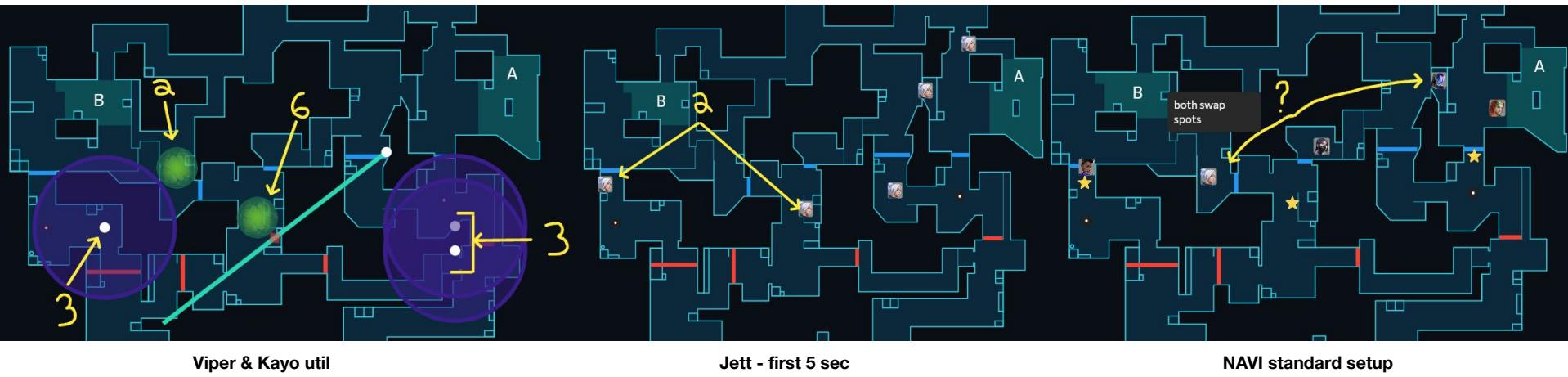
Jett B main x2

Jett wide mid x2

Jett elbow x

SPLIT ATTACK GAMEPLAN

n/a



SPLIT ATTACK

TENDENCIES

Astra star mail x8

Astra star ropes x8

Astra star B main x

Viper wall ramp and heaven

Kayo sky dagger ropes x3

Kayo dagger mail x2

Kayo dagger B main insta x3

If NAVI insta dog means exec 3/3

Insta A exec x2

Insta B exec x2

SPLIT DEFENCE GAMEPLAN

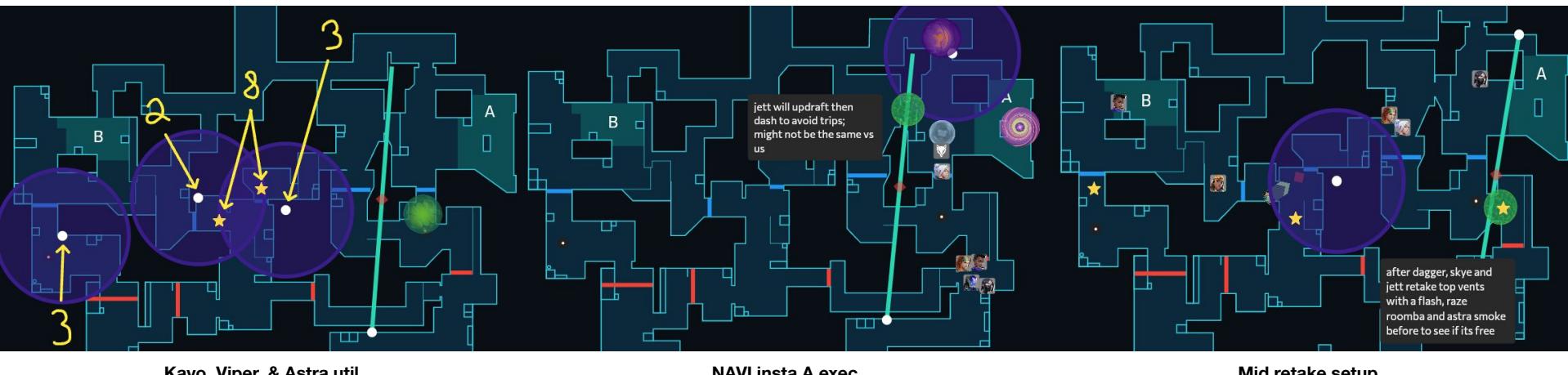
- NAVI's attack swaps between a slower mid default, and fast site execs
- The main things we have to worry about on defense is their insta A exec, getting daggered early B main, and trying to play our normal style of having viper in vents
- It is likely we have to adjust our style of play, putting viper as an anchor at A for example or giving mid util for the team and playing out of mid until dagger is used
- If we play viper A we should be looking to be proactive in mid and try to retake into ropes (pic 3)

AGENTS/PLAYERS:

Astra(Shao) B main ~1:00, B exec;

Viper(Sugetsu)/Skye(Zyppan) A main ~1:00 - A exec;

If both are on mains at that time -> most likely A;



PEARL



PEARL DEFENCE

TENDENCIES

KJ

Turret alley corner x3

Molly back site x5

Bot alley x2

Bot B cross x2

Molly B cross x3

Turret B pillar x2

Turret art corner x3

Molly A main x3

Molly pit plant? x3

Bot deep A main x3

Shock B main vs cascade x4

Dagger A main x2

Dagger B main x3

Recon B main x3

Sova drone A main x

Jett top double box B x

Jett walk into A main x2

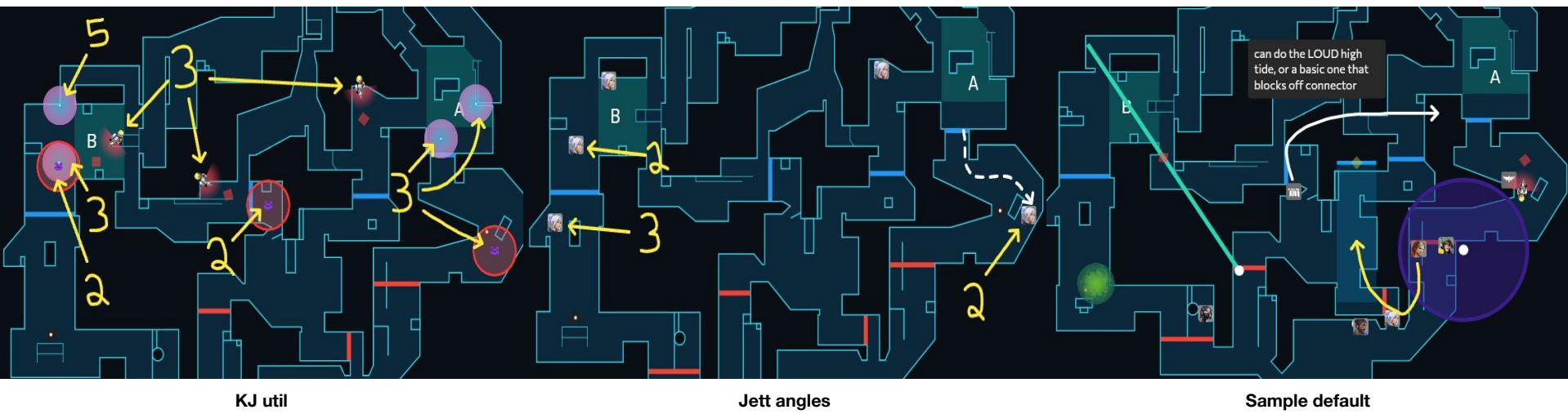
Jett art corner x

Jett B main x3

Jett peek B default x2

PEARL ATTACK GAMEPLAN

- NAVI's defense isn't anything special, jett will look for a pick B as much as possible, and will sometimes walk into A main early round if the kayo dagger spots nothing
- The biggest weakness in their defense is art since they allocate most of their KJ util to B, or for alley info, they won't have stuff for art. We should drill this early with heavy art defaults and KJ A main to not allow for a cross to the A main box
 - As long as we have someone break dagger for KJ the default can start after that we can work art heavy and even get into connector giving us the access to reverse clear alley after (pic 3)
- When it comes to defaulting B we must watch for their jett as he was picking apart GIA with ease, same as vs EG we should over util B long to avoid any easy gaps for the jett to take advantage of



