

The Crucible Handbook

There is a lot to cover here, so to help you learn as efficiently as possible try to learn/focus on ONE bullet at a time in order to master that first and then move on to the next.

Legend:

RED = In most cases you should abide by these rules.

GOLDEN = You should always abide by these rules.

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Fundamentals

(have examples)

- **Use whatever weapons you are comfortable with. You do not have to use the meta**
 - You can use whatever weapons you want in Destiny 2 and still be successful in The Crucible. What you can do is cross-reference from the meta and your favorite type of guns and use those. A trick you can do is check out what top weapons are being used from [here](#) and [here](#), and I pick from those lists weapons that you like and are comfortable with. [The same can be used for exotic usage as well.](#)
- When radar ping is directly in front of you is when you should ape, not when it is left-center or right-center.
- [Radar 101](#)
- [Radar 102](#)
- [Always have an escape route](#)
- If you can, try calling out the number of pings you see on your radar
 - the more information for your teammates the better
- If your teammates make a callout, you want to respond to that callout as quickly as you possibly can.
- Trading when you're outnumbered is a good trade, this is exactly when you want to trade.
- You should always aim to secure heavy.
- ["Slice the pie" when clearing corners](#)
- ["Slide clearing corners"](#)
- Movement
 - [Move with intent- always have a reason to move where you are moving.](#)
- **Play your weapon range**
 - [Playing your weapon range](#) means engaging enemies from distances within the optimal TTK range of your weapon. Playing your weapon range allows you to control your engagements which allows you to control your fights. Map knowledge helps with playing your weapon range because knowing which lanes have certain distances can help you choose which engagements you want to get into. Playing your weapon range is important and can make you a better player.
 - it can help you combat matchups which you would normally lose ex.: if someone with a fusion rifle is tearing you up, you can force him to use his primary if you just engage him from long distances instead of going into his preferred weapon range.
 - It can help you to become a more efficient fighter by always being in engagements that are meant for the optimal TTK of your guns in general.

- Escape tactic - when cornered and faced with a left or right escape situation, throw your grenade at an escape entrance and then run into that grenade to escape. Your opponent won't pick the side that your grenade is on and if they do then they will take damage which can lead to you killing them.
- If your line of sight to a threat is broken, backstep
 - Good players are really good at [ducking out of LOS](#) when they take critical damage, and when you approach them to get the kill, they just map you. This is an "at your own discretion" point because going in for the kill is a valid option when this happens, but just be careful. Not chasing can save your life more times than not!
- Don't ADS for more than 3-4 seconds
- How to clutch
 - [Keep moving until you can force a 1v1](#)
 - [Video guide to clutching](#)
- NSFE

