

# Warden's Journal

## THE **ULTIMATE** BAN HAMMER GUIDE!

Made by: MedDoc



<- This guy

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**"This run's for you, momma!"**

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# Introduction

“Watch out for me!”

**Welcome to the ULTIMATE **Purple** Ban Hammer guide! This document seeks to aid both inexperienced players and PROs alike in improving their skills playing as (and against) Crossroads' favorite **Purple Douchebag**! By the end of the doc, you'll have learned all about **Ban Hammer**'s moves, strengths, weaknesses, match-ups, general info., as well as some smaller, niche topics the average player might not know about!**

**Purple** Without further ado, let's roll!

# **Moves**

**“I’m getting dizzy!”**

## **Passive - “Oathbound”**

**Take reduced knockback, but have no natural shield regeneration. On kills, regain 75 shield (50 for assists) and create an explosion that deals 40 damage and a slight pull after 0.8s.**

**[EXTRA: The max amount of shield you can have is 500.]**

**Cooldown: NONE**

**Given the fact he’s the only character who doesn’t regenerate shield naturally, **Ban Hammer** players have to be a lot more aggressive than their peers. However, if you find yourself overwhelmed, you can sometimes take a more defensive approach. This is highly effective if the enemy team is extremely aggressive; Sometimes you want to let them come to you instead of the other way around.**

## **Primary - “Prosecution”**

**Swing your hammer in a wide radius.**

**Base Damage:**

**40**

**Cooldown:**

**NONE**

**[EXTRA: Opponents hit by your Primary will be applied a small amount of **Knockback**, effectively resetting their momentum for a few brief moments.]**

If it wasn't obvious before, this is your main source of damage.

Although you don't require much precision when playing this Phighter, where you move your camera is still an important factor in using this move effectively. While using your primary, you'll be applied 100% **Bound**, which disables your jump throughout the move's duration. Because of this, you should try to avoid characters who tend to stay far above the ground such as **Slingshot** or **Katana** unless you know what you're doing; This does not mean you should underestimate the vertical range of your hammer, however. Sometimes, you can catch people off guard by hitting them from below.

## **[Tips and Tricks]**

- **Ban Hammer's** M1 has a ton of end lag. While this may seem like a bad thing at first glance, keep in mind that the attack's hitbox also lingers for a while; use this to try and hit multiple people in one swing.
- M1's hitbox is fairly disjointed, allowing you to hit people from further away than you'd think depending on how you move your camera (look at "Range Extension" in the Tech section for more info).
- **Bound** is only applied AFTER you swing the hammer, so if you want an easier time hitting enemies above you, click M1, and then jump right before swinging the hammer to ensure you'll hit them. Using this knowledge, you can time your M1 swings just right so that you can **Jump-Swing** consistently.

## **Secondary - "Order"**

**Slam your hammer forward, dealing damage and gaining shield for each enemy hit. Enemies closer to the center are dealt more damage and give more shield.**

**[EXTRA: Enemies hit with the Sweet Spot will be Stunned for 0.5s, before being knocked up and pulled towards you, giving you a chance to do more damage. You know you've hit a Sweet Spot when you hear a DING! sound as the slam connects with your opponent; red marks will also appear around your crosshair when this happens.]**

**Base Damage:**

**40 (Sour Spot) / 60 (Sweet Spot)**

**Shield Gained per hit:**

**40 / 60**

**Cooldown:**

**5 seconds**

**It should go without saying, but you should prioritize hitting your Sweet Spots as much as possible since it not only deals more damage than your m1, but also makes you more durable with the extra shield gain. Not only that, this is one of your main combo starters. Using it in unison with your E, for example, is a good way to maintain your shield during any team battle. This is especially useful if you want to take down another tank, and since M2 also has a pretty short cooldown, by the time you finish spinning, it'll most likely be ready for use once again. (Don't rely on this too much, though, as tanks take a while to kill, giving their team plenty of time to help them get rid of you). This move can often be used in a pinch, as the shield you get from a sweet spot may give you just enough time to kill your target(s), or escape. Lastly, you can combo this move with your**



**Phinisher** to ensure you'll hit your target (Unless you or your enemy have high ping). Use this move wisely, and you'll quickly learn how much damage you can deal in a short amount of time.

## **[Tips and Tricks]**

- You should use M2 to pull enemies who are ABOUT TO go out of your range, not when they're already retreating; If there's a noticeable distance between you and your target, it's best to just keep an M1 chain going, as to not risk them going completely out of your range, as that makes them more difficult to catch.
- While casting M2, you are (supposed to be) completely immune to all forms of **Knockback** (This does not exclude you from getting grabbed by **Sword's Empowered Lunge**, or **Coil's Grab**, however).
- You can only slam after touching the floor, allowing you to use M2 out of your Q to perform a surprise landing on your enemies. You should only do this when running low on health, need to finish off someone quickly, or want to mix people up for whatever reason.

## Q Ability - "Deposition"

Leap in a target direction. Reactivate to slam to the ground and gain shield for each enemy hit, use any ability while leaping to cancel.  
(EXTRA: Recasting Q above an airborne opponent allows you to **Spike** them onto the ground below, stunning them for 0.5s and leaving them vulnerable to follow-up attacks. You know you've hit a **Spike** when you hear a **DING!** sound as the slam connects with your opponent; red marks will also appear around your crosshair when this happens.)

### Slam Damage:

**30 (Slam)/30 (Spike)**

### Shield gained per hit (Slam):

**20**

### Cooldown:

**9 seconds (timer only starts when you either hit the ground or recast)**

**This is your best movement ability. It can be used to jump straight into battle, or to escape sticky situations. It's a highly versatile tool that can be used to approach your opponents in many different ways. However, while your Q can be used both defensively and offensively, do note that using it poorly could leave you highly vulnerable. Most of the time, you want to use your Q to get to the frontlines as fast as possible (read the Rollouts section for more info.). You can also use it to escape situations you'd otherwise die in. It is worth noting that dying before being able to escape puts your Q on a pretty big cooldown (This is especially dangerous during Overtime). If you're feeling more greedy, you can use it to finish off enemies who are low, or ulting. As the description suggests, you can use any move while**

**Q-ing, allowing you to both attack your enemies without wasting any time, and preserve most of your momentum. Get creative in your approach; identify what move would be best to cancel out of your Q with (or if you should even cancel the move at all).**

## **[Tips and Tricks]**

- **You can move slightly in the ability's wind-up animation; use this to gain a little more distance on your jumps or to make micro-adjustments to your trajectory.**
- **Hitting opponents with the slam pulls them towards you, allowing you to chain other moves into it.**
- **Recasting Q pushes you up slightly before you drop down. You can use this to get to ledges that are barely out of reach, or to reposition yourself right before slamming down.**

## **E Ability - "Litigation"**

**"Hold E to spin, release to end early. For every enemy hit, gain shield and spin an extra time. Landing the final hit grants shield"**

**[Extra: The maximum number of times you can hit people with your E (counting the final hit) is 20. And the maximum damage you can inflict on someone if you don't miss a single time is 220]**

### **Base Damage:**

**10 (Normal Hit)/30 (Final Hit)**

### **Shield Gained per hit:**

**8 / 30**

### **Cooldown:**

**8 seconds (timer is paused when spinning)**

**This is your main move for self sustain.** With how quickly you spin, combined with the shield gain on hit, using E on someone extends your survivability by a mile (Also, the initial hop you do when activating the move should make it easier for you to get targets in your range). It's important to mention that **you don't always have to hold E for it to be effective**, sometimes that final hit is all you need to get back on your feet. Ending the attack early means you'll miss out on some damage and shield, however. Try to identify what works best in any given scenario. Finally, it's worth noting that **Tap E can sometimes be used to dodge certain Phinishers** (Most notoriously, **Hyperlaser's**). It doesn't let you jump long distances like your Q, but it might be just enough to help you close the gap between you and your target, and it might even let you cross a few gaps and get to places you normally wouldn't be able to if you know where to look.

