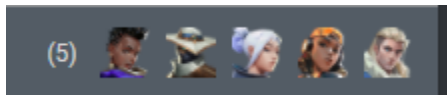


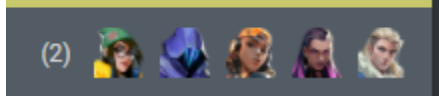
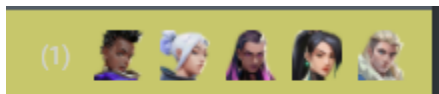
Recommended Bans: Bind(They probably might ban Bind because they haven't played this for a while),Fracture

Haven

Comp most likely to run:



-Most likely(5p,3w)



- very less likely (3p, won with sage comp)

Attack

- Anti-Eco(2nd round): they tend to either fast rush or play a little slower(execute around 45 sec once) eventually 4 stacking sites,playing cypher as a late lurk or late support



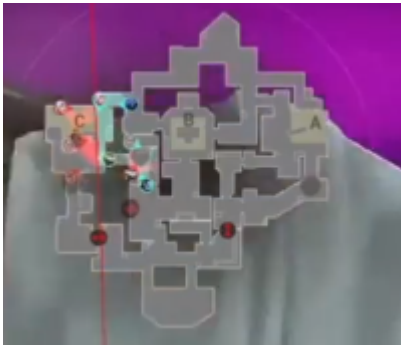
- Jett likes to push alone into A site either to get picks or fully push if free(refer below) (highly punishable with OP(recommended))



- They constantly go for late lurks always keep an eye on it(refer above images for anti eco)(Usually astra,cypher but others are very much possible)(Recommendation: keep a trap wire or alarm bot when attempting retake)
- Whenever the Astra is 1 orb away from her ult or its already online they constantly go for the c execute sometimes combining it with the sova ult to clear right side of the wall- 1st link(only once did they take C without astra ult just using sova ult to clear right box- 2nd link)

<https://www.twitch.tv/videos/1185356807?t=09h05m57s>

<https://youtu.be/JYH0n3nqlHM?t=25657>



- They don't seem very keen on a B hit(unless they are a man down/ they have raze ult(not sure if the 2nd one is the plan or a coincidence)), usually going A and C when the astra ult is available
- Recommended: Play aggressively for the first pick on A give them a man disadvantage and then anchor sites/hold passive at aggressive angles which will eventually will give them a difficulty to pick and execute sites

Defence

- Pistol default setup



- The jett,sova and raze stack b, the idea is to push jett into an aggressive position using the recon and paint shells. After this is done the sova rotates towards B leaving A(raze might stay at A or rotate too)(refer image and links below)

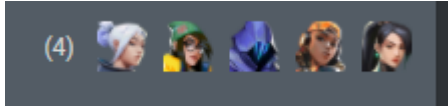
<https://www.twitch.tv/videos/1185356807?t=09h11m29s>

<https://youtu.be/JYH0n3nqIHM?t=25760>



- For the anti-eco Raze and cypher get a frenzy with no utilities bought(rest on classics with little utility)

Split



- Most likely run comp

Attack

- Pistol: They 5 stack A and if they are not stopped they push into ramps, however if they are they might rotate back to B through mid
- For the last split map they played against AECL note the position of the omen, the idea is to flash ramp in case they are able to entry



- For Pistol Anti-Eco: They prefer to go all specters + utilities + full shield(except jett goes for half armour) and they play mid + B and tend to execute B(But hugely prefers where they can open space by getting a pick), they might play Omen outside A main



- For Pistol Anti-Eco Recommended(Note the jett smokes and dashes in, **IF** we are to play KJ placing an alarm bot + nades could help deal greater damage(or) place an astra star in case of push concuss + raze paint shell should deal effective damage)
<https://youtu.be/S62UH25nMIY?t=5647>
<https://youtu.be/GPLLe060Z-B0?t=5051>
- On bonus round they make a fast A ramp entry using the omen flash setup from sewers, once they get picks at A heaven/clear then leaving 1 they fall back to site and get the plant
- When the Killjoy ult is online, they tend to execute a fast B along with 2(or) 3 people at mid. Any damaging counter at mid might force them to rotate making mistakes



- Mid to A execute: <https://youtu.be/GPLLe060Z-B0?t=6445>
- When they play to attack a certain site the other site is not attended to, however they look to tak mid control(**Recommended:** based on initial info try getting an aggressive angle on the site where they do not have a presence)(Refer below images for B and A respectively)



Defence

- Default



- They mostly play around the same default, however they might try going a little bit aggressive on any part of the map.