

Episode 407

For the Week of September 14th, 2025

Best. Of. Seven.

LVT Pro League LAN Post-Show

Timestamps

- 0:00:00 - Intro
- 0:05:00 - Competitive Halo News
- 0:10:54 - Rostermania
- 0:13:08 - Upcoming Tournaments of the Week
- 0:14:05 - Scrim & Tournament & League Recaps
- 0:17:04 - Topic - LVT Pro League LAN Post-Show
- 1:30:38 - Halo News
- 1:38:28 - Will's Adventures
- 1:46:57 - Shoutouts/Community Creations/Ending

On This Episode...

- Our LVT Pro League LAN Post-Show!
 - Best of Sevens truly are the best format of the HCS and it's not even fucking close.
 - Some of the best Halo we've ever seen during the Infinite era.

News (Competitive)

- [A Crazy Stat](#) - by Wryce
 - 26 x 🏆
 - No series dropped during the Mindfreak reign.
 - While it's a fun stat I'm most proud of the improvements we have made internationally while we literally can't play the game 90% of the year.
 - They tried saying it was just Micky Mouse ANZ... they were probably right
- [Sundance Wants to Help the Pups](#) - by Sundance
 - I'm not allowed to take a job in esports but I'm not blocked from hosting an old school Halo tournament for charity.
 - Who's down?
 - One note - it's to help support dog charities.
 - FoffyDogs will be the primary sponsor.
 - Hoping I can make this work. Hit me up if you'd like to help.
- [Charlotte Travel Coverage Teams Confirmed](#) - by HCS

HCS
★★★

MAJOR

CHARLOTTE, NC | 2025

TRAVEL COVERAGE

[OB 1]   DARK INSIDE KidNasty / Luiney / SuperCC / Suspector	[OB 2]   FRIES IN THE BAG DeZire / Mqse / Pantho / Respectful
[OB 3]   AKAVE ESPORTS Acid / Drift / Leuor / Magico	[OB 4]   MINDFREAK Barcode / Scoobmeistr / Swayz / Wryce

TEAM PASSES AVAILABLE NOW

 [AKA.MS/CLT25-TEAMPASS](https://aka.ms/clt25-teampass)

  

Roster Mania!

- [Gunny's Team Looking for Org](#)

- Gunny, Euzeu, Xuzey, LittleGatorz, & Coach JaggedCloud looking to rep an Org . We are the 6th Seed going into the open.
- [Wonderboy Retires from Coaching](#)
 - 4 years
 - 20 🏆
 - \$150K~
 - Now is the right time for me to walk away from coaching in Halo Infinite - thank you for the memories! Here's to the future.

Upcoming Tournaments of the Week - Presented By NoobCombo

- Saturday, September 20th
 - ForgeHub S&D Extraction 4v4
- Sunday, September 21st
 - FFA Prep Tourney #2 Hosted by Obsidian Storm x Velyrian

Scrim/Tournament/League Recaps

- [Scrims Available For All Regions at HaloDataHive](#)

Topic - LVT Pro League LAN Post-Show

Championship Bracket

- Winners Round 1
 - ENVY 4-3 SSG
 - [VOD](#)
 - [Stats](#)
 - Complexity 4-3 FaZe
 - [VOD](#)
 - [Stats](#)
- Winners Round 2
 - OpTic 4-3 ENVY
 - [VOD](#)
 - [Stats](#)
 - Shopify 4-0 Complexity
 - [VOD](#)
 - [Stats](#)
- Losers Round 1
 - SSG 4-0 Complexity
 - [VOD](#)
 - [Stats](#)
 - FaZe 4-3 ENVY
 - [VOD](#)
 - [Stats](#)
- Losers Round 2
 - FaZe 4-2 SSG
 - [VOD](#)
 - [Stats](#)

- Winners Finals
 - Shopify 4-3 OpTic
 - [VOD](#)
 - [Stats](#)
- Losers Finals
 - OpTic 4-1 FaZe
 - [VOD](#)
 - [Stats](#)
- Grand Finals
 - Shopify 4-1 OpTic
 - [VOD](#)
 - [Stats](#)

Predictions Results

LVT Pro League LAN Placings Predictions Results			
Placing	Will	Josh	Actual Placing
5th/6th	Complexity	Complexity	Complexity
	ENVY	ENVY	ENVY
4th	SSG	SSG	SSG
3rd	FaZe	FaZe	FaZe
2nd	OpTic Gaming	OpTic Gaming	OpTic Gaming
1st	Shopify Rebellion	Shopify Rebellion	Shopify Rebellion

Overall Tournament/Event Thoughts

- Will
- Josh

Bracket & VODs

- [Bracket](#)
- VOD's
 - [Day 1](#)
 - [Day 2](#)

- [Day 3](#)