## **[Tips and Tricks]**

- The distance you can travel with this move's initial hop actually depends on your camera position, aiming it lower (or higher) results in a shorter hop, while aiming straight forward allows you to travel the max distance (10 studs).
- Unlike his other moves, **Ban Hammer** is allowed to jump while using his E (although his jumps are a lot shorter due to being applied 50% **Bound**). These tiny hops may not do much a lot of the time, but they can sometimes allow you to hit **Katanas** who are only slightly above the floor, people running up some stairs, and even chase people through uneven terrain (like some of the props in dodgeball).
- If you're **Stunned**, **Wireframed**, or **Grounded** at any point while using your E, **Ban Hammer** will immediately stop spinning, leaving you extremely vulnerable; use this move mindfully.

## **PHINISHER! - “Judgement”**

**“Catch any enemies in an area in front of you. If their health and shield combined is less than 50% of their maximum health and shield, execute them and recharge your Phinisher up to 5 times.”**

**Slam Damage:**

**30**

**Swing Damage:**

**50 (out of exec. threshold) / 999 (in exec. threshold)**

**The point of using Ban Hammer’s Phinisher is to be able to secure a kill without much hassle. It doesn’t matter if your target dies before you’re able to execute them; you’ll get another charge anyways. Hell, it doesn’t even matter if you don’t get the **Execution**. As long as you’ve made your target die/take a ton of damage, you’ve done your job right (of course, you should always prioritize kills over damage, but sometimes that’s just not an option). Do try to use your Phinisher with as much health as possible, however, because, while you do get another charge after executing someone, dying afterwards will end up resetting the charge back to 0%; so think really hard before using that first **Phinisher**. As previously stated, if you can’t seem to get targets within the range of your ult, try to hit them with M2 to pull them towards you. Immediately after that, activate your ult and let them know how it feels like to be a golf ball!**

## **[Tips and Tricks]**

- You can use your **Phinisher** in the middle of your Q; it’s an effective tool to surprise your opponents.

- You can sometimes use the pull from your **Phinisher** to make people fall to the void (in maps that have it).

## mesmerizing landscapes



# **Strengths**

**“You can never beat a tyrant!”**

Like other melees, **Ban Hammer is a character that thrives on close quarters combat**; his best maps are ones where enemies are grouping up constantly, or have routes that allow him to get the jump on people (Such as Bank, or Chaos Canyon). Your status as a tank means **you can take a beating or two and still be fine**. And your good damage, combined with your wide attack radius, makes you the perfect fit for attacking and killing multiple people at once, as opposed to characters like **Hyperlaser**, or **Biograft**, who are better suited for killing one target at a time. While, taking on multiple people at once means you'll be taking a lot of damage, it also means you can get more shield from your abilities. **This is not to say you should jump headfirst into the enemy team, however**. That hammer can only get you so far. **Ban Hammer** can also punish “hit and run” characters like **Bio** and **Skate** extremely hard as soon as they make a mistake; **he's a very good character to defend other people with** (mainly supports). And last but not least, **Ban** has one of the best movement abilities in the game in the form of his Q, which allows him to get from one side of a map to the other in a very short amount of time, and allows him to surprise his enemies, or quickly get away from fights he can't win.

[EXTRA: **Ban Hammer** is played best on Conquer and Escort, since people tend to group up a lot more when trying to take control of the point, and, in the case of Escort, after dying he can quickly get back to the payload to keep pressuring the enemy team.]

# Weaknesses

“Just wait until I take this blindfold off!”

**Ban Hammer tends to struggle a lot in open spaces**, where you can be absolutely shredded by ranged characters. He also has one of the biggest (if not, the biggest) hurtbox in the game, meaning characters like **Slingshot** and **Subspace** can easily plow through your health in seconds if you're not careful. Because of this, try to avoid open fields as much as possible, and use the map geometry to your advantage to take cover from enemy fire. But if there's one thing worse than being poked from afar, it's getting slowed down and/or stunned. **Ban Hammer** is especially vulnerable to these things since he relies on hitting his moves to be able to sustain himself. And unlike **Katana**, who can pull people from far away, and even shrug off most stuns with his M1 and M2, a Stunned Ban Hammer is usually a dead Ban Hammer.

[EXTRA: **Ban Hammer** and **Katana** are the biggest, and slowest characters in the game making you more prone to getting headshot by **Hyperlasers** and **Medkits**.








It is also worth noting that, unless you have your Q ready, **Banhammer** can't do anything against opponents who can Airstall him.]



# **Map Tier List**

**“Banland’s calling!”**



S	
A	
B	
C	
D	
E	
F	

[ioulovely](#) here..for you casual queueres...this is the banhammer  
dodgeball anni layout ranking! go wild and GAMBLE UR LIFE AWAY LOLLLL

## Rollouts (mostly outdated)

ARCADE

[Main]

[Alt./Machine]

**BANLAND**  
**[Blue/Red]**

**[BANK]**

**[BOWLING ALLEY]**

**BREAD FACTORY**

**[Main]**

**[Rails]**

**CHAOS CANYON**

**[Main/Train(Pending)]**

**DARKAGE CLIFFS**

**[Side/Mid]**

**DOMINO VALLEY (outdated)**

**Hotel Elephant (outdated)**

**IRON CAFE**

**Left Side/Right Side**

**Nuke The Whales (outdated)**

**SFOTH**

**Main**

**Miscellaneous:**

**First/Second**

**SKATEPARK**

**Left Side/Right Side**

(P.S. Left side works best for red team)

**SPACE KNIGHTS**  
**[Blue Side/Red Side]**

**PROTECT TELAMON**  
**[Main/Alt.]**  
**[ORVEN]**

**UNDERGROUND WAR**  
**[Left Side/Right Side]**

**ROCKET ARENA (outdated)**  
**[Main]**  
**[TOPHAT]**

**SHOOTING TEAPOTS OBSERVATORY**  
**[Main]**  
**[Plates]**

# **TRAIN DEMOLITION**

**[Main]**

**[SLUG]**

[P.S. I'm not sure if this one's possible anymore]

## **Match-ups**

**"I'll show you all who's boss!"**

## **DIFFICULTIES**

### **WEAKLING**

**The dust beneath your feet; If you ever find one alone, it's as good as dead!**

**Winning requires two hands and a brain.**

### **UNDERDOG**

**Picking fights with you is a bold move; typically only has one or two abilities to avoid you, but might unexpectedly put up a fight; Light work!**

**Winning requires patience, and respect over your opponents capabilities.**

### **TOUGH**

**Hard to kill swiftly; An almost even match for you...if it weren't for your Phinisher.**

**Winning requires persistance, brute force, and a bit of confidence.**

### **ABSOLUTE EQUAL**

**A test of skill; the only one who can keep up with you...is you!**

Winning requires precision, strategy, and knowledge over your opponent.

