

100 Thieves Have 100 Problems

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SPOILERS FOR 100T VS SENTINELS, 100T VS C9

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Introduction

100 Thieves has had kind of a disastrous start to their season, especially for a team that was ranked so highly prior to the start of the season and it only gets harder for them going forward, this has had a lot of fans wondering, what the hell is going on? Why are 100T playing so terribly?



The power of hindsight is always funny.

There seems to be two major complaints regarding 100T's current level of play, which we'll explore to see if they're valid and if so why this might be occurring in 100T's gameplay. The first one is poor mid rounding/general macro. The second topic is Cryo's poor individual performance, statistically he's on par with Tacolilla who also is having a terrible season, but at least he's winning.

Tacolilla	LEV	173	0.95	197.0	0.91	64%	119.1	0.67	0.19	0.19	0.17	19%	15%	2/13	19	116	127	33	33
Cryocells	100T	162	0.94	177.6	0.86	68%	119.0	0.63	0.25	0.15	0.17	18%	18%	3/17	23	102	119	41	24
saadhak	LOUD (+2)	166	0.93	187.1	0.83	72%	120.2	0.58	0.43	0.09	0.12	20%	10%	1/10	20	96	116	71	15
jakee	C9	153	0.93	183.0	0.80	73%	120.9	0.61	0.46	0.11	0.08	25%	5%	1/19	19	94	117	70	17
ardiis	NRG	162	0.92	188.4	0.90	72%	131.4	0.64	0.22	0.15	0.10	19%		0/18	23	103	114	35	24
keznit	KRU	182	0.89	215.1	0.98	65%	150.0	0.75	0.20	0.16	0.20	24%	19%	4/21	27	137	140	36	29
Sacy	SEN (+1)	181	0.88	181.9	0.88	68%	121.5	0.62	0.35	0.08	0.08	31%	5%	1/20	23	112	128	64	15
jawgemo	EG (+1)	154	0.88	200.7	0.85	73%	134.4	0.67	0.36	0.09	0.17	19%	25%	2/8	22	103	121	56	14
frz	MIBR	221	0.87	177.7	0.90	72%	128.8	0.62	0.20	0.07	0.09	27%	15%	4/27	27	137	153	44	16
mwzera	FUR	146	0.85	172.7	0.81	71%	118.1	0.58	0.30	0.08	0.14	18%		0/7	18	85	105	44	11
Klaus	KRU (+1)	182	0.83	156.4	0.72	69%	95.8	0.54	0.41	0.06	0.10	15%		0/18	19	99	137	75	11
FNS	NRG	162	0.83	164.6	0.73	70%	112.3	0.52	0.34	0.06	0.08	17%	29%	4/14	15	85	117	55	10
TenZ	SEN	181	0.82	178.6	0.90	64%	123.1	0.64	0.18	0.12	0.24	20%	13%	2/16	25	116	129	32	21
dephh	SEN (+2)	181	0.81	168.1	0.78	71%	115.7	0.57	0.39	0.06	0.10	24%	13%	2/16	21	104	134	71	11

Cryo is only out performing Jawgemo, Keznit, & TenZ for the duelist role, all of which are on bottom feeder teams or have external circumstances which affect their play. But is Cryo's poor performance a personal issue with him, or are 100T failing to set up their star duelist for success?

Yeah 100T Have Pretty Bad Macro (Occasionally, Bad Micro Too)

Vs Sentinels

There isn't really a good way to sugar coat this, 100 Thieves are sometimes really bad at making mid round decisions. You can see some weird decisions in their match vs Sentinels, like on Fracture in this [round they use a ton of initiator utility A main](#), and then don't actually take any sort of A main space off of that utility, then they just run it B immediately after to execute despite having basically no initiator utility except for a Breach flash, and Cryo dies for free because 100T have no initiator utility to push an OPer off an angle, then they can't actually continue with their execute because they can't get out of the choke.

Or these rounds on Fracture where their defensive set ups are to just sit in spawn/site which is a really great way to play Fracture if your goal is to lose.