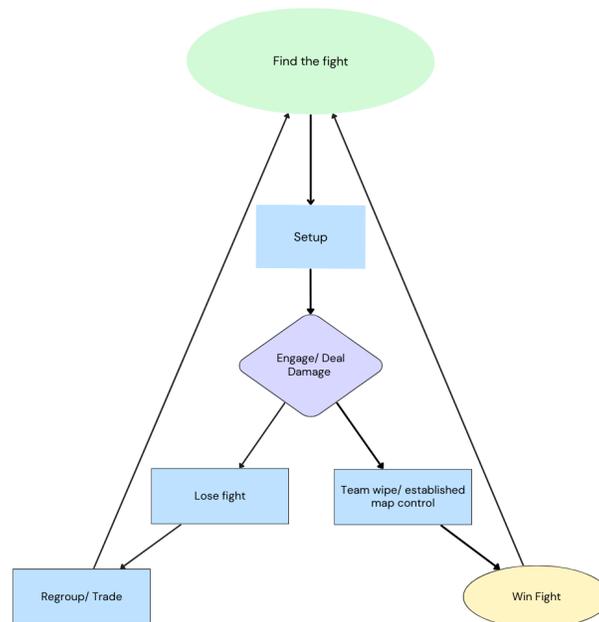
Laning

- **ROTATE AND RE-ENGAGE (R&R)**
 - If your team is getting their ass routed in a lane, rotate. Laning is one of those techniques that can beat players with good aim if you can execute this the right way. If your team is getting routed then go to main lane #2 or main lane #3 and try again. Utilize the main lanes in every map! Keep doing this until you make a chink in their armor! You will get a pick at some point if you can keep rotating. When you have 2 good teams the team who wins is the team who lanes better!
- **(solo laning)** If you keep going to the same lane and keep getting mapped, choose another lane. This is a mental warfare thing; don't fall victim to ego-challenging if you keep getting mapped. We have all been in those sniper battles.... Don't be the guy who gets made fun of because you went top on Bannerfall at the beginning of every round and got buttered 3 rounds in a row.

Team-Fighting

Team-fighting consists of three phases:

1. **Finding the fight**
2. **Positioning/ Setup**
3. **Engaging**



These three phases endlessly repeat themselves until the game has ended. Finding the fight equates to your kill participation and wanting to make sure that percentage is as high as possible. Finding the fight is important because it aligns with one of the two cardinal rules of dealing damage which is just being present and being involved in the fight. You cannot deal damage if you aren't there at the fight in the first place. You can find the fight by listening for shots, locating high-traffic engage areas, and just tuning into your overall map awareness. When you hear shots you should almost be like a shark that smells blood in the water. Once you find the fight stop sprinting and find cover.

Next is positioning. When positioning and setting up you want to make sure there are no opposing guardians behind you or in a location where you can be blindsided. You always want the opposing team to be in your peripheral vision. This ensures you won't be flanked or t-boned. When it is time to set up you want to make sure you aren't clogging your lanes with your teammates and set up at an angle that can engage in the same lane as your teammates. This is called the same lane different angle method. This method just means you should be laning the same lane as your teammates but at a different angle. This method helps with spacing lanes and making it harder for your opponents to defend since they have to cover more angles in order to defend against your offense.

Finally, there is the engage. This is when the fight officially starts. The main goal you want to accomplish in this phase is dealing damage, without dying. Without dying is key here because the second cardinal rule in dealing damage is not dying because you can't deal damage if you're dead. You want to deal as much damage as you possibly can without dying even if that means dealing 5 damage before you have to leave the fight, because then at least you can return to do more. This is also why recovery is the most important stat in Destiny because it has the greatest

effect on your survivability. There are multiple ways in which you can increase your team-fighting IQ and they are:

1. **SLDA method** (same lane different angle) - laning the same lane as your teammates, but from a different angle. Spaces your lanes and makes it harder for your opponents to defend against your offense.
2. **Coms** - communicating efficiently & callouts. Information plays a key role in games that require quick movements and strategic tactics in order to gain advantages when fighting with a team. The more information that is shared, the higher your chances are of securing kills and gaining advantages over your opponent that can sway the fight in your favor.
3. **crouch (team) shooting** - crouching while team-shooting to allow your teammates to shoot over you. Frees up space in your lane and makes team-shooting and laning a nightmare for your opponents.
4. **Tickling** - presence kills! Tickle the opposing team w/ bullets to draw aggro and take pressure off of your teammates. This is also a form of playmaking.
5. **Rotate and re-engage (R&R)** - if you cannot find or punch a hole in the defense or have a trash angle then rotating and re-engaging is how you can find that hole in the defense.

If the fight is won, then the fight is won. If not, then either you're dead or you should be regrouping or looking for a trade if you cannot regroup back with your team safely. Regardless, the whole process then starts all over again.

Team-fighting references:

- [The Art of Team-Fighting](#)
- [Video on team-shooting](#)
- [3 - 2 - 1'ing](#): whole team challenges angle at the same time. Used for maximizing team-shooting

Tickling (flanking)

Tickling

1. What is Tickling
2. High-risk | High-reward
3. Precise Coms
4. Trusting Your Teammates

What is Tickling

Tickling is the **concept** of drawing aggro away from your teammates and having the opposing team focus their attention on you so your teammates can play more aggressively and push for a team-wipe. **The entire point of tickling is to make a play.** Your goal is to create an opening in the defense so your team can gain an advantage. Flanking and taking a wide side-angle is just a very efficient way of achieving this goal and that is why tickling and flanking are like peanut butter and jelly, but they are not the same thing. **Tickling is just a concept, flanking is the actual action, but you don't HAVE to take a wide side-angle (flank) in order to perform a successful tickle.**