## **FORMIDABLE**

Usually has an advantage over you; highly evasive during combat, yet crumbles under pressure.

Winning requires strategy over brute force (and perhaps a bit of luck).

## **COWARD**

Excels in running away; typically hides behind their team due to lacking the tools to take you on straight, making them very hard to finish off on your own.

Winning requires patience, strategy, and luck.

## **NIGHTMARE**

Virtually untouchable; possesses high, consistent mobility (with a decent damage output to back it up) that renders most (if not, all) of your moves useless. Avoid if possible.

Winning requires good gamesense, a team, and a TON of luck.

## **SWORD - Hero of Legend**

"You call that a weapon?"

## **EXECUTION THRESHOLD**

200 HP // no shield, 200 health

## **EFFECTS & GIMMICKS**

**Grounded, Knockback, Wall Piercing, High Mobility, Empowered Moves, Splash Damage,**

**Consistent Damage Output, Pure. Raw. Damage.**

## **RATING**



## [TOUGH]

Since he lacks shield sustain, **Sword** players have to engage people in close quarters a lot more often, which works well for **Ban** since he can quickly deplete people's health if they aren't careful. His **Lunge** isn't a big issue since, although it allows **Sword** to chain attacks on you easily, he can only push you away in its **Empowered State**, so most of the time you'll be able to trade hits with Sword for free (until they inevitably decide to run away). It's worth mentioning that your E can't get much value in this match-up, since **Sword** can easily avoid it with his E and Q. Most importantly, he only becomes a threat when you're running low on health and/or he has teammates backing him up. Otherwise, he can be dealt with pretty fast, or brushed off like the insect he is.

Show him the TRUE power of a deity.

## [Tips and tricks]

- If you think a **Sword** will catch you with their **Empowered Lunge**, try to use your M2, as you can often guarantee a sour-spot hit.
- If you're ever running away, try to break line of sight with the **Sword**, even if there's a wall dividing you two. Both versions of his **Blade Beam** can pierce walls; it might be able to hit you if not careful.
- If they stick their **Phinisher** onto you, try to get close to them. If done right, they'll be hit by the explosion, and, more often than not, you'll survive with most of your health intact.]

Demonstration Clip

# **SKATEBOARD - The Red Blur**

**“Watch where you’re skating!”**

## **EXECUTION THRESHOLD**

**150 HP // no shield, full health**

## **EFFECTS & GIMMICKS**

**Stun, High Mobility, Critical Hits, Burst Damage**

## **RATING**

**ICOWARDI**

Most of the time, **Skateboard** will only zoom by you since your attacks' strong damage will slow him down a ton, and if he gets knocked **Off Board**, you and your team can punish him heavily. Although they aren't too strong off board, **do not underestimate them**, as a good **Skateboard** can cause some serious damage if left unattended. The main thing you have to worry about is his **Dismount**, which **deals more damage depending on his speed** (capping at a max of 60 damage). Both of his M2s can cancel your E, his **Bash** allows him to quickly get out of your range, and his **Phinisher** can **Stun** you for way longer and leave you open to enemy fire. While **Skateboard** is in **Onboard Mode**, **hold your M1**; there isn't really a downside to it, and if you're lucky, you might hit him once or twice. When he's **Offboard**, try to hit him with your M2; if your **Sweet Spot** connects, you'll mitigate some of the damage dealt. Alternatively, you can try to hit your **Phinisher** as he enters your range for a chance to **Execute** him. As long as you keep your cool, **Skateboard** should be nothing more than a nuisance.

Someone needs to teach that kid a lesson.

## [Tips and tricks]

- Hitting **Skateboard** with a **Stun** of any kind will force them into an **Offboard State**.
- Using your **Phinisher** on a **Skateboard** is a good way to reduce the effectiveness of their own **Phinisher**.

Demonstration Clip

# **BIOGRAFT - Child of Man**

**"You ready, robot?"**

## **EXECUTION THRESHOLD:**

**125 HP // 25 shield, full health**

## **EFFECTS & GIMMICKS:**

**High Mobility, Executions, Wall Piercing (Minimal), Burst Damage, Pure. Raw. Damage.**

## **RATING**

**[FORMIDABLE]**

The **Biograft** matchup is DECEIVINGLY difficult for inexperienced **Banhammers**. Don't let their relatively low health fool you. **Biograft** is able to weave in and out of your range very easily, which becomes dangerous if they know how to cut off all your self sustain and abuse the fact that, unlike you, they can regenerate shield naturally. They can also use their **Blink** to get some vertical distance, rendering ALL of your moves completely useless for a short period of time (which turns longer if they have access to high ground). If you want to take down that machine, you need to manage your cooldowns effectively. Avoid using your Q as much as possible, as it's not only easy to dodge, but it also gives the **Biograft** a brief window to hit you with anything they want. Try not to use your M2 or E unless the **Bio** has wasted all of their **Blinks**, or they're distracted. And most importantly, don't let them drag you away from your team; it's where you're at your most vulnerable. Overall, try to keep your cool when fighting the metal

**pitbull. More often than not, your death will be caused by your own paranoia.**

**Keep your mind clear, know when to strike, and REND HIM APART!**

## **[Tips and tricks]**

- If you're in **Biograft's Execution Range** and you have enemies nearby, you can use your E's shield gain to save yourself, as **Biograft's Q** can only pierce through 20 shield.
- If you're lucky enough to catch a **Biograft** activating their ult in front of you, combo them with your M2 and another one of your abilities. They'll lose a lot of health in the process, reducing their **Phinisher's** effectiveness by a lot.
  - **Biograft** is STUPIDLY easy to shut down if you have your **Phinisher** ready. If you think they're about to come for you, activate it when they get in range. They'll often be placed right in **Execution Range** due to their health constantly ticking down.
    - If you've been hit by **Biograft's Q**. You can wait for them to recast it and hit them with your M2 once they're in your range. If you're lucky, you might be able to do some serious damage to them.
- Alternatively, using your Q to jump over a void and recasting when they warp to you will activate your spike **Spike**, killing them instantly in most cases. This is especially effective against **Biografts** that use their **Phinisher** before recasting Q, as the animation gives you just enough time to perform this technique.