PEARL ATTACK

TENDENCIES

KJ

Turret out window x8

Bot A main x

Turret out shop x

Dagger A main x8

Sky Dagger B main pillar x2

Sova drone A main x3

Sova drone B main x5

Sova recon B main x3

Passive lurk B main x2

Dagger backsite x2

Recon backsite x2

Prod / contact art x2

Flash fight alley x2

Sova solo droning mains 6/7

PEARL DEFENCE GAMEPLAN

- NAVI's attack is based around the conditioning point of using a kayo dagger A main and sova droning one of the mains solo (6/7)
- They use sova to find out who is playing what site and will play around that
 - This makes cuts most of the early round info we can get on the mains, however we know sova is most likely solo, and can play to disrespect the drone
- The safest counter I can see is investing our skye dog right after the kayo dagger from art steps, this will give us key info if there is even any one A main, this would also be able to stack with the fact that sova likes to drone the mains alone and will give us info if that is true
- GIA picked up on the lack of options they had for info so they settled with mid, opting for a 3 man flash play mid round (1:25 pic 2)
- If we want to go for a little bit of a higher risk play we can still play to aggro the mains but have someone hard break drone / dart and try to pressure the sova off



Sova & KJ util



GIA 3 Man flash play

AGENTS/PLAYERS:
Astra(Shao)/Sova(ANGE1) B main ~1:00, B exec;

LOUD

HAVEN



HAVEN // TENDENCIES

DEFENCE

KJ
Turret garage hall x15
Molly top C x3
Bot B x14
Molly garage hall x6

Viper wall doors and mid x12
Viper wall standard B x5
Viper walk down C x2

Jett top C site x4
Jett C plat x2
Jett mid walk x
Jett top B x
Jett A long x6
 Sits inside smoke w shorty x3

ATTACK

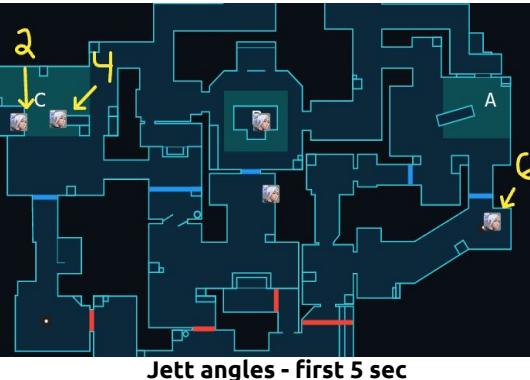
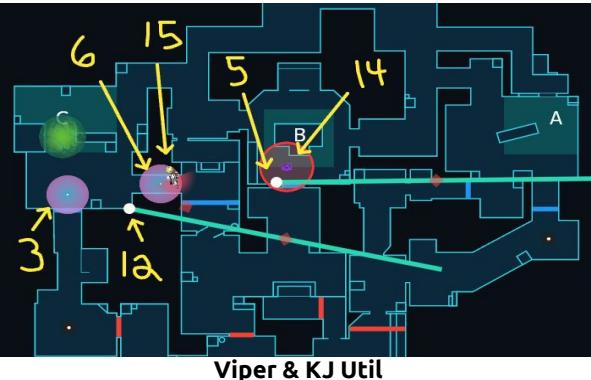
KJ
Turret window x9
 Bot A barrier x2
 Bot A lobby x3
Turret outside A x6
Turret grass box x3
 Bot C x3

Viper C wall x9
Viper A lurk wall x11
Viper orb top C x14

Garage cascade / high tide x10
 Don't enter garage 7/10
 Prod / enter B 7/10
A default x6
 Don't enter a lobby 2/6

HAVEN / ATTACK GAMEPLAN

- LOUD plays their defense with a relatively set structure. They have jett / skye getting info A, viper playing C with an orb on site, KJ does the same util pretty much every round, occasionally adding a molly garage hall and/or top C
- We should take our focus away from A control unless we are looking to anti aspas since he likes to play in the A long smoke w/ a shorty often
 - They will use skye util did get updated info on A, with aspas taking fights with the skye util
 - B and C hits will be their weakness since they don't have much to get us off B plant, also avoiding aspa
- Hard execs into this team on any site will work as they don't have much to stop our execs
 - They are aware of this and will try and obstruct our execs with pushes, they once did a flash play out the A long smoke with 3



HAVEN / ATTACK

TENDENCIES

KJ

Turret window x9

 Bot A barrier x2

 Bot A lobby x3

Turret outside A x6

Turret grass box x3

 Bot C x3

Viper C wall x9

Viper A lurk wall x11

Viper orb top C x14

Garage cascade / high tide x10

 Don't enter garage 7/10

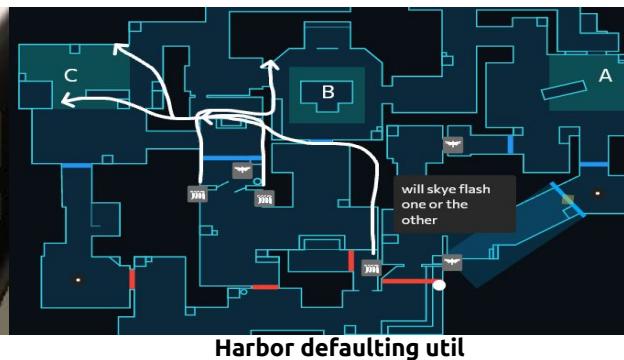
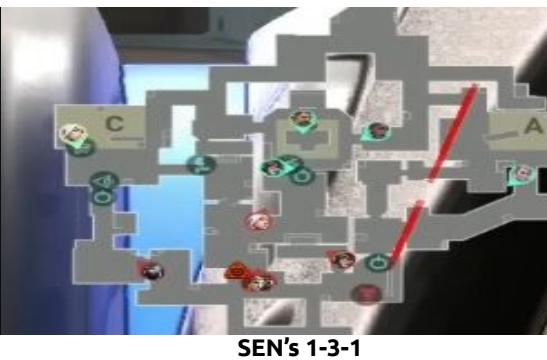
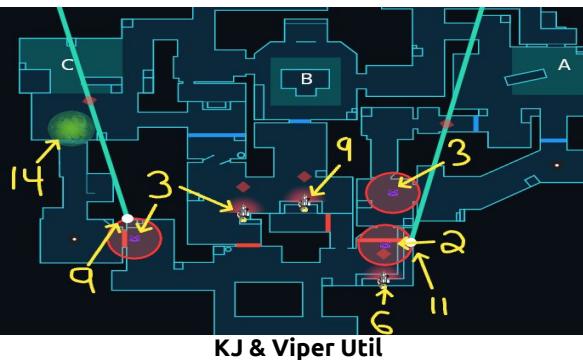
 Prod / enter B 7/10