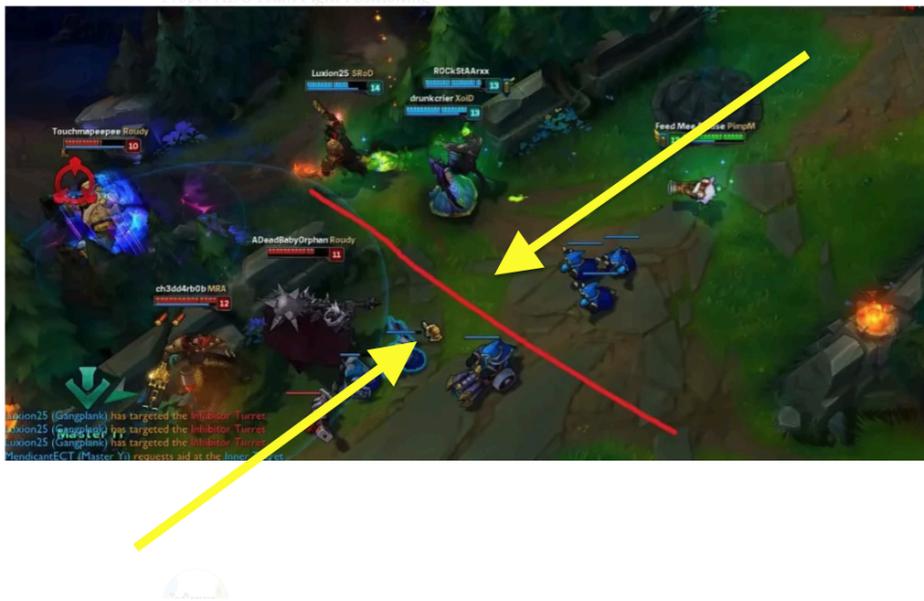
Forcing the opposing team to divide their focus already accomplishes the first step of a successful tickle which is dividing the opposing team's attention. The second step is inflicting critical damage. A successful tickle doesn't require you to get a kill, it only requires you to draw your opponent's attention and/ or inflict critical damage so that your team can get that team-wipe or gain map control or whatever advantage it is you are aiming for.

Flanking is usually performed when there is a stalemate during a front-to-back team-fight and no one is dying resulting in a standoff until a hole is broken in the defense of one of the teams, but flanks are performed preceding team-fights all the time as well.

For anyone who doesn't know what a front-to-back team-fight is, it's just a fight where all players involved in the fight are facing each other and there are no players flanking or taking wide side-angles. A front-to-back team-fight is literally structured just like a tug-of-war.

member of your team is the best way to prepare yourself for the possibility of the enemy team diving you.

Front-to-back team-fight



Anyone can flank, but if you are running with an organized team you can designate the flanking role to a specific player if you want to, so for example: your most talented slayer, [your best sniper](#), any hunter with invis, etc.

High risk - High reward

Tickling (if taking a flank) is a high-risk/ high-reward play because it means you're alone, [and experienced teams look for, and call out lone wolf players because they are an easy target](#). If you go for a flank, and are targeted and killed then you have essentially just left your team and went off on your own which is a cardinal sin in Destiny, and a horrible play **if it was not coordinated and planned**.

If you are playing solo, then this is normally the case when you try to go for a flank, which in more cases than not, ends in a team-wipe or a huge loss in momentum for your team if you aren't successful with the play. But the reward is high. The reward is breaking a hole in the opposing team's defense allowing your team to gain momentum. This is why the tickling concept is completely different when playing with a team because this play can be coordinated with much more structure increasing your chance of success.