**Demonstration Clip**

**Demonstration Clip #2**

# **KATANA - Foolish Samurai Warrior**

**“You seem like a tough opponent. We should spar some time.”**

## **EXECUTION THRESHOLD**

**250 HP // 50 shield, full health**

## **EFFECTS & GIMMICKS**

**Armored, Slow, Grounded, Wall Piercing, Self-sustain, Airstalling, Pure. Raw. Damage.**

## **RATING** **[TOUGH]**

**At long last, a worthy opponent. Katana** is the perfect rival for a character like **Ban Hammer**. You're both bulky hard-hitters with excellent self sustain. If you ever encounter him in a match, you're gonna want to keep this in mind: **A good Katana can quickly shut you down before you can even deplete all of their shield, so be mindful about how you use your abilities.** Their grapple can totally stop you dead in your tracks since it not only stuns you for a brief moment, but it slows you down as well, which isn't good at all for a big target such as yourself. Not only that, **their counter can return most (if not, all) of the damage you've dealt, in a blink.** And if that isn't enough, his passive ALSO slows you down a lot. If you want to kill a **Katana** at full health, know this: First, you'll have to **bait out his abilities**, so you can punish him with your own; you should **be wary of his counter move**, as damaging him too much in this state can put you at a HUGE disadvantage. Second, once he slows you down, you'll be completely locked into combat with him unless you have

your Q ready. And third, **killing Katana wastes a lot of time**, which makes it very likely for his team to come kill you before YOU can kill HIM, so unless they're in **Execution Range**, try to avoid them if you can.

**For an old man, he can sure pack a punch.**

## **[Tips and tricks]**

- While using your E, you can jump high enough to hit **Katanas** who are slightly above ground level.
- The **Katana** match-up becomes significantly easier if your Phinisher is ready; you only need to do half of the work to send that old man into retirement!
- Ulting **Katanas** tend to be very susceptible to your **Phinisher**. Try to shut him down when possible, but be mindful of his shield regen so you don't miss an easy **Execution**.
- **Katanas** often like to hover above you to get a better chance at winning. You can counter this by using your **Q Spike** to send them back down to your level.

# **BAN HAMMER - Momma's Favorite**

**"Here comes trouble!"**

## **EXECUTION THRESHOLD**

**225 HP // 75 shield, full health**

## **EFFECTS & GIMMICKS**

**Grounded, Knockback, Wall Piercing, Self-sustain, Airstalling (Minimal), Spiking, Critical Hits, Pure. Raw. Damage.**

## **RATING**

**[ABSOLUTE EQUAL]**

**Another unexpectedly difficult matchup for you is... yourself. Your toolkit is packed with moves that are extremely effective in exposing other Ban Hammers. Your M2 is your best friend in this fight, ending the poser's spin early when hit with the Sweet Spot and putting a large dent in his shield. Your E is also a great option since Ban Hammer's little mobility allows you to siphon a lot of your shield back while his Q's windup animation gives you a sign to end it early to land the final spin for a big bonus! On top of this, your M1 is especially reliable as his little mobility makes him easy to hit while its high damage can break away at his huge health pool. Some faker has nothing over the real thing... right? Not quite. As easy as this matchup sounds, remember that he has all these advantages over you too. He can also end your spin early, siphon your shield, predict your Qs and run through your stored up shield in the blink of an eye. Every advantage you have is made redundant as he has it too. The only real way of beating another Ban Hammer is patience and knowledge over**



**your moveset, a true test of your skill. Because of this, You should try to avoid starting fights with other Ban Hammers unless you have a significant advantage over them. More often than not, Ban Hammer dittos end up in a draw, a win for you (with most of your health gone), or what's most likely in a casual setting, you getting your ass kicked because your team couldn't support you well enough. Focusing on enemies weaker than you gives you more room to breathe than if you were to focus all your resources on the powerhouse that is you. But if the situation turns dire, and worse comes to worst, remember:**

**Only you hold the power to stop yourself.**

## **[Tips and tricks]**

- **Save your M2; you can instantly stop the other Ban Hammer's E if you hit them with the sweet spot (and vice versa). Once you put a stop to their best beyblade impression, show them your own (preferably AFTER they've wasted their M2)!**
- **Your E and M2 can save you from an overzealous enemy Ban Hammer's Phinisher. If they try to ban you the moment you pass the threshold while you are spinning, your E will end early, hitting him with the final spin, granting you 30 extra shield! You can also use your M2 before they use their Phinisher for up to 60 shield to save yourself with. Keep in mind that he can also do this to you, so try to get your opponent at least 60 health below the threshold before sending them crying to momma!**

# **ROCKET - Astro Boy**

**"Such a tiny little being."**

## **EXECUTION THRESHOLD**

**150 HP // 50 shield, full health**

## **EFFECTS & GIMMICKS**

**Knockback, Airstalling, Tankbusting, Critical hits, Splash Damage, Burst Damage**

## **RATING**

**[FORMIDABLE]**

Despite being a formidable adversary, you shouldn't worry about **Rockets** too much. While their damage isn't something you can simply brush off, the real thing you should worry about most of the time is Knockback. **Rocket** can inflict **Knockback** on both his opponents and himself, making it harder for people to catch him, and it could also make you miss a lot of your attacks on accident. As a Banhammer, you typically don't want to be in a 1 on 1 fight with a character like Rocket. If he's paying attention, he can avoid being hit by flying upwards with his **Lift-off**, or more commonly, his **Rocket Jumps**. Sometimes he can also fly back upon firing his **Charged Blast** to put some distance between the two of you. But that's only IF he's paying attention; even with all that mobility, **Rocket** can't sustain himself for very long. Some well placed hits from your M1 and a bit of help from your team should remove him as a threat for a little while. Above all else, find any way to be a low priority target. This is especially true if the **Rocket** has a **Phinisher**

ready, as it can completely decimate your health if used correctly. However, if worse comes to worst and your team can't help, you can sometimes eliminate him by baiting him to waste a **Lift-off** so you can then use your Q to either **Spike** him, or catch up to him to try and deplete his health. This is a rather bold strategy, but it tends to work more in enclosed spaces.

As long as you act smart, you'll have no trouble teaching that kid why you shouldn't play with dad's explosives.

## [Tips and tricks]

- If a **Rocket** uses their **Phinisher** on you, try to use your Q to jump above him. Once there, press Q again to **Spike** him; if you're lucky he might get hit by his own rockets.
- Alternatively, if he's already within the **Execution Threshold**, you can simply leap at him and use your **Phinisher** once you get close enough, to quickly dispatch him.

### Demonstration Clip

(Sound Warning)

- **Rocket** is incredibly vulnerable at close range, especially when caught off guard. You can exploit this weakness to get easy kills.

### Demonstration Clip

# SLINGSHOT - SuperFly

“Stop moving around so much!”