A default x6

 Don't enter a lobby 2/6

HAVEN / DEFENCE GAMEPLAN

- LOUD's attack revolves around the Levitan protocol. They like to use their initial harbor util to wait for a reaction while prodding B. They use this as a conditioning point, then will sometimes insta exec off that util
- SEN had the perfect reaction to LOUD's defaulting, a 1-3-1, which would allow us to have a better chance at the B fights, and if they flat out exec either site we can play to flood
- We will be lacking a lot of info vs LOUD so we should use our util to collect info, rather than to defend sites so we can stack our players at the correct site (recon, stun, flashes, etc)
 - Positioning wise we should play around that we will get smoked off long and have more of a short focus; our short setups should be strong into them, especially with their lack of initiator util
- We should obstruct their standard gameplan and condition them by smoking window / breaking their KJ turret and try to get ardiis to take a duel grass, this early info will help us determine if they are committing to A side or looking to default / split garage



PEARL



PEARL // TENDENCIES

DEFENCE

KJ

turret top pillar x5

Molly back site x3

Turret top A site x

Bot art x4

Molly A main x4

Molly A plant x

Turret alley standard x4

Molly double doors x3

Molly B safe plant x3

2+ contest B main control x3

Jett B main x3

3 man A main control x

Skye util early where they are contesting 4/4

Jett A main fight x2

Jett B main fight x3

Jett top gen x2

ATTACK

KJ

Turret B long x3

Turret A main x3

Post barrier x2

Turret out window x13

Bot A barrier x15

Turret shop x

Bot B main x

If turret shop 5B x

Passive lurker x6

Aggro lurk / prod mid x8

Anti eco A w site harbor high tide x2

Push art x2

Use art when hitting A (splits and taking art pre plant) x7

Jett walks through art high tide x2

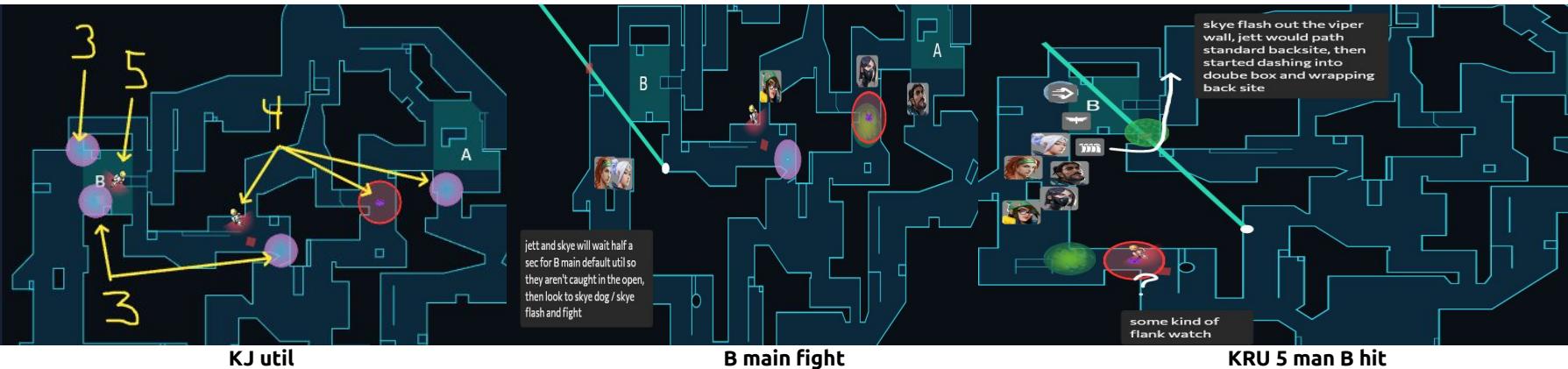
Jett updraft peek shop to B site x

Skye util the side they work 3+ 21/22

IF NO TURRET OR DEFAULT EARLY A MAIN, NOT GOING A 13/15

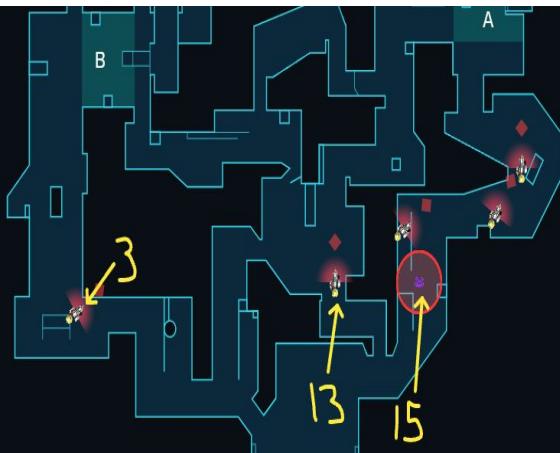
PEARL // ATTACK GAMEPLAN

- LOUD's defense hasn't changed too much apart from the fact they look to challenge for B main a little more, doing 2 man fights with jett, skye, and occasionally harbor
 - KRU had the most success by simply doing site execs on them, standard play, however the post plant rounds they won they committed at least one ult. Skye ult, viper ult, or harbor ult
 - We know LOUD is scared of our B exec and tends to play retake, especially with harbor ult up, if we get the chance to exec, save the ults for use in post, as that's what we struggled with most in our previous LOUD pearl match
 - LOUD like to play very 1-3-1 with a focus on denying mid, so pressuring the mains early round will be key
- If we see them use skye ult early B, we should have a protocol in place to use more util, such as scaling with a cascade, skye dogging, reflash, or jett updrafting and strafing away above the smoke to jump spot the push



PEARL // DEFENCE GAMEPLAN

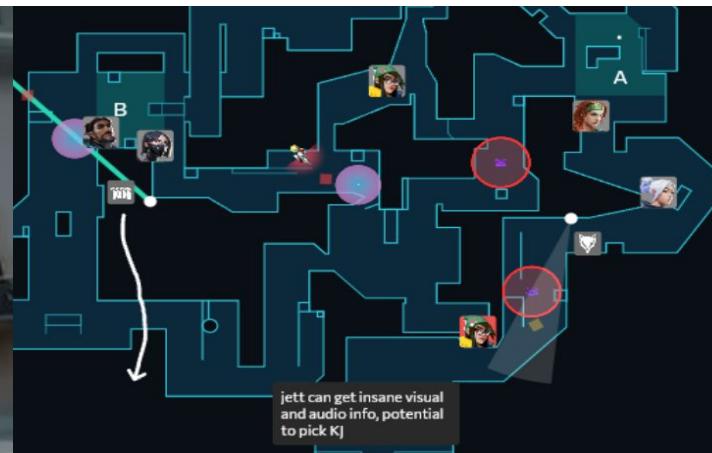
- LOUD's attack isn't as straightforward as before, they added a lot to their game, removing the cascades from most of their main defaults
 - Similar to how we started taking map control and leaving it they can do the same
- 1) Three major consistencies I found in their play is we will instantly know where 3+ are, jett, skye, harbor, based on where they skye flash early (21/22)
- 2) If no turret or default early A main, they will not go A (13/15; 2 maps) - skimmed a 3rd map (SEN match) and still holds true
- 3) They will almost always make use of art when hitting A (x7), this means either splitting through art, or fighting art pre plant
- As for #1, we can take advantage of their defaults by challenging their lurkers in mid, B, or A based on their skye flash we just aggro the other and look to pick the lurker and be prepared for a reaction from them
- As for #2 we can get aggro A main with jett, skye dog, or both and gather info if there is a turret on the A main barrier; that way if we see they aren't defaulting and if turret is there, we can heavy stack and get jett posted extra deep (pic 3)
- #3 Be prepared for dry duels to be taken inside art, INCLUDING jett walking through harbor high tide from A site
- SEN had some success with this 4-1 setup (round 19), pop flash based on LOUD's steps (pic 2)