Precise coms

Precise coms are almost imperative when tickling because in order for a tickle to be successful, you need to communicate to your team when you begin to draw aggro and when you have inflicted critical damage so they know exactly when to push to maximize the flank. Some examples of common coms are:

- "I'm engaging"
- "Stay alive" (absolutely positively don't die within the next 30 seconds in time for me to make this play)
- "He's tagged"
- "They're weak"
- "I have (insert number here) on radar"
- "rotate"/ "wrap" (your team has a bad angle so relocate)
- "Big number"/ "small number" (indicator of how much super you have)
- "Heavy" (is spawning soon)
- "Push"
- "Watch me watch me" (pay attention to me, I'm about to try and make a play)
- "I'm weak" (I can't help right now)
- "I'm right behind you" (I'm with you on this play)

Trusting your teammates

In order for a tickle to have its highest chance of success, everyone needs to stay alive for however long it takes to pull off the play. **Remember, staying alive and inflicting damage is the basis of every team-fight (as stated in [The Art of Team-Fighting](#))**. When a flank occurs, the team is essentially splitting up, which in Destiny is a cardinal sin. So the core mechanic of a flank involves putting your team at a huge disadvantage in order to try and reap a high reward! So if this play is to be executed efficiently then everyone needs to be alive. The flanker is trusting his teammates to stay alive until he can inflict critical damage and make the call back to his team to clean up the rest, and his teammates are trusting him to make a play.

PRESENCE KILLS (Tickling) - Just being on the radar and not even attacking is a deterrent to your opponent because they have to be wary about who is in front of them and who is behind them. If you are just laning a lane and your opponent doesn't know that, they will think you might be trying to flank when you aren't and you being on their radar will discombobulate them enough for your teammate (who is ACTUALLY the one pushing) to secure the kill! The scoreboard doesn't always tell the truth; you can get kills without getting "kills".

Mental Game

- [Stop ego challenging](#)
 - If you go to a lane and get mapped, and then you go back to that same lane and get mapped again, don't go back to that lane a third time. choose another lane. This is a mental warfare thing; don't fall victim to ego-challenging if you keep getting mapped.
- **Don't get psyched out over high K/D's**
 - Anyone can beat anyone, you just need to play smarter than your opponent and make fewer mistakes than your opponent.
- **Rule of thumb: If you can take 2 rounds on a team, you can beat them**
 - Even really good teams drop 1 round here and there, but if you can take 2 rounds on a team, you can beat that team.
- Chemistry is key.
 - Try to play with the same players to build chemistry or play with players who view the game with the same ideology as you.
- Play your life - don't die
 - In most cases you always want to be looking for your teammates to maximize team-shots
 - Let'em have it - Let your opponents have the initial map control if they are beating you there. You can regain it through efficient team-fights and good teamwork.
- **Playing aggressive (knowing when to push)**
 - This is a very important game sense technique. Most game modes in Destiny are based on tempo. In slaying game modes like survival or team deathmatch the goal is to eliminate your opponent. One way of accomplishing this is offsetting your opponent's tempo. You want them to be scrambling/running around like a chicken with its head cut off while your team stays calm and keeps their composure. One way of doing this is playing aggressively. Playing aggressively puts pressure on your opponent, which offsets their tempo and their rhythm. They are under constant pressure of trying to defend and engage in combat. One of the best times to play aggressively is after your team gets the "first pick". After the ice is broken and a team loses a player, the game then becomes a 3v2 and the winning team has about 10 seconds of a power play (when your team has more players alive than the opposing team). During this powerplay your goal is to wipe the opposing team. In that 10 second window of the opposing team being down a player and that player running back across the map to regroup with his team, your team needs to push the opposing team and kill them while the

separated player is still not available to fight. This is a small opportunity window that your team needs to take advantage of quickly and that is where your gamesense comes in, because players with good game sense will recognize this and try to capitalize on it. The last thing you want to do is get a kill, sit there, and let your opponent recalibrate, respawn and regroup FOR FREE. This totally lets them get their tempo and rhythm back which is like shooting yourself in the foot. You want to pressure, discombobulate, and disrupt your opponent, not give them all the time in the world to formulate a plan and get advantageous positioning for the next fight. When this is accomplished and done correctly, the match will turn into a rubber band with your team wiping the opposing team, finding their next spawn, setting up angles to engage, and wiping them again; rinse and repeat. Have you ever noticed how the good teams wipe you and when you spawn they are already in your face? Yeah, this is what they are doing.