## EXECUTION THRESHOLD

150 HP // no shield, 150 health

## EFFECTS & GIMMICKS

**Slow, High Mobility, Airstalling, Zoning, Wall Piercing, Wall Hacks, Consistent Damage Output**

## RATING

**INIGHTMARE!**

**This is one of Ban Hammer's worst match-ups. Slingshots are fast, they have nigh total control of themselves even in the air, and can counter you at almost every turn if they decide to focus you down.**

**Unless they're at low health, or distracted with something else, do NOT engage with Slingshots unless you're ready for a real beating.**

**That guy and his stupid hover shoes. 'Hate him!**

## [Tips and tricks]

- **The best time to damage a Slingshot is when they're using their Phinisher; it guarantees at least one free hit since it makes them stand still for a moment.**
- **You can use your Q to launch yourself into a Slingshot who is within the Execution Threshold before using your Phinisher to instantly dispatch him before he can react (It's recommended**

**that you wait until they've wasted their [Dash](#) to get the best chance of success).**

# **HYPERLASER - Technological Tactician**

**“Fix your aim!”**

## **EXECUTION THRESHOLD**

**175 HP // 25 shield, full health**

## **EFFECTS & GIMMICKS**

**Wireframe, Slow, Knockback, Wall Piercing, Tankbusting, Executions, Critical Hits, Consistent Damage Output**

## **RATING**

**[TOUGH]**

**While you have a better chance at winning against him than **Slingshot**, **Hyperlaser** is NOT to be underestimated. **Slingshot** and him have very similar ways of attacking their opponents, which means you'll have to play around **Hyperlaser** in a similar manner. Take cover when you can; never stay out in the open for too long. **Hyper**'s damage output is a lot greater than most other ranged, which makes him perfect for countering slow targets (like you!). He also has various tools at his disposal to aid with mobility and/or stopping threats that might come his way. And that's not even mentioning his Phinisher, which can eliminate targets despite how much health they may possess, which means you, being the center of attention most of the time, will get a taste of it a couple times per match if you're not prepared. All this makes him pretty difficult to take down, but he DOES have a weakness you can exploit. Once **Hyperlaser** runs out of movement abilities, though still remaining as a pretty big threat, he becomes a lot more vulnerable. Use your Q to get the jump on him; his**

**first response will be to either use his E or Q (or both). Your goal here is to waste his abilities so that you can easily shred him with your E. Try to hit your M2 as he's using one of his movement abilities; he'll be pulled towards you, giving you a chance to inflict more damage.**

**When he runs out of movement options, he's as good as dead.**

**Who needs to aim when you have a hammer two times your size?**

**[PRO Tip(s): If you have no cover around you, using your E to dodge Hyperlaser's Phinisher is a pretty viable strategy (just be careful if you or the hyper have high ping).**

**Demonstration Clip**

**Also, with good timing, you can use your M2 or your Phinisher to delay Hyper's Phinisher.]**

**Demonstration Clip**

# **SHURIKEN - The Roach Hidden in the Leaves**

**“Another fast, pesky prick. How fun.”**

## **EXECUTION THRESHOLD**

**125 HP // no shield, 125 health**

## **EFFECTS & GIMMICKS**

**Haste, Bounce, Antiheal, Slow, Bound, High Mobility, Airstalling, Zoning, Summons, Critical Hits, Pure. Raw. Damage.**

## **RATING**

**[FORMIDABLE]**

**Shuriken** is similar to **Slingshot** in that his high mobility makes him very hard to go after (Especially because of his passive, which gives him more movement speed). Unlike **Slingshot**, however, he actually has good damage. If a **Shuriken** has you on their sights, either get them to leave you alone by damaging them enough, or run to cover while keeping eye contact. If you notice one of them from far away while you're attacking other people, pay close attention; know when to retreat and do not let them get any backstabs off, as it'll give you some serious trouble. Like **Sling**, one of the best times to attack a **Shuriken** is when they're busy fighting other people. It is not recommended to seek them out unless they're causing a lot of trouble for your team. You should also be cautious when finishing them off, as killing them is a lot harder than it looks.

**If he even slips up once, SQUASH him like a bug.**



**[PRO Tip(s): Shuriken's Phinisher is fairly easy to shut down if they activate it close to you. And even without your ult ready, as long as you hit your abilities you should be able to outlast the damage done by the shurikens.**

**Shuriken** is also much easier to kill once his shield is empty as he loses his **Haste** and **Bounce** when losing health. If he gets too close or if you sneak up on him, an M2 and M1 will heavily skew the fight towards you winning. He won't be able to grapple away either since your M1 does just enough damage to cancel his grapple in one hit, leaving him with no escape from you!!

RIFLE

## SCYTHER - The Grim Sweeper

"You can't run away forever."

### EXECUTION THRESHOLD

150 HP // no shield, full health

### EFFECTS AND GIMMICKS

**Haste, Stun, Knockback, High Mobility, Stance Changing, Tankbusting, Critical Hits, Pure. Raw. Damage.**

### RATING

**[FORMIDABLE]**

The **Scythe** matchup is very tricky to win, it's rarely a good idea to approach her directly since her rifle moves can shred you in a blink of an eye; her rifle Q can stun you for a while, and her rifle E can take out massive chunks of your health. The only time you can really damage her reliably is when she's distracted, or when she's out of movement options (which she almost never is). Both of her Phinishers are pretty big threats too, especially her rifle one. If she uses her rifle Phinisher, either get out of her range, or use your E to soften the damage (only use the second option if you know you can kill her in time). There isn't any way you can avoid the Scythe Phinisher besides staying at good health, so when **Scythe** goes invisible, try not to play it TOO risky with your approach to the enemy team. At the end of the day, you must keep in mind that **Scythe** is designed to be able to take down tanks, so having trouble with her is completely normal. Think of her like the final boss of ranged

**characters; she'll put everything you've learnt to overcome other ranged to the test. As always, abuse cover as much as you can, don't overextend, and always try to damage her when the opportunity arrives.**

**You and me both know this town ain't big enough for the two of us.**

**[PRO Tip(s): Do NOT try to shut down a rifle-ulting Scythe while she's at full HP; you'll most likely die in the process.]**

# MEDKIT - Beacon of Chaos

"You ran away just to become even worse?"

## EXECUTION THRESHOLD

175 HP

## EFFECTS & GIMMICKS

**Slow, Healing, Self-sustain, Critical Hits, Consistent Damage Output**

## RATING

**(TOUGH)**

With you being a big target that can be easily stopped by even the smallest reduction in movement speed, as well as being vulnerable to headshots, it makes the **Medkit** match-up a pretty tricky one to win (and that's not even mentioning the fact he will almost always be supported by his team). All you can do in most situations is to try and get the jump on him, and hope you can do some good damage, before backing off and switching targets. You can do this many times throughout the match to keep the **Medkit** in check; let them focus on you for a bit, and then jump away to aid your team. Going for him all by yourself is almost never a good idea. Taking into account his good self-sustain, his ability to disorient his enemies with his E, and the fact he can apply up to 30% **Slow** on a single target with his M2, the only time you should ever consider going for the **Medkit** is when he's alone, you're supported by your team, or he has bad aim.

Why keep the doctor away when you can get rid of him for good?