Round 18
1:26 on in game timer



Rd 20

0:54 on in game timer

These decisions weren't exclusive to Fracture either, this [Split round is just confusing](#), they spend the entire round just sitting outside A, blow most of your Skye utility mid to fake presence which isn't believable because Sacy can just jiggle peek the cross into Ropes from Heaven, and then when they try to actually execute there's 4 people already at A, they only win this round because TenZ kills himself shooting a Cypher cam.

Now I want to make it clear. I don't think 100T lost to Sentinels because of poor macro, for the most part I thought it was competent enough to not be the biggest reason they lost that series, I think poor individual performances and poor execution of some their strategies were much bigger issues, which makes sense, 100T played Sentinels really close, a couple kills swing their way and 100T 2-0 Sentinels.

100T had a good bounceback series vs EG, but as long as your name isn't KRU you're pretty much guaranteed to look good vs EG.

Vs Cloud9 (Lotus)

100T vs Cloud9 though was much different, this is the big series that really piled on a lot of criticism for 100T and for good reason, watching 100T play this map kind of felt like watching a car crash in slow motion where you can't do anything about it. This map specifically really felt like 100T just had an inability to make any sort of real plan past the beginning stages of a round.

You can see the issues [arise in literally the first round](#), their initial pistol play doesn't work, Cryo dies taking the 1v1 vs Jakee and the rest of 100T can't follow Cryo because of Jakee's Omen blind & Xeppaa's Skye dog, so they transition into contact A, but they're so slow, they actually beat out 3 C9 members to A site, but they don't execute onto site, 3 100T players just sit around stairs, and Derrek is just by himself in tree smoked out so he can't really do anything

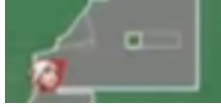


By the time 100T actually decide they want to go onto site, it's too late, every C9 player is already here. Now it's understandable that Stellar wants to play for a pick since he has the fastest timing and is most likely to catch a C9 member in rotation, but in that case what are Bang & Asuna doing next to him? Their spacing isn't close enough to peek with Stellar, they're just doing nothing.

There's this [round where 100T can't capitalize off of their KJ ult](#), so they regroup A cause they have Jett & Omen contacting up but those two get spotted & Skye dogs after the KJ ult so C9 knows 100T aren't trying to go after their KJ ult either. So C9 knows 100T are trying to go A, they spotted players earlier, and they didn't go B off of their KJ ult, 100T knows that C9 has the info that they're A and that 100T are probably going to go A. 100T have a minute to rotate, or cut noise and make C9 worry. They don't do any of that, they don't even try. Also Asuna just goes through tree with the spike by himself and loses it.

Or [this round where 100T can't take Mound](#) and C9 in the last round has shown they're willing to be aggressive towards C, and 100T spend 40 seconds retaking B using their

Skye dog which is pretty much their only retaking utility in their comp and then retake A by just contacting out and hoping they don't die



100T retook A like this and hoped Cryo just didn't die.

Also Asuna solo dies with the spike again because 100T hates escorting the spike carrier for some reason.

Their post plants were also just bizarrely terrible, [like this one where Asuna is the only one playing up](#), and everyone else is playing passive.



Like what are these player positions?

Sometimes 100T had really awful micro and utility usage like in [this one where they just Breach ult early for no reason](#) instead of waiting for some sort of condition like a tap on the spike.

Vs Cloud9 (Ascent)

Ascent was better but still some issues are present.

[100T have to pivot to B in this round](#) but they make the call to fight spawn, which granted I have the power of hindsight but do 100T really win this round by taking this risk? Even if they win out the fights spawn, they still have to deal with Zellsis on site who just has to play time or deny the plant. I think 100T were worried if they just rushed the site, C9's spawn players are just gonna flood out to help Zellsis, but I think that's still a higher chance of winning the round than fighting spawn.

[This A exec just sucks](#), they have drone and don't use it and just let Cryo walk out and die. They have a KAY/O flash too but they don't use it.

[I don't know why they did this](#), it's not executed particularly well either, cause they don't cover the possibility that people could be tiles, which I guess you could trade out but again why do that? You're going to have to give up the space anyways cause there's no way you're going to be able to hold past B main by yourself, and a 4v4 situation is always going to be advantageous to the attackers.

