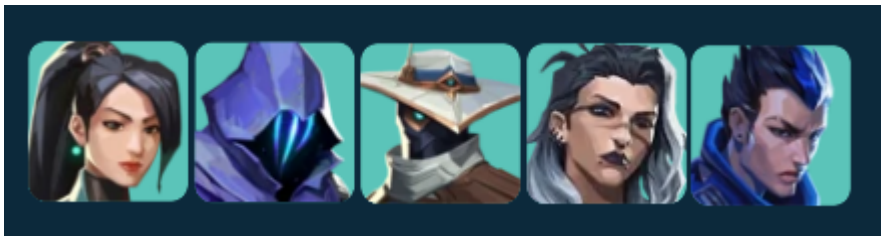
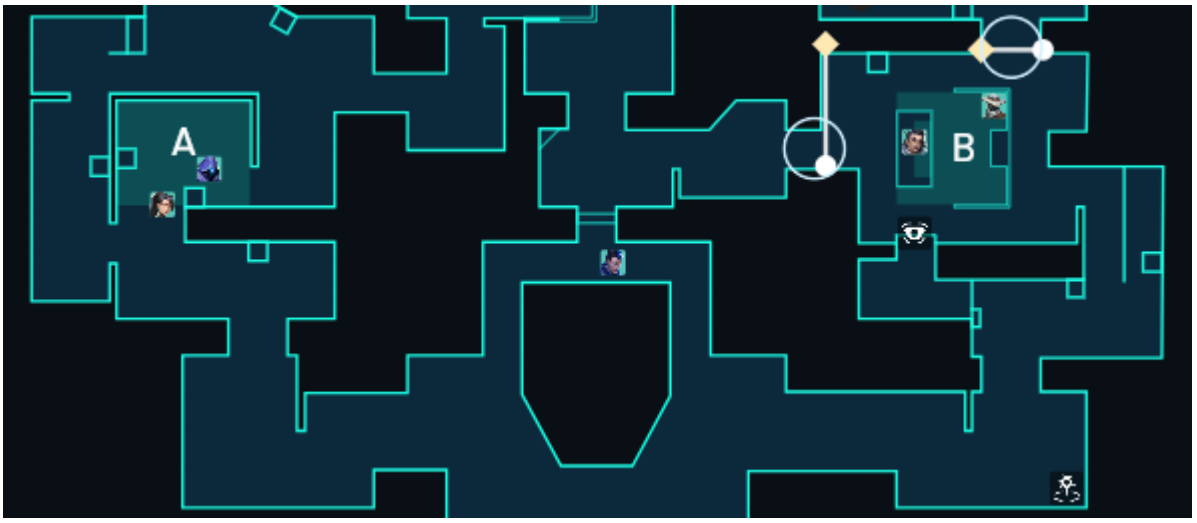
Corrode Strategies:
Composition:



- **Sage**
- **Omen**
- **Cypher**
- **Fade**
- **Yoru**

Defense:



Setup 2 - 1 - 2 Split
Sage & Omen @ A
Yoru to Hold Mid (Preferably with sniper)
Cypher to setup B and Fade will be there for early info

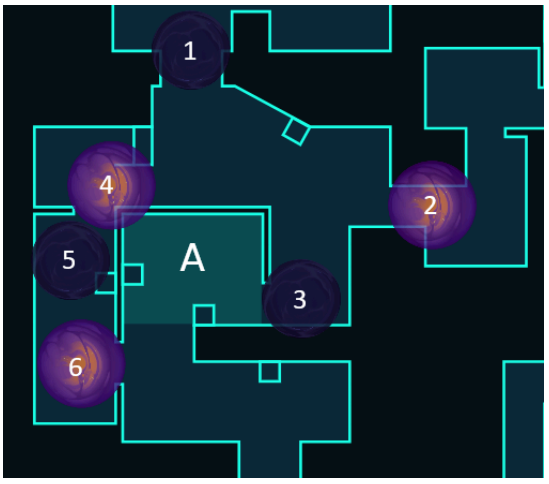
Cyphers setup allows for him to hold with shotgun or high pen weapon (For wall bangs)

Cypher Setup is Adjustable (He can have some good trips for wall bang but not to necessary here as we have grim walls :))

Also for cypher feel free to have one trip off site :)