**[PRO Tip(s): Medkits will often teleport away from you once they're getting attacked. This leaves them in a pretty vulnerable spot afterwards, so if you REALLY want them dead, try and catch up to them with your Q; you'll be able to get at least a few hits in before you have to retreat.]**

# **BOOMBOX - Beat Playing Menace**

**"Turn that garbage off!"**

## **EXECUTION THRESHOLD**

**175 HP // 25 shield, full health**

## **EFFECTS & GIMMICKS**

**Haste, Knockback, Shielding, Airstalling (Minimal), Buffing, Consistent Damage Output**

## **Rating**

**[WEAKLING]**

**You shouldn't have much trouble if you ever happen to come across a Boombox (unless they have a tank to go alongside them). If they decide NOT to run away from you and hide behind their team, and want to pick a fight, you can easily overwhelm them with your high damage output, which can completely burn through their health in just a few seconds. Not only that, your passive's knockback reduction makes you much less movable by Boombox's abilities in most cases. He has a few getaway tools, being his Q, E and his passive ability, but even then, it's not that hard to catch up to him if you know when to use your abilities. Just be wary that his empowered E can be used alongside his passive to create a big distance between you and him, though a well-aimed Q can completely shut down his escape! Your E can absolutely shred him if used correctly (do keep in mind that he can jump over it using his Q, though). All in all, it's a pretty easy match-up as long as you don't let the Boombox pull any cheesy tactics on you.**

**With any luck, you'll destroy those speakers before your ears start ringing.**

**[Pro Tip(s): **Boombox** is great collateral damage to hit with your E while attacking someone else since he's usually close to others, letting you double up on the shield gain! You can also shut down his ult easily since it locks him in place for a little while, giving you ample time to ban him.]**

**[Demonstration Clip](#)**

**(Needs updating)**

# **SUBSPACE - Rot of Society**

**“Get a better lawyer next time!”**

## **EXECUTION THRESHOLD**

**175 HP**

## **EFFECTS & GIMMICKS**

**Poison, Vulnerable, Slow, Grounded, Healing (Self only), Airstalling (Minimal), Zoning, Tankbusting, Consistent Damage Output**

## **RATING**

**[UNDERDOG]**

The biggest mistake you can make as a **Ban Hammer** is ignoring **Subspace** for an extended period of time. All of his moves present some kind of threat to your royal douchebaggery; try to keep him in check as much as possible. When the time comes for you to fight, try to use your movement abilities sparingly. Not only can **Subspace** cancel your E with his M2, but he can also dash away from you if you decide to get the jump on him with your Q. Even so, always try to keep a minimal distance between you two; otherwise, you may die sooner than you think, since the **Vulnerability** applied by his M1 can stack up quickly. Also, beware of his Q; getting hit by it unprepared (like when you're fighting someone else) may be the cause of your demise. It's generally not a good idea to go after **Subspaces**, but that's not to say you should completely forget about him. Damage him when you can, but don't get cocky.

**If his own poison doesn't kill him first, then you sure as hell will!**



**[PRO Tip(s): Similarly to [Slingshot](#), the best time to deal some damage to [Subspace](#) is when they've activated their Phinisher. [Subspace](#) players can sometimes play it risky with their ults, and use them in the middle of the battlefield. This gives them a good chance at catching people, but it also means they'll probably take a lot of damage in the process, which makes them an extremely good target for your Phinisher, so pay attention, and strike when you deem it necessary.]**

**[Demonstration Clip](#)**

## VINE STAFF - Sister Nature

“Those sprouts won't save you forever!”

### EXECUTION THRESHOLD

175 HP // No shield, 175 health

### EFFECTS & GIMMICKS

**Slow, Bound, Regeneration, Healing, Self-sustain, Tankbusting, Consistent Damage Output**

### RATING

**[TOUGH]**

**Vine Staff** may appear to be an easy kill due to their lack of true mobility moves, however, her ability to heal and boost her team should not be underestimated. When she is with her team, it can be a deadly task to even attempt to approach her. Due to your large hitbox, she can hit her M1 to farm sprouts off of you, and can hit her E more easily, which will grant her a maximum of 3 more sprouts instantly as well as applying the **Rooted** status effect for 0.5 seconds. This can result in her bursting you down quickly. Because of this, do not approach a **Vine Staff** when you are low on health and shield, regardless of if she's alone or not. She will gain haste from her sprouts as long as she stays near them, but it is negligible in some cases. The main threat her sprouts pose is from their ability to be burst with her E to give her instant healing, as well as a bit of regeneration. Ideally, you should play with your team to retake any area of the map the opposing team has controlled. Without the

support of her team, you and your teammates can quickly take down **Vine Staff**. You can attempt to take her down in a moment where she's alone, but moments like that only happen every once in a while, so don't rely on them to occur often. The difficulty of killing a **Vine Staff** doesn't come from the matchup itself; it comes from how you're going to get to them in the first place.  
Now, let's see how far that little garden can get them...

TL;DR:

**Vine Staff** can use your large hitbox to consistently land her primaries and use her E on you. This will further allow for her to set up her garden of sprouts.

Her sprouts and E can create a deadly combo where you get rooted and she gains back health. When her team falls, she is soon to follow. Otherwise, it can be difficult to win against **Vine Staff**.

[PRO Tip(s): **Ban Hammer** is the best character for taking out the sprouts due to his wide attack radius, so help your team out and do some gardening from time to time! It's also worth mentioning that **Vine Staff** has 0 movement abilities (If you don't count her sprouts giving her more speed), meaning once she's used her stun, it'll be easy to hit her with your E multiple times.]

## COIL - ULTRASTALL

"Crap, so you're the new pain I have to deal with, huh?"

## EXECUTION THRESHOLD

150 HP // No shield, 150 health

## EFFECTS & GIMMICKS

**Haste**, **Bounce**, **Regeneration**, **Armored**, **Stun**, **Healing**, **Self-sustain**, **Stance Changing**, **High Mobility**, **Zoning**, **Airstalling (Minimal)**, **Consistent Damage Output**, **Burst Damage**

## **RATING**

### **[FORMIDABLE]**

Despite how he looks, **Coil** can be a huge disruptor and, if he's skilled enough, even a threat to you. This matchup is mostly counterplay, punishing him for even thinking getting close was a good idea. In a one-on-one scenario, **Coils** will constantly be swapping forms to stall out their enemies, even more than usual for **Ban Hammer**. The most important thing to you is understanding the pros and cons of each form; once you've got him figured out, he'll be nothing more than free shield and a kill for the scoreboard.

### **GRAVITY**

**"I'm not in the mood for this!"**

**Coil's Gravity** form is troublesome for one main reason; his aerial E. **Ban Hammer's** main struggle is verticality and **Gravity** takes full advantage of that. Your best bet is timing your swings to damage him enough to make him swap into a more defensive or evasive playstyle before catching him like the criminal scum he is. His M2 can also lift him to safety, but he'll soon fall and land in perfect pummeling distance. Pushing his **Gravity** form's stalling capabilities aside, **Coil** can turn incredibly dangerous if he has a **Katana** on his team. Once tethered, the old man can jump into perfect airstalling height. And while this doesn't happen often, a deadly combo such as this one can make for one of the most formidable matchups for **Ban Hammer**. You'll have to rely on your team to lend a hand, but once one of them is down, the other is sure to follow.