KJ util



SEN's 4-1



Simple set up for playing around A main

SPLIT



SPLIT // TENDENCIES

DEFENCE

Star B main x14
Star mid x16
Leave B open early x5
Viper Mid orb x
Jett is where skye uses util x15

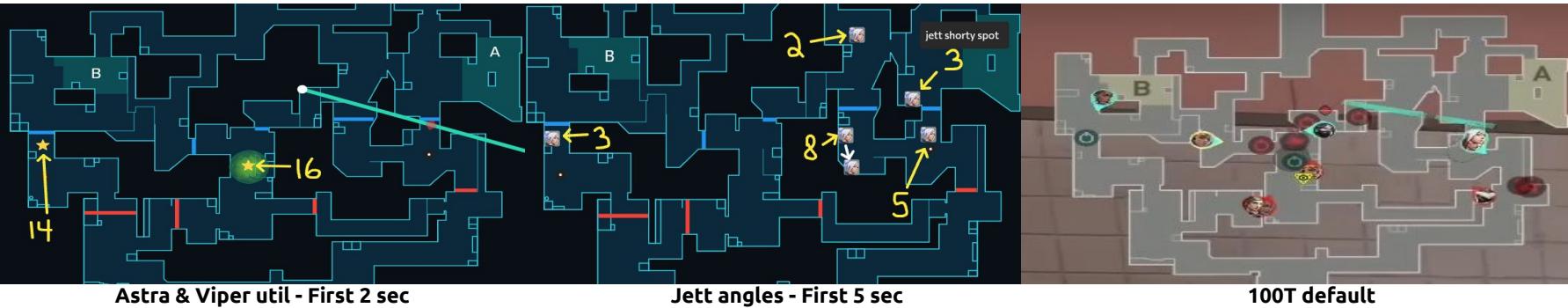
Jett A main fight x5
Jett B main fight x3
Jett ramp fight x8
Jett A tower x2
Jett hell shorty x3

ATTACK

Star mail x15
Star ropes x12
Star B main x7
Skye dog mid mail x5
Roomba ropes x5
Start 1-3-1 x6
Double drop vents x5
Fast pace mid control x4
Outside B lurk x14
Outside A lurk x13
Jett pairs with viper A x8

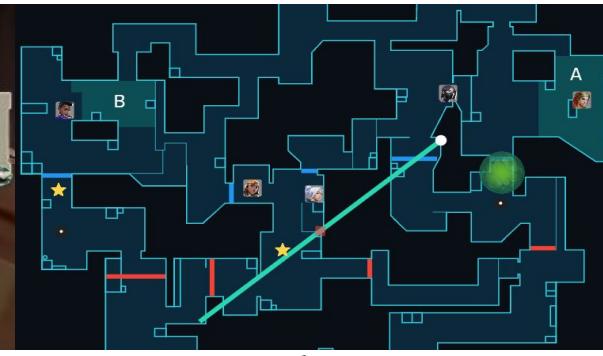
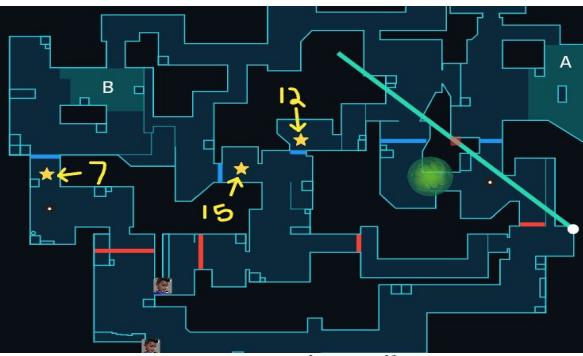
SPLIT // ATTACK GAMEPLAN

- LOUD's defense is very consistent, viper throws the same util every round, and also plays for mid every round, astra is always playing B relatively passive, and even gives it at times. Jett moves around often but mainly plays A side, Jett tends to get set up by skye very often, so usually where skye util is watch for Jett
- Playing into LOUD's defense we should look to triangle default in some way since their focus is to stall mid as long as possible, maybe get a few kills and pull out
 - We should not play into their game and instead look to prod B, force their astra smoke out, watch for pushes A side with skye util, and work mid when B main is smoked
- 100T had success vs LOUD by defaulting for ropes control and being extremely passive A side, leaving B open. This forced aggression from LOUD A main, and B main on separate occasions.



SPLIT // DEFENCE GAMEPLAN

- LOUD's attack makes use of the triangle default but 1-2-2 instead and adjust where the solo player is based on the team / reactions
 - They would often pair jett up with viper while working A side, meanwhile mid is being worked by skye and raze, then astra moves around from holding passive outside B to being inside of B main at times
 - LOUD's goal is to get quick and easy mid control, deny info mail side, util ropes heavy, make noise vents, and work A at the same time
 - They almost always have a player outside B and A so early aggression will be difficult
- We shouldn't invest our sage wall on the mid cross early as they usually start mid and change play the round from there, same goes for the early A main wall, in either a 1-3-1 or a 1-2-2
 - Against KRU's mirror comp LOUD played 1-3-1 mostly
- Our focus should be on one side of the map, for example playing to deny their A main pressure, or playing to deny mid. However we must be prepared for their reactions
 - We could also play a more standard 1-2-2, but we MUST have strong setups to deny mid and A main defaulting
- The main thing that would ruin their default is picking up an awp for mid and hard breaking util for him, break dog, break roomba. We need to make them spend everything to get jett off of mid (pic 3)
- 100T had success on defense vs LOUD by faking B main control with stars, playing one solo / retake A, and counter utilizing LOUD's mid roomba / dog (pic 2)



ASCENT



ASCENT // TENDENCIES

DEFENCE

KJ
Turret boat x3

Molly lane x15
Double molly lane x4

Turret top CT B x3

Turret B main x10

Molly B main x4
Bot mid x11

Molly trap switch x

Dagger A main x9

A main smoke x12

Spot w one or none x7

Retake A main x

Double right side heaven (jett omen) x2

Outside B crunch x2

Jett arch x3
Jett wine x2
Jett cat x
Jett CT mid x3
Jett B main x2

ATTACK

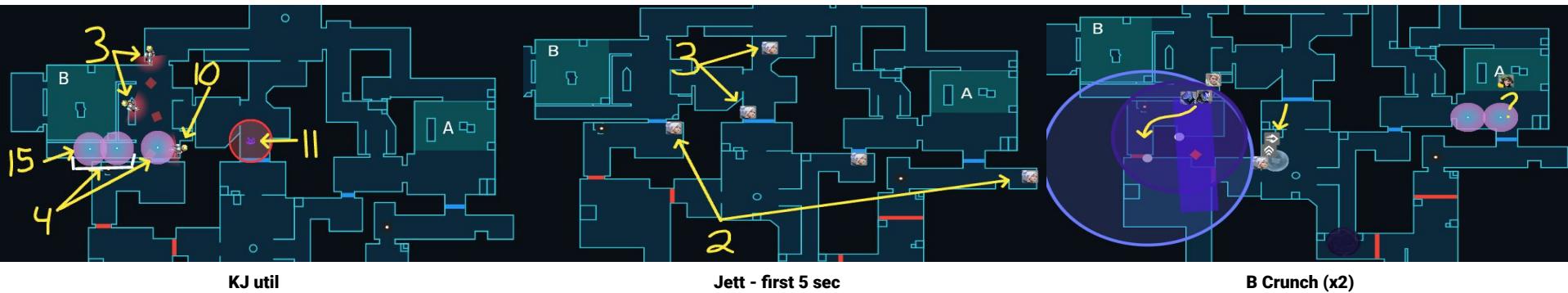
Kj
Turret top hut x20

Cat walk x2
3 man A main control x7
early B exec w 5 x4
Does w/ sova ult x2

Sky dagger A main x8
Recon arch x4
Recon A main missile x
Smoke arch x9
Dagger cat f A main x45