- [This is why knowing when to push is VERY important](#)
 - [Pattycakes explains what a LOT of snipers think they don't do...](#)
 - **Make fewer mistakes than your opponent**
 - you should assume that if you make even ONE mental mistake, it will cost you the game because it can
 - Engaging simultaneously
 - Pushing simultaneously is a technique that comes with chemistry and instinct. If done correctly, this is a normal procedure and can get you momentum. If done poorly this can result in getting team-wiped. Knowing the game state can help you determine when it is a good time to push or not. **Calling out when you are going to engage helps with team synergy and play-calling tremendously.**
 - Adjust - if you are losing to a specific strategy, it is okay to say “okay let me try something else” instead of sticking to what you are losing with because you feel as though you should be able to win the fight with that specific loadout. This doesn't mean that loadout is bad, it could just mean it's simply not the time or place for it right now. Put that pride aside!
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Pre-game preparation

- Have a plan before going into your playing session - true vanguard
- Team Composition
 - [Be careful with loading your team with snipers.](#)
 - [Play with players who have same playstyle as you](#)
 - If your teammates don't have the same playstyle as you there will be a disconnect in teamshotting and positioning.
- Loadout Scouting
 - if you know what your opponents are using you can adjust your playstyle to counter them

- Warm-ups are important
 - Good for muscle memory.
-

Winning your 1v1's

- Weapon swap speed
 - [Example](#)
 - [Example](#) (watch this player for reference)
 - [Example](#) (instant primary swap speed)
 - **If you take damage first, disengage**
 - Play rumble
 - Break your opponent's LOS
 - [Bob & weave](#)
-

Game Modes

Survival

- Survival is about knowing how to play when you have a lead.
 - This game mode is based around tempo, however there are times where you have to let your opponent come to you. If you are in a close game and your opponents are pretty good, **if you are up in lives, don't chase your opponent.** You are up in lives, let them come to you! They have to or else they lose! This is called "playing defense". Now below this, I talk about knowing when to be aggressive and not letting your opponents recalibrate after they are discombobulated, but there are some instances where being aggressive is NOT the answer. You have to know when to "play your lives" or "play defense" because you are winning the game against a team that is just as good as you. In this case you "play for cap point" and don't chase the opposing team for kills. This whole situation is based on your discretion. Some teams like to chase and just end the game, but against GOOD teams, playing defense when you are ahead is the smart move!

Trials of Osiris

- **Don't die first**
- Orb control - when you get a pick, play the orb. Setup shop there and don't allow that orb to be revived.

- DON'T play your opponent's game or to their tempo.
 - Don't wait for them to get super.
 - If they are all sniping then don't play the lane game.
- After a pick, **CAUTIOUSLY** push in.
 - Smart teams know they are going to get collapsed on after a member of their team goes down so they are just waiting for you to recklessly run in so they can pick you. Be vigilant, and Keep your eyes up.
- If your opponent gets away from you and is going to get a res then you go get a res.
- When you die callout from your orb.
 - A lot of players mentally checkout after they die, when they could still be feeding their teammates valuable information which could still win them the round.
- Team composition
- After going down 2v3, play for a pick.
 - When playing down-a-man, it is much more important to play slow and regroup with a teammate to teamshot for a pick to try and make it 2v2.

Capture the Zone

- Preferably want to play for the zone early as it is the prime position

Rift

- Re-group with your team if you are carrying the rift, don't try and take the entire enemy team by yourself

Showdown

- If you're winning near the end of the round, don't throw the game by being too aggressive, play defense.

Map control

- [Map control](#) - gaining control of the part of the map that has the most advantageous angles.
- **You do NOT always have to seize map control at the immediate start of the match, so long as you have it at the end!**
- **Utilize all three lanes**
 - **Most maps contain 3 main lanes. If you are losing a fight because you are getting angled then you should be rotating to another lane to see if you can get a better angle.**

Maps

Dead Cliffs



