

Learning VCT Comps and Strats

Introduction

By observing VCT matches, strats, and comps, I have learned that there are some general guidelines on how the top 1% of players does shit.

It is true that their mechanical prowess does contribute so much to their site executes, but this is also heavily backed up by team coordination and very synchronized ability usage.

Abilities are flooding in VCT matches, and it significantly contributes to the outcome of the match. This is very evident in how PRX executes their attack during their time against C9 in Lotus.

The very common team comp are as follows:

- An entry agent
- Double initiators, one recon agent, and one flash agent. In some extreme cases, both are flashing son of a bitch (kayo x breach) or even the asshole ass banging strat (skye x breach)
- A sentinel that can watch flanks effectively (Killjoy/Cypher), delay the opposing team's executes (Sage), or denying entry without getting traded (Chamber)
- An effective, multi use-case controller (Astra, Viper, Harbor)
- In case of single initiator comps, usually they are replaced with another complimentary smoker to cover even more angles. Healers are not a role, they are additional benefits that comes with picking Skye or Sage

Map Control

Unlike in ranked matches, VCT teams are fighting relentlessly for map control, even on the defending site.

Being a defender does not mean you just gotta wait in site, hold angles, and wait for the enemy to push. Counterintuitively, seizing map control using abilities to pressure or even merely show presence is very common.

How much portion of the map that your team controls significantly decides how the match will go, in this case, let's use Fracture as a case sample.

Sample Case: Fracture

[PRX vs C9](#)

In Fracture, the defenders start in the middle of the map, while the attacker can choose between 4 entry points, 2 to each site.

There is just no way you can stack site, because when the enemy does go in, the defenders are in a heavy angle disadvantage. To counteract this, the defenders in VCT often do a pincer move to surround the attackers and then either kill them or push them away by removing one of the entry points from their option. This will narrow the attackers' option, and because of this, the defender now has to adapt with what the attacker will do for the remaining options.

Let's say the attackers are stacking B main, and the defenders are spread on A main, Ropes, B main, and remaining holding arcade and B site.

If the defenders on A do not do shit and B defenders just hold angles, it will be very easy for the attacking team to push and drive the defenders away.

However, if B defenders decide to capitalize on lack of B main map control, the stacking attackers will be fucked from both ends, which is very bad for them.

Rule 1: Fuck them from as many ends as possible

Rule 2: Capitalize on where the opposing team has little to no map control

Rule 3: Observe which portion of the map that the opposing team has control of, then either fight them head on or capitalize somewhere softer

These rules made it necessary to have two initiators, as it makes it easier overall for the team to take control of the map. This can be done by force or applying pressure with abilities. Regardless, doing this by force also requires abilities

PRX always does this by force.

Combat

This one is simple, they almost never engage any fights alone, most of the time if the entry agent dies, those who are nearby will be ready to trade them. Lives are merely a cost for map control, the duelists are suicidal maniacs who will entry, murder someone, and then die in the name of ~~Allah~~ taking map control.

Duelist Combat Outline

This is why Jett is such a popular pick, as she does not easily get traded, creates space for her team using dashes and smokes, and can easily peek from weird ass angles because she has an escape option.

Reyna might also be a good pick on paper, however, her abilities are extremely self-centered and requires kill for activation. Her value only comes from frags.

Raze is good for blisteringly fast entry and clearing angles with her boombot and nade, but has no escape option after her double-satchel ass bounce.

Phoenix is good for creating space and pushing angles with his kit, but no escape option unless he has ult.

Neon is also great for sudden, fast executes. Her abilities are centered on quick entry and ez angle clearing

Yoru is for [cerebral, cracked MFs](#) which when not used properly, you will *outplay yourself*

Rule 4: Duelists creates space, chaos, and death

Rule 5: Avenge your dead teammates

Roles Personality Breakdown

- Initiators: Softening up the target map portion with abilities and helping the duelist to make entry executes
- Controllers: Cerebral MFs that eliminates crucial angles, creating advantage for the team to entry or retake
- Sentinels: Controls some portion of the map without even needing to be there (Killjoy), or locking down sites to create advantage in a post plant situation
- Duelists: Suicidal maniacs that causes death and wishes for death

Role Ranking by Required Brain Size

1. Controller
2. Initiator
3. Sentinel
4. Duelist

Role Ranking by Required Combat Mechanical Prowess

1. Duelist
2. Initiator
3. Sentinel
4. Controller