ASCENT / ATTACK GAMEPLAN

- LOUD's defense has become more standard, playing a strong anti B exec set up typically, contesting A main about 50% of rounds, and occasionally throwing in an outside B crunch
- We can resort to a typical gameplan of taking mid control however, we should be smoking arch or steps to deny his standard mid peeks so we can pressure the A main players off of main early
- We can also resort to a stronger A main control with 3 and rechargeable abilities to not use too much incase they do not contest, we must watch for an omen flash retake w a kayo nade, playing in front of the orb (under the lamp in A main) we should be able to dodge omen flash
- On the B side making use of mollies to break the KJ util will be very strong, but be careful for an outside B crunch



ASCENT / DEFENCE GAMEPLAN

- LOUD has gone back to their old attack side with some slight good changes. LOUD make use of denying info using a smoke arches often, sometimes use recon on arch. 3 man A main control, insta walks up cat, and 5 man B execs
- With this similar playstyle we can use similar counters, challenging KJ B, forcing LOUD to speed up since they won't comfortably have their outside B control
- Playing a double cat set up in preparation for a walk up cat, then giving us the option to flood into A in the case of an A exec
- We can also look to drone from market / CT mid when mid arch is smoked to never let them get up cat for free, burning our drone / recon but ensuring safety early round
- They now throw a sky dagger for A main which s0m can break using omen TP every time he hears it come in
- To prevent any A pops we can also hold our kayo dagger until their exec



CLOUD9

ASCENT



ASCENT // TENDENCIES

DEFENCE

KJ

Turret B main x4

Recon primed for turret contact x2

Turret boat x3

Turret logs x5

Molly B main x4

Molly lane x6

Molly boat x4

Molly A switch x5

Bot A main x4

Bot back mid x5

Ult A tree x2

Double molly tree x2

Turret mid steps x4

Does a 4 man B push w/ the turret mid x4

3 A main omen flash push x2

One way smoke A main x13

Challenge main x7

Sky dagger heaven to A main x6

Insta dagger A main x6

1 or less play in B x7

Play retake A x4

Jett duel cat x3

Jett challenge B main then walks into main x3

ATTACK

Turret top hut x5

Ult B main x3

Recon arch x3

Sky dagger market x2

Smoke cat x2

Flash arch x1

Recon above A main (missile) x2

Dagger A main insta x3

Jett updraft / hovers on top of A main x3

Recon A main insta x2

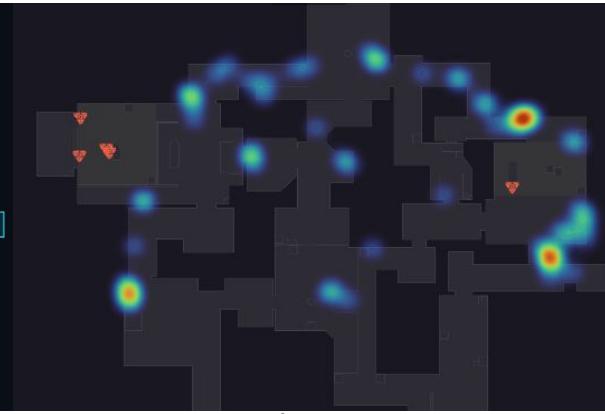
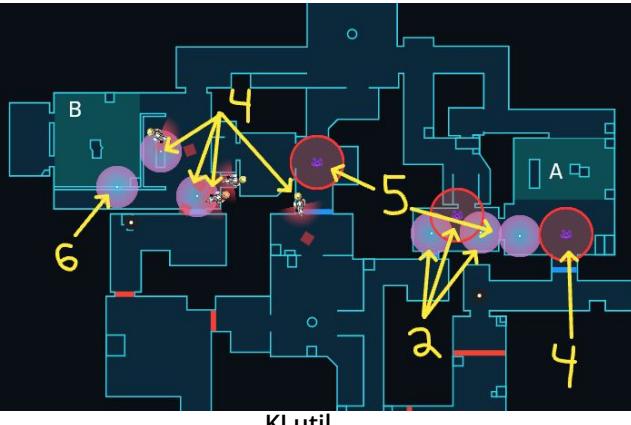
Drone for A main control x3

Dagger B main insta x3

KJ Passive lurking x10

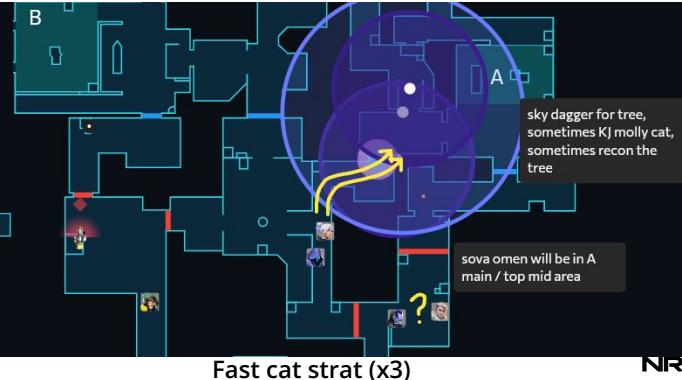
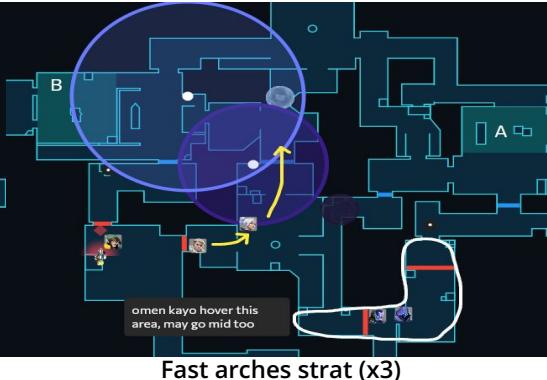
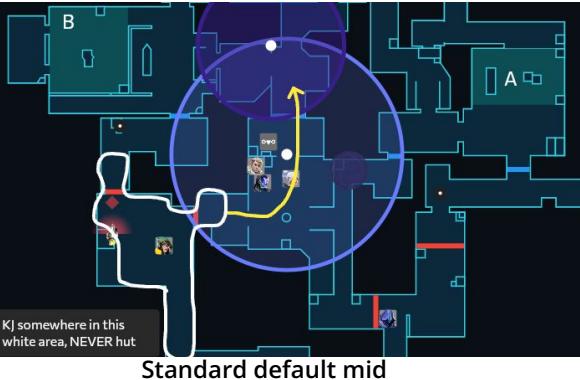
ASCENT // ATTACK GAMEPLAN

- C9 had a pretty drastic change in game plan vs LOUD compared to vs 100T. Something that stayed the same was their focus on mid, jett rarely even fights mid and focuses more on the mains for fights especially B main
 - Mid is not the focus for c9 in general, the main focus are the mains, but they will play mostly for one main, then play retakey / weak side on other
 - They had 1 or play ON B (x7) and retake A (x4)
- A good tell i found was in their 100T game when they shifted their game plan to have more A main control whenever they insta daggered, they were challenging A main (x6)
 - If they did a sky dagger from A heaven to do the unbreakable, they would give it or have one lightly spot and fall with the one way smoke on A main
- Something very dangerous we have to watch for is their 4 man B push setup, its a set strat with the same turret everytime on mid steps (4/4)
 - They will kayak flash into omen flash, recon above tiles, occasionally dash, and double molly the hut
 - Towards B side we CANNOT play barriers early since this is too high risk since the util is really good from them, if we do want to play barriers we need to be prepared to countered util and fight AS A TEAM
- When it comes to map control we can either be focused on mains control early or we could ignore the mains and crunch them mid round, but util use is key here, saving a drone for crunching the mains would be ideal