Again 100T played C9 close on this map, they lost a lot of clutches, and admittedly had some really boneheaded individual mistakes, [like here where Stellar can't decide if he wants to hold the angle and shoot his gun](#), or just spot for info.

Conclusion

So is 100T's calling the reason they suck? Well kind of, they had a terrible map in Lotus vs C9, but I think the main issue is that vs C9, 100T weren't very good at baiting out initiator utility, or at least trying to minimize the value of C9's initiator utility, Xeppaa on Lotus had excellent initiator utility usage that allowed C9 to know wherever 100T were going to go and you could see the same thing happen to a lesser extent on Ascent.

In 100T's current state where player performances aren't outstanding and their ability to play the micro situations can be kind of terrible sometimes, these occasional poor calls are a significant problem because they've come so close to winning maps and just losing rounds because you've forgotten how to call and play is unacceptable.

Why Is Cryo Performing so Badly?

The 2nd issue most people are bringing up is Cryo's poor performance, statistically Cryo is one of the worst duelists in the America's league. But I think it's important to give context to Cryo's poor performance, there are a lot of situations where 100T kind of just leaves Cryo out to dry and doesn't support him properly, especially on attack.

It ties into 100T's really poor calling at times, [if we look again at this round](#), this isn't Cryo's fault, 100T blew all their initiator utility A main, didn't take A main space, and instead of waiting for their utility to recharge, they just hit fast and don't have any utility to properly support Cryo getting onto B site.

[Or this pathetic attempt of an A exec.](#) Sure Cryo probably should've cleared bricks, but 100T have Sova drone, they have KAY/O flash, but for some reason they don't use any of it.

It's not entirely the fault of 100T's supporting cast though, Cryo mechanically has been sufficient enough to hold his own but his main issue is that his decision making has been absolutely terrible.

[Here Cryo just stares into the Viper smoke for some reason](#), even though he has a teammate site so Sentinels can't cross the site into the smoke, and he has a teammate watching ramp, so Sentinels can't get into the smoke from main either which means all he has to watch is Heaven, which he stops doing for some reason.

[In this execute 100T use Seekers](#), one of the Seekers goes towards top Gen and Cryo in his pathing just doesn't look top Gen.

[Here 100T go for an aggressive play on their defense pistol](#), Cryo just walks through his own teams one way, thinking the Sova dart is enough for him to be allowed to do that, even though he has KAY/O and Omen with him, both of who can flash if the enemy players shoot the Sova dart.

[\(He is also just whiffing sometimes\)](#)

Conclusion

Cryo's underperformance is a mix of two main issues, 100T are unable to properly support Cryo when he needs to be supported the most (on executes) and Cryo unable to make good decisions that will let his mechanical excellence shine, Cryo mechanically

can still aim and play well, but his decision making is preventing himself from being in the best situations to make use of those skills.

Big Conclusion

I would really love to just say that 100T have one or two big issues that if they'll solve they'll be good. But I don't really think that's the case, Yes their calling at times is an issue but I don't think it's frequent enough that it's clearly their biggest problem. Cryo is severely underperforming and while some of his performance is his fault, 100T also aren't doing their best to set up Cryo to succeed and some of those issues tie into their macro failures. 100T outside of Cryo also have a ton of individual mistakes as well and their utility usage can be severely lacking at points.

100T don't have one big problem they need to solve, individually none of these problems are often enough occurrences where they are the most severe problem, but all together these issues build up throughout the course of a game and cost 100T a lot of rounds, lose a round because your calling was poor, lose another because your utility usage was bad, lose another because of just individual mistakes, it all builds up.

I would love to offer potential solutions, but I'm not on 100T, I don't know what they're focusing on in practice, maybe they've identified other problems and what I've talked about is completely irrelevant to them.

In an effort to be not completely doomer about 100T. I don't think it's completely chalked for them yet. 100T's defense in my opinion I think has been quite solid, a lot of these issues surrounding 100T's poor macro and utility usage really only occur on attack (or when they try something aggressive on defense, probably shouldn't try anymore). Regardless, super week is going to be incredibly important for them and depending on what form they show is going to make or break their playoff chances.