News - Regular

- [Halo: 'Ghosts & Glass'](#) - by B. Giraud
- [Operation: Warpath Now Live](#) - by Halo Studios
 - LAST CHANCE: HAYABUSA
 - Acquire the HAYABUSA ZOKUHEN bundle from The Exchange now through October 7, before it vanishes into legend forever.
 - [NEW MODE: INVASION](#)
 - In the 8v8 Invasion mode, the Offense team assails the entrenched positions of the Defenders in hopes of completing objectives and forcing their foes back. Rounds are divided into three phases, each with a unique objective, where achievement is measured in new ground gained, a new goal, and upgraded loadouts for all teams. If the Defenders can prevent the invaders from achieving their ambitions, the round ends and the teams switch sides.
 - Time to put their backs to the wall!
 - WINNING ROUNDS
 - Invasion rounds are divided into three phases presenting a series of objectives. For every objective completed, attackers will gain one point toward victory and advance to the next phase, with improved weaponry and new spawn points deeper into enemy territory.
 - Invasion maps are designed to be linear, so that action converges on discrete chokepoints in the early phases, and scales to longer-range combat as invaders access new areas.
 - If attackers win a phase, both teams will be able to select from a new assortment of upgraded loadouts upon respawning. Defenders must deny any objective long enough to thwart the invasion and instantly end the round. Then it's their turn to go on the offensive!
 - WHERE TO PLAY
 - To honor Halo: Reach and the valiant Spartans who defended its servers, Invasion's banner shall fly full-mast in a dedicated playlist through the duration of Operation: Warpath. Jump in now through October 7.
 - At the conclusion of Operation: Warpath, Invasion will join the Squad Battle playlist.
 - As we set about recreating the magic for Halo Infinite, we decided to expand the number of available maps, add a new objective, and adjust available loadouts to really get the adrenaline pumping!
 - Halo: Reach featured three playable Invasion maps. We've now doubled that to six maps, each with its own rotation of objectives. Original Invasion maps Breakpoint and Boneyard (now dubbed "Recovery") return alongside four all-new arenas that were tailor-made for Invasion.
 - NEW OBJECTIVE
 - In Halo: Reach, Invasion maps featured a rotation of three core objectives: Capture the Zone, Assault, and Core Delivery. Halo Infinite adds a fourth objective, Payload, that asks invaders to escort a payload along a track to score.

- On Payload maps, this new objective awards up to two points: one for bringing the payload to a midway checkpoint, and a second for sealing the deal at the final destination.
- OBJECTIVE UPDATES
 - During phases with a Capture the Zone objective, the time to capture has been raised to 30 seconds (from 25 seconds in Halo: Reach). This tweak should help give Defenders more time to organize a counter-offensive on the new and more purposefully sweaty maps.
 - The Core Delivery objective is only slightly different from its Halo: Reach counterpart; carrier attributes should feel the same, but you'll be swinging a flag instead of a data core. (Talk about "reach!")
- LOADOUT SYMMETRY
 - During certain Invasion phases in Halo: Reach, opposing teams were offered a varied number of selectable loadouts. In Halo Infinite's Invasion mode, both teams will always be able to choose from the same number of loadouts during every phase of the round. See all loadouts.
- RANKED LEGACY
 - Featuring lovingly recreated maps from Halo: Combat Evolved, Halo 2, and Halo 3, this playlist faithfully captures the mythic vibe of ranked play in quintessential Halo modes such as Slayer, Capture the Flag, King of the Hill, and Oddball.
 - COMPETITION SETTINGS
 - Ranked Legacy introduces a competition variant of Delta Arena's throwback settings, with modifications for ranked play such as faster respawns and disabled Motion Trackers. All players will spawn with a Battle Rifle, but the Bandit Evo can still be found on weapon racks at most spawns.
 - All match settings:
 - Sprint: Off
 - Clamber: Off
 - Starting Weapon: Battle Rifle
 - Secondary Weapon: None
 - Friendly Player Collision: On
 - Motion Tracker: Disabled
 - Respawn Delay: 8 Seconds

Wills Adventures Within the Haloverse

- What games did Will play during the week?
 - For the first time ever, not a damn thing
- Josh?
 - Magic The Gathering
 - Is This Seat Taken?
 - Borderlands 4
 - Halo Infinite

Shoutouts

- Happy belated birthday to Lady Echidna!
- Shoutout to everyone who joined in the 8's!

- Shoutout to everyone who followed/subbed during the live show!
- Shoutout to everyone who is a Patron at the Semi-Pro and higher tiers!
 - iRowBoats
 - Shio
 - Blackout
 - Dieode
 - dpancakes
 - Voodooman
 - Rasta Monkey Jr
 - Snaggu
 - Raidrater
 - Peanutmut
 - 1SwoleDaddy
 - Danny OJ
 - Rizznak
 - Zarnarz
 - HiTechRedneck
 - Goalie Sniper
 - Heavy Rainfall
 - ElatedDartBoard

Community Creations

- [Halo memes every day!](#)
- [SSG Worlds Jersey Available Now!](#) - by SSG
- [Dark Inside Hoodie Available Now!](#) - by Dark Inside
- [Women of Halo x Dark Inside all ladies team jerseys](#) - by Dark Inside
- [Who Can Make the Best Halo Outfit?](#) - by Shopify Rebellion
- [Top 10 Clips: Salt Lake City 2025](#) - by HCS

Plugs

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