ASCENT // DEFENCE GAMEPLAN

- C9's attack plays similar to old LOUD roster, and involves standard defaults for control A main, B main, and mid arches. They prod up mid heavy on attack, they will also throw in fast strats for each part of the map: A main, B main, mid arches, and cat.
 - The tell for their mid fast strats is unique daggers:
 - One lands on the arch wall rather than the ceiling and is thrown fast from top mid (x3)
 - The other is thrown from top mid and lands above tree where jett and sometimes more will rush up cat (x3)
 - Their fast A main and B main strats are directly after their default where they look to pop insta
- When playing vs C9's attack we must have anti rush util ready / not be caught in bad positions early at the start of barrier, similar to their defense
- Their standard mid defaults involves a lot of proding up mid
 - We should start the defense half with a mid focus to deny their standard mid defaults, then later in the half play a more standard 2-1-2 with only jett mid pizza (can dodge mid dagger there). 2 site players should be able to deny any fast execs through mains and play to hold the site from splits
- Alternatively pressure the KJ passively holding by using a recon and a 2 man push through B main, similar to our optic vs LOUD game.
 - KJ will NEVER be hut



PEARL



PEARL // TENDENCIES

DEFENCE

KJ
Turret standard alley x2
Turret art corner x3
 Molly trap A site x2
Turret B x10
 Molly default x8
 Molly trap back site x2
 Molly double box plant x5
Bot alley x10
 Molly alley x2
Molly art x2
Bot art x2

Contest A main x9
Phoenix contests a or b orb x9
Phoenix back hall timing flash B x3

ATTACK

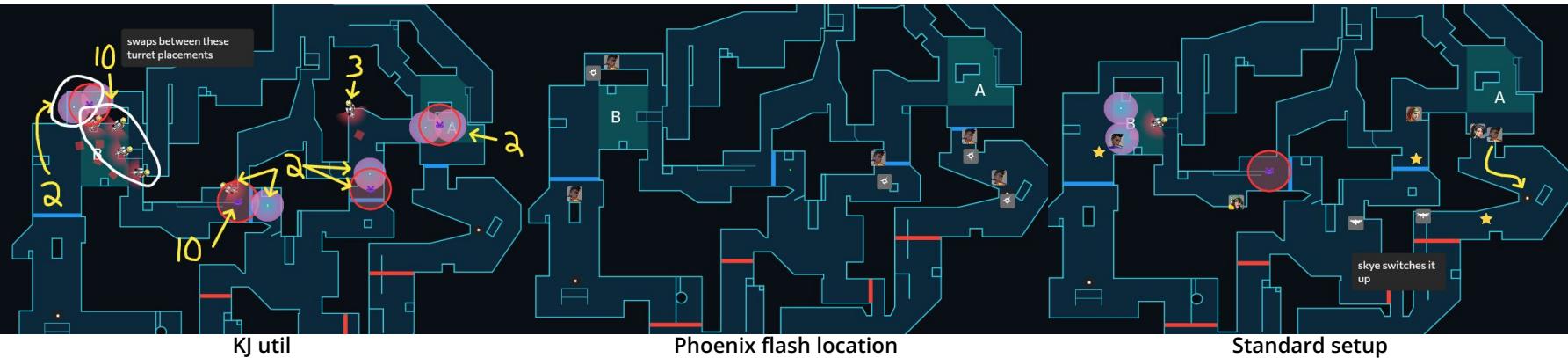
KJ
Turret out window x3
Turret shop x10
Turret out shop (clears double door angle) x3
Turret A main cross
Ult B x

Aggro lurk (mostly mid) x7
Sent players (2+) art x13
Phoenix ult B x2

Default wall plant x5
Art to A site wall x3

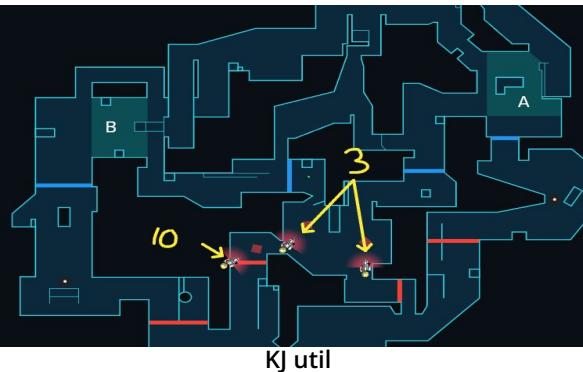
PEARL // ATTACK GAMEPLAN

- C9's game plan is to contest the mains for orbs like no other team
 - Phoenix contests both of the orbs the most
 - A main orb is heavily contested (x9)
- When defaulting for mains we should over util by adding in a roomba, using skye dog instead of flash, or even use double skye flash
- C9 also heavily rely on random flash duels (pic 2) and to make up for their weaker defense comp
 - When crossing any of these areas we need someone playing anti to avoid dying to the random flash duel
- LOUD with a similar comp was able to take advantage of C9's weak alley / art defense, rather than heavy focusing the mains as my plan
 - They would use high tide to allow them to challenge connector
- If we also know they are using 2 people for A main control we can pressure our B exec into them making our A main / mid controller easier after showing / using our B exec



PEARL // DEFENCE GAMEPLAN

- C9's attack has a focus on A main and art
 - They get into art relatively dry, picking up an awp should be strong into them
- As you can see from pics 2 and 3; phoenix, sage, and skye are the main pack, astra and KJ do the lurking
 - C9's lurking is more aggressive than most, usually the lurkers test the waters in the areas they are lurking
 - I know we had a big problem with lurkers in our last pearl match so coming into this game we have to decide if we are clearing out the lurk early on retake or having someone dedi hold it, regardless if he will be a little late to the retake
 - C9's lurks are usually pretty early anyways
- Contesting their A main should be easy too since we have great lineups for confirming control, and C9 won't have a strong reclear



LOTUS



LOTUS // TENDENCIES

DEFENCE

KJ
Turret a plant box x6
 Molly mid site x5
 Molly tree exit x3
 Bot A main barrier x4
Turret C king box x3
 Bot C barrier x2
 Molly C site omen tp spot x2
 Bot B barrier x2
 Molly B plant box x2
Jump spot A main x4

3 man silent C control x4
 2 or more challenges mound x4
3 man A control x6
 Fake control x4

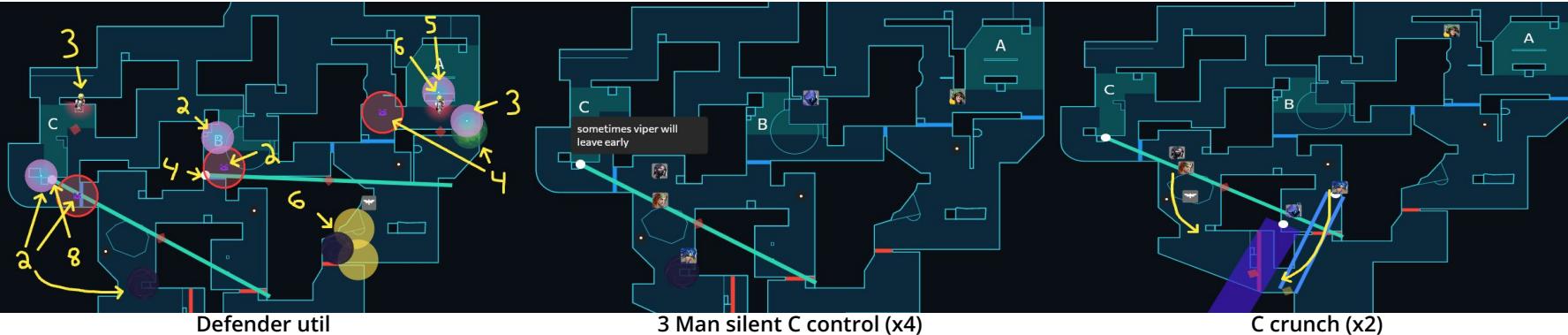
ATTACK

KJ
Turret T spawn x2
Turret outside C x4
Bot B after barrier x1
B ult x

C default x3
 Fake default x1
One way C x2
 Skye flash C insta x4
Prod B to break alarm bot x2
Passive lurk x4
 T spawn x3
A control x4
 Commit A x2