### **SPEED**

**"You really just handed yourself to me, haha!"**

**Haste** normally focuses on oppressive chip damage to quickly finish people off or force them to back down. In **Ban Hammer**'s case, it's nothing more than futile attempts at damage and this pest's only true means of escaping you once he's low. Unlike **Gravity** and **Regen**, **Haste** has no moves that don't put **Coil** in **Ban**'s killing range. The best he has is his E, but once his **Armored** decays, he's dead meat. Your M2's sweet spot will also pull him back if he tries using it to dodge away from you, even if he doesn't take any damage from it. His M2 is a lunge that, whereas it might hurt a little more than his only other attack in **Haste** form, puts him right next to you, setting him up to be taken out quickly! It can also be chained with his E to get away, but that can be solved by cutting him off with your Q. It doesn't take a detective to figure out that he screwed up the moment he used this form.

### **REGEN**

**"You're wasting my time now, let's hurry this up!"**

Unlike the other forms, **Regen** focuses largely on true support and defense rather than helping teammates win fights through damage. It also happens to be the most exploitable form, which is perfect for you! The closest things this form has to "threats" are its tether and M2, but they can be easily handled. Killing **Coil** first weakens his team significantly with much less focused healing. On top of that, M2's laughably small damage allows you to easily shrug it off. The most he can do is use his E to block damage, but this is the worst mistake he can make against you. When using his shield, **Coil** might take less damage but you still gain the regular amount of shield from using litigation. This combined with his lack of mobility and increased ability to take hits when blocking means that it's the perfect time for you to get dizzy and completely refill your shield!

## **FUSION**

**“You don’t know what’s coming!”**

**Despite only lasting ten seconds, this is **Coil**’s most lethal form by far. His long range and high damage along with his ability to jump high, move fast and regenerate health at the same time all add together to make a very deadly foe. In this form, **Coil** opens with a lunge, grabbing the first person he hits and slamming them into the floor to deal damage in an area. This deals more damage depending on the current health of the target, meaning you’ll be hurt more if you’re healthy. It also puts you directly in the same place as him, which leaves you open for massive burst damage. If you dodge this move, however, he misses out on all of that, giving you a huge advantage over him! He can only use this move once per Phinisher, so do everything you can to dodge it!**

**His M1 is at its strongest in this form and has increased range, so he’ll likely attempt to outrange you. You’ll want to have as much health as possible to tank it and take him out. His M2 is twice as strong as his M1, has even more range, pierces walls and gives him a burst of all three buffs on hit if he’s at S rank, meaning that he’ll be fishing to hit it whenever he can. But this is a double edged sword, as it leaves him completely stationary when using it, giving you a chance to trade a lot of damage during the move. It also puts him in a prime position to be hit by your Phinisher! If that isn’t an option, you can always use your Q to jump straight up or away from the fight to make him run out of time in the form, reducing him back to his usual measly self, where you can go back to using the tactics discussed previously.**

**Don’t let his squishy health fool you, good **Coils** can be one of **Ban Hammer**’s most difficult matchups, sometimes being completely**

**untouchable. Don't be disheartened if you lose to one, he's equipped with everything to be a pain to take down, just bounce back and play it cool! If you can take out a high level Coil, then you've earned the title of the Warden.**

**(PRO Tip(s): If you catch a Coil off guard, you can get some free hits in before he tries escaping or playing more defensively! This will save a huge amount of time in your fight with him. His Gravity M2 is often used to start combos, though you can make him fail it with a well-aimed M2 of your own, setting him up for the perfect judgement! Alert Coils might be ready to dodge your E or Q in Haste form, so be careful not to fall for his tricks and use your abilities with caution! His Regen form is the opposite, having no forms of mobility, meaning it's the perfect to get the drop on him! Be careful when you're trying to ban a Coil in Fusion form! Thanks to his M2's long casting time and strong healing, he could kill you with it before you swing if you're on low health or get healed out of the execution threshold, making you waste your Phinisher. You can also punish him for grabbing you by using your M2 before it connects, achieving a similar effect to using M2 against Sword's empowered E. Similarly to Biograft, and most importantly, never let a Coil lead you away from your team. Smart Coils may use a few tactics that the pile of scrap would pull too, so be wary and don't wander alone!)**

# **General Info.**

**“Not a scratch!”**

Generally speaking, **Ban Hammer** is a pretty tricky class to pick up. I'd argue he's one of the hardest classes to start with due to how often he gets targetted. Unlike **Katana**, the other tank class, your shield gain comes solely from your moves (as opposed to M1), and you can be easily shut down if you play carelessly. That being said, in the right hands, **Ban Hammer** can cause an unimaginable amount of destruction. Some people could say (as of writing this) he's the best melee class in the game. Because although he may be crippled by his lack of ranged moves, he is not to be underestimated under any circumstance. He excels at attacking small groups of people at a time, and with the help of supports, he can sometimes take on the entire enemy team. He allows people to safely secure kills, can sometimes distract annoying characters to buy his team some time, and he's excellent at defending teammates from other melees.

Give this guy a chance, and he'll take you to incredible heights.  
**With enough experience, you, too, can be as feared as Banland's warden himself.**



# **Tech**

**“Any new inventions?”**

## **[THE PLUNGER]**

**“Keep trying losers!”**

**As stated previously, M1 allows you to push people slightly. This push kills any acceleration your target had before they were hit, essentially resetting their speed back to 0. You can use this to hinder an enemy's escape, or, more notoriously, “plunge” them back down from a trampoline/geyser.**

**[Demonstration Clip]**

## **[B-HOP (BAN-HOP)]**

**“Ain't it fun having such a cool power?”**

**If you land on the very edge of an object using your Q, there's a chance you might be able to jump again while keeping your momentum. It's insanely useful if you wanna get to the battlefield quickly, or simply want to finish off a target at low HP.**

**[Demonstration Clip]**

**[Demonstration Clip #2]**

**(Side note: You don't have to jump exclusively on ledges. This tech also works on slopes, but it's a lot more inconsistent.)**

### **Extra: Edgerunning**

**Another variant of the B-hop; Some maps have certain increments in terrain near ledges (we call them “rails” for simplicity), which allow for some pretty easy and consistent B-hops. The most notorious examples of this can be seen in Bread Factory and Rob The Roblox Bank.**

**[Demonstration Clip]**

**[Demonstration Clip #2]**

## **IRANGE EXTENSION!**

**“Come here!”**

**While your M1 range is already pretty wide, you can manipulate the attack’s hitbox with your camera to reach your targets from even farther away.**

**[Demonstration Clip]**

## **[QUICK SLAM]**

**“Make Way!”**

**If you aim your Q at a ledge from below (or in the case of slopes, right in front of you), you can trigger your slam almost immediately, catching your opponents by surprise.**