Agent Switchouts: (Will show other Compositions and Strats later on)
Smokes - Could use Brimstone or Astra Both are Viable
Sentinel - Deadlock and Vyse
Initiator - Breach (In place of sage and only if running double Initiator) and Sova
Duelist - Neon and Maybe if we feeling it Raze

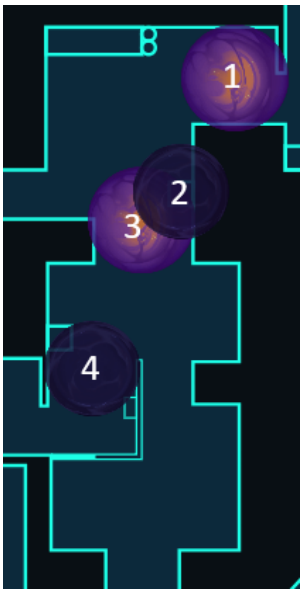
Firstly lets look at Smokes:
Side - Defense



A Smokes:
1 - Very Basic Smoke just there prevent a push from A main
2 - This is here to stop a push from Mid
3 - If you don't want to get to aggro and play on site this is a decent smoke to do so
4 - This is to hold for A pocket You could play with judge inside to stop a push from elbow

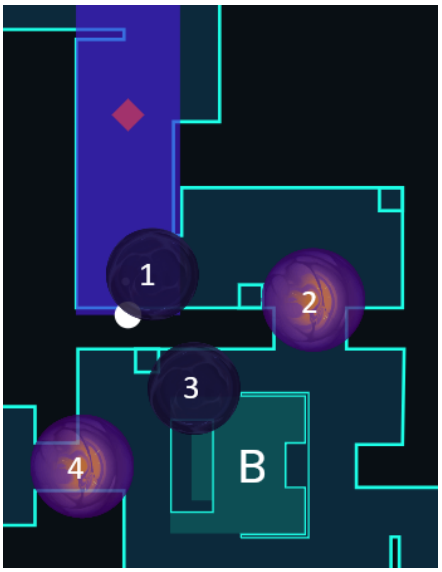
5 - Similar to 4 Just playing a bit closer to site
6 - Same Idea as 3 it allows to play for site and it allows you to hold elbow

Mid Smokes:



1- Good for taking Mid in early round
2 - One way, helps as people burn flashes to peek
3 - Just basic all rounder
4 - Good for if you attackers are pushing mid to prevent them from going A via A link

B Smokes:



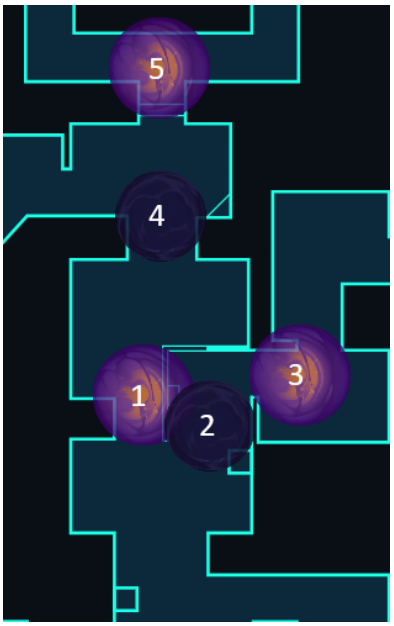
1 - Great for your duelists to get aggressive when using Paranoia with it so that your duelist takes the space with more of an advantage.
2 - Just Basic smoke to hold main
3 - Good shotgun/remake smoke
4 - To prevent a push from Mid

Side - Attack
A smokes:



1 - To Block defenders holding from A link
2 - Block defenders peaking from site so you can push elbow
3 - For post plant to block defenders retaking from spawn or Elbow
4 - When pushing out of Elbow and or playing post plant preventing retake from spawn
5 - Same as 4 but just deeper into their spawn

Mid Smokes:



1 - Great smoke to go through mid to A via A link
2 - Good smoke to block A link if your going deeper into mid
3 - Same as 2 just deeper
4 - Same as 1 but you can take more Space
5 - Deep smoke to push Mid to B

B Smokes:



1 - Great to block defenders holding heaven a very crucial smoke
2 - Great smoke to help plunge onto site
3 - Great to hold in post plant
4 - To stop defenders retaking from Mid

Now some Attack strats:
Strats to attack A:
To those looking at progress this is where I am logging off docs to work in valoplant comeback later for updates.

Then some Defense Retake plans and defensive holds