LOTUS // ATTACK GAMEPLAN

- C9's defense is centered around denying info and stacking off of someone's line
 - C9 did 3 man A control with an omen smoke, neon stun, and skye flash (x6). Only actually committed someone rubble twice
- They play their A very passively usually just jump spotting from site for the rubble cross (x4)
- The way we beat C9's def is to contest their info denying util / plays, and disrespect their A control, committing minimal util so they don't have an easy retake on us
 - When checking we go C side we should flash high above the C site entrance (the elephant) to check if anyone is committing past the viper wall, if we get a tag we should know they are committing 2-3 at C mound.
 - If we want to contest C after that point we should send one person to open the door just to make it harder for them to fight with a skye flash
- Their standard C wall blocks the KJ turret placed before the barrier so we should adjust our turret/alarm bot and place it after barrier for the B push. Defaulting B and placing an alarm bot will work too



LOTUS // DEFENCE GAMEPLAN

- C9 only had 8 rounds on attack but from what I see they try to deny info with slow defaults, working C, A, and proding into B
 - They use minimal util to take control of A and C, so if we are contesting map control lets make sure to keep our controls strong to force them to use more util, and so we can confirm control without gambling
- C9 plays very loose on this map walking around contacting areas of the map, picking up an awp and holding a passive angle would be solid into them
 - Angle examples: elbow C to mound, B heaven to main, C link to B main
- Will have passive lurker, KJ is often holding flank
 - We can look to duel the KJ using our awp as well by peeking our B and preaiming the spots in pic 1



KJ first 40 seconds



A control



C control

PEARL



PEARL / DEFENCE

TENDENCIES

KJ

Turret art tall box x

Bot A main x

Molly A main x

Molly A plant x2

Turret pit x2

Bot art x5

Turret pillar x

 Molly default B x

 Molly double box B x

 Bot gen cross x2

Turret alley standard x3

Kj plays behind KJ turret A x3

Harbor cascade B main x3

Jett B long fight x3

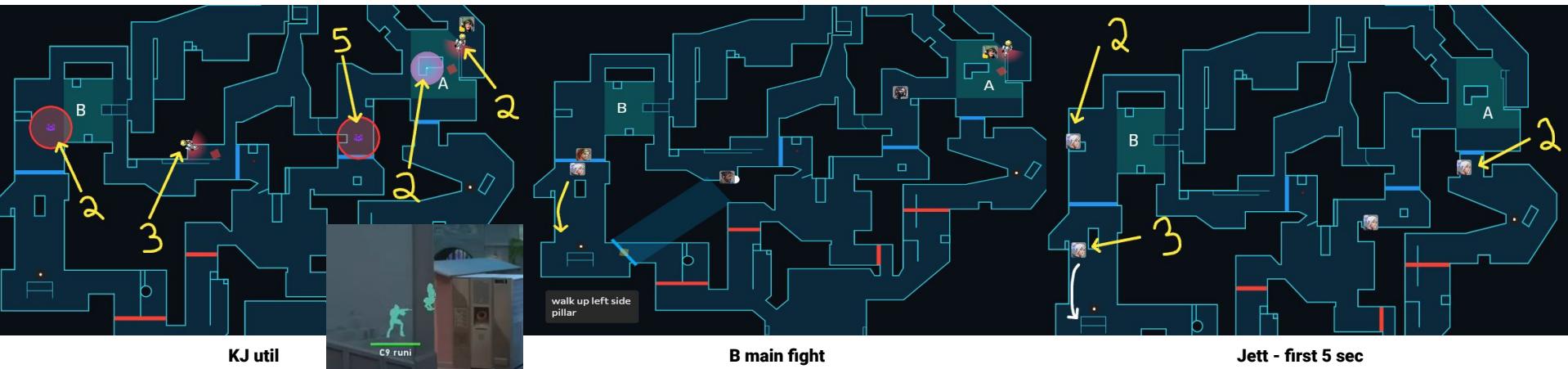
Jett art x

Jett holding orb cross A main x2

Jett top gen x2

PEARL / ATTACK GAMEPLAN

- C9 likes to challenge B main on def, so let's not start B main, and instead work other parts of the map they are weaker on, art, and A main, then we can come back B with our passive lurk B and reclear using skye flash and cascade
 - We can make use of our KJ molly for the art alarm bot they place and prod more toward alley / A main side too instead of art
- KJ at A may be solid pick potential toward B once we clear the close angles for a jett awper we can have ardiis lead to awp the guy, or just triple swing him, he played pit w turret twice, and once with it top left site
- On this comp they seem to much more mains favored leaving more gaps in mid we can abuse it by doing some m80 style contacts alley / art
 - Leaf tends to awp more for mains, if he does pick up the awp



PEARL / ATTACK

TENDENCIES

KJ

Turret out window x8

 Bot A main x3

Turret A main barrier x

A main default x2

B main default x5

 Pillar cascade x5

Prod B x2

High tide alley x2

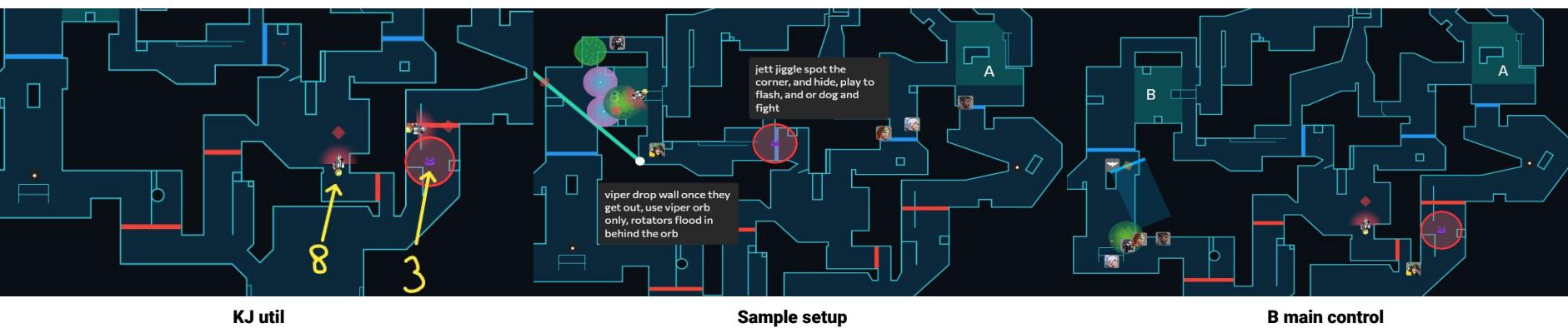
 Prod alley / art heavy with this x2

Fight art on pre / post plant A x2

Jett updraft gen on entry x5

PEARL / DEFENCE GAMEPLAN

- C9's attack is very standard only difference is they are disrespectful using a lot of proding on their attack to peek into B site, challenge alley, and challenge art
- To counter their play we should be ready to take the fights in middle, playing a 1-3-1, with very fast rotates based off where they cascade, since they will almost always follow up their cascade into a site hit. They also never do any A lurks, so harbor can pick up art after the rotate (pic 2)
 - If the viper orb concept doesn't seem good just play it standard, but it kinda doesn't work to play more standard
 - KJ and viper will be required to play B side to prevent the instant B execs, with harbor spotting A main / using util early to fake pressure