**[Demonstration Clip]**

## **[DOUBLESLAMMING]**

**“That’s embarrassing!”**

**If an enemy is standing on a ledge that allows your spike hitbox to trigger, you can time your Q recast to hit them with the spike before using the slight upwards force recasting gives you to land on the ledge, hitting them with the slam as well to deal a total of 60 damage.**

**[Demonstration Clip]  
(pending)**

## **NICHE TECH**

**“Don’t get too excited, this is only temporary.”**

**Here’s a compilation of mostly useless/situational, but interesting pieces of tech you can use to wow your friends, and confuse your opponents!**

## **[SLAM STORAGE]**

## **"There's no escape!"**

**Some maps have very thin ledges you can stand on that can lock you in a “stasis” if you land on them with your Q. After a while, you’ll be allowed to jump again and will only slam after you touch the ground. This doesn’t have many practical uses but it could allow for some pretty funny encounters.**

**[Demonstration Clip]**

**[Demonstration Clip #2]**

## **[VOIDSPIKING]**

**“Did you even have an escape plan?”**

**Players hovering over the void or near ledges are able to be launched directly into the void with your Q spike, killing them instantly. You can catch yourself on the ledge to save yourself while killing the other player by ensuring there is safe ground to land close to you. Players using their Phinishers over the void are vulnerable to this, though do note that certain Phighters either have knockback resistance or rise high enough to largely ignore the spike (**Coil** before he lunges, **Boombox** when jumping up) when they are using theirs.**



## **[REBOUND]**

**"I always come back!"**

**If you Q towards a wall or roof, using your M1 at just the right time allows you to bounce back a significant amount, allowing for some very unique plays**

### **[Demonstration Clip]**

### **Extra: SUPER Rebound**

**A special variant of the Rebound tech; certain map surfaces like the bread factory press or the moving plates in Teapots' second point have a unique interaction with **Banhammer Q**, in that it allows you to bounce right back down without having to use your M1 first, which gives you more freedom when performing this tech.**

**(As of 6/6/25, you can now do this on almost any roof!)**

### **[Demonstration Clip]**

# **Combos**

**“Got you!”**

(From this point on, assume we're talking about the **Sweet Spot** every time we mention M2. Similarly, every time we mention Q, we're talking about the **Slam** (unless stated otherwise.)

**[BAN-SLAM]**

**“I was just practicing!”**

**Q + M2**

**This is your bread and butter. Since both Q and M2 have a pull force gives you many follow-up options while dealing some respectable damage.**

**[PENDING]**

**[CRATER MAKER]**

**“Wasn't even trying that time!”**

**Q (Spike) + F**

**Anyone who thinks they're safe from you just because they're high up better think twice! This combo not only grounds an enemy but hits**

**them for extra damage thanks to the spike, making the process of banning criminal scum way easier! Just recast your Q and use your Phinisher when you hit the floor to crush them like the bugs they are!**

**[PENDING]**

**This combo works best on:**

- **SLINGSHOT** (Works best when he is stationary, such as during his M2 or when spamming Phinisher shots)
  - **ROCKET** (Works best when he is using his Phinisher)
    - **SWORD** (Same as Rocket)
  - **COIL** (Works best when he's using FUSION M2)
- **KATANA** (Only works when he's airdropping high off the ground)

## **MOVESTACKING**

**"...Mine gets the job done better!"**

**If you remember what we said in the Moves section, you can freely use your other abilities during your Q's Leap. Below are all of the possible applications of this mechanic.**

(We'll be referring to these combined moves as qM1, qF, etc. to differentiate them from normal combos.)

## **[PSEUDO-BHOP - qM1]**

**"Did you even have an escape plan?"**

**Using your M1 right before hitting the ground makes you keep part of your momentum before stopping completely, pairing this up with a**

**jump right before you swing allows you to essentially perform a weaker version of the B-HOP tech.**

**(Clip Pending)**

## **[POWERSLAM - qM2]**

**“Out in the open just like that? Really?”**

**Typically you only want to do this for Airstalling, or if you're in desperate need for a better pull/shield gain; highly situational.**

**(Clip Pending)**

## **[“misjudgement” - qE]**

**“Nice one, loser!”**

**(<https://drive.google.com/file/d/1Csd3Tm065hP6KYexaMYNjsVHjc8rwMZo/view?usp=sharing>)**

**-Meds**

**qE CAN be useful in niche situations. During your Leap, using E replaces the momentum you had from Q with the boost you get from E's wind-up, allowing you to completely change your trajectory (As opposed to qM1, which forces you to 'ride' the momentum from Q). It's not the best thing to do, since it does use TWO 9 second cooldowns... Yet, in situations where living is extremely important (ult is active, OT is soon), messing up your Q can ruin games. You can save yourself with a well timed and aimed E in the direction needed.**

**-Lou**





## ISOARING JUSTICE - qF]

"Guilty as charged!"

**If you ever spot someone within the banning threshold thinking they're safe far away from you, then show them otherwise! This combo is basic, but it's also one of the most effective (and satisfying) techniques you can use on the battlefield; the perfect getaway denial! It's extra effective against people using their Phinishers, too!**

**Try hitting a [Slingshot](#) with it!**

**-Strafely**



**This combo can be used on:**

- **SLINGSHOT** (Works best when he is stationary, such as during his M2 or when spamming Phinisher shots)
- **KATANA** (Works best when he is distracted and weakened by teammates)
- **SHURIKEN** (Works best when he is perched, such as after using his Q)
  - **MEDKIT** (Works best after he's wasted Q)
- **SUBSPACE** (Works best when he's using/is near his Phinisher)

(P.S. This technique works best at MID RANGE. Using it too close could make you miss, and using it from too far may give your opponents time to dodge.)

## **EXECUTION RITUALS**

**"Your verdict is...!"**

**This section is dedicated to more complex combos created for the purpose of executing opponents with your **Phinisher** as quickly as possible.**

## **[HYPERKILL - HYPERLASER EXECUTION]**

**“Is your age finally catching up with you?”**

**Q + M1 + M2 + M1 + F**

**Total Damage (before exec):**

**200**

**Ever wanted a way to get rid of that pesky sniper poking at your health from across the map? Ever wanted to give him a piece of his own medicine? Or are you simply feeling especially mean today?**

**If your answer to any of these questions was “Yes”, then boy, do we have JUST the thing for you.**

### **Demonstration Clip**

**This combo can also be used on:**

- **SWORD** (Needs to have wasted his Q and E first)

## **[DIVINE PUNISHMENT - SWORD EXECUTION]**

**“I'm sure he'd be disappointed in you!”**

# Sword Phinisher + Q + F

Total Damage (before exec):

210

Who said that Lost Temple rat gets to throw explosives around without getting in trouble? That's right! Not even your cousins are safe from the law!

If you perform **Crater Maker** on a **Sword** who is using his **Phinisher**, his sword will most likely stick into either the floor or you, making it explode in his face right as you swing to ban him, wasting his Phinisher and killing him in the process! Just make sure that you have enough health to handle the explosion yourself.