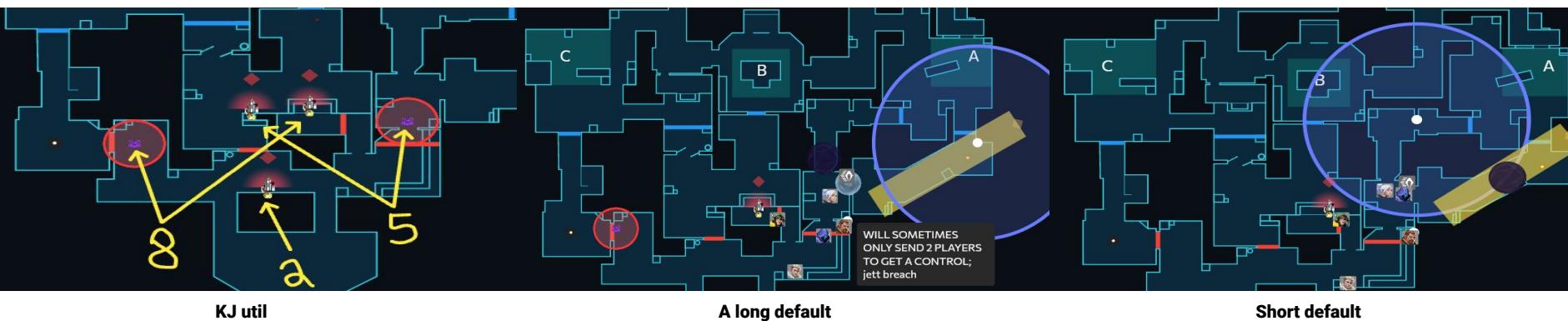


HAVEN



HAVEN / DEFENCE GAMEPLAN

- C9 play a very impressive yet disrespectful attack, they have a conditioning point of their A default, one short default, one long default and play around that. They will make us focus on A side with all the A defaulting, the proding up long A, then suddenly one round do an insta C exec and run us down. At any time after their A default they also like to mid round into a B hit shortly after the default, and look for A link fights
 - At times they will only use 2 players to take long control, then have some passive, some prod parts of the map, very hard to read
 - They also fake the control by using recon, breach stun, jett smoke, and sometimes even send jett only
- My old team has played runi's team a lot and his calling style is relatively similar but improved. Playing extremely disrespectful (braindead) and counter it by playing much more loose, disrespectful to match it. I know it sounds dumb but it worked
 - Picking up an awp is key into their playstyle with how much they prod into sites and taking risky peeks, but this can also be a risk as you might put yourself in a retake with that awp, making hard to flank, etc
 - Something very good is to get pushed into to spots that will give us access to fast flanks / high info, under window, pushed down C, close up A long by the sandbags
 - This would help us counteract their sudden execs since we will often have flank pressure, even if we have to break the alarm bot / turret sometimes it is the wincon, since it may force them into a less comfortable play



HAVEN / DEFENCE

TENDENCIES

KJ

Turret garage hall x9

Bot B x7

Molly top C x7

Turret top B x2

Bot garage x4

Molly B plant x5

Double molly B x3

3 man C aggro x2

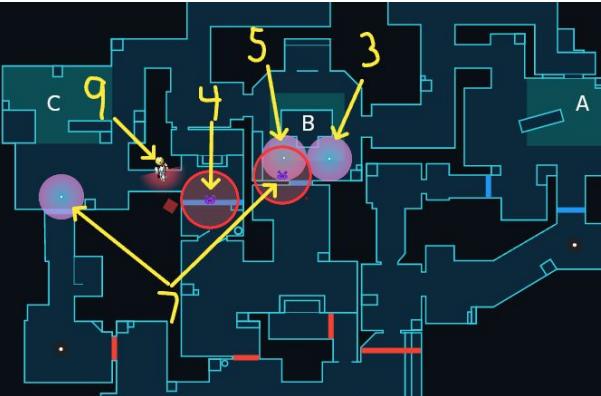
Jett push up sewers x5

Jett sewers x

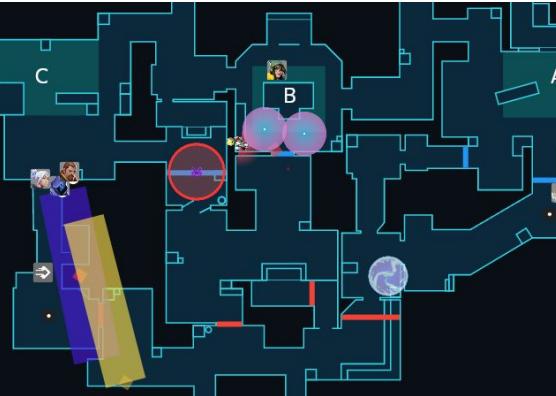
Recon A lobby x5

HAVEN / ATTACK GAMEPLAN

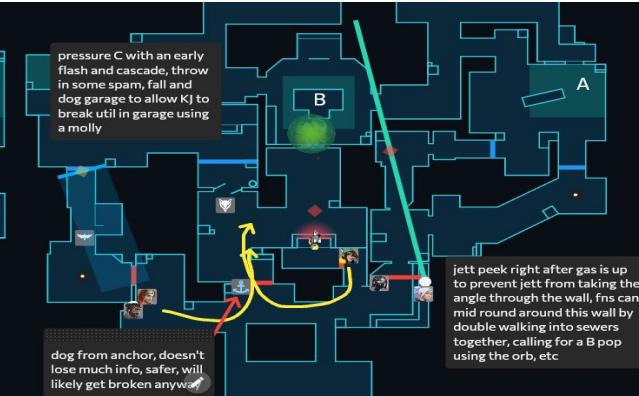
- C9's defense extremely standard outside of a 3 man C aggro (pic 2) and jett being a very aggro sewers player
- Denying A info will be extremely important since jett likes to gather a lot of info via sewers, sova often recons off barrier
 - Making use of the A lurk wall and sticking a player there dedi would work great, looking to punish the jett using some cringe off angles
 - Jett doesn't like to pick up awp on defense on this map
- I would like us to make use of this info deny default (pic 3) or at least something similar. Clear garage util, threaten a sewers walk using our A wall, and being able to pop B anytime using the orb.
 - Allows us to deny a lot of info, and the early C defaulting may push leaf to get over aggro toward A with how silent we are, he might even have extra confidence to duel FNS
- Whenever we start C side delay by at least second to stop us from getting caught by their 3 man C aggro (pic 2)
 - **C9 in general on most maps have a lot of off barrier strats on defense since it catches the bad teams, we must respect their barrier strats**



KJ util



3 Man C aggro



Info deny default

HAVEN / **ATTACK**

TENDENCIES

KJ

Turret grass box x5

Turret grass pre barrier x2

Alarm bot C barrier x8

Turret out window x8

 Bot A lobby x5

Slightly delayed C exec x2

Insta C exec x7

 Use drone and sova ult to exec C x2

 Use sova ult on C exec x3

Garage default x2

A long default x7

A short default x4

Collect C orb x2

Jett updraft top emo on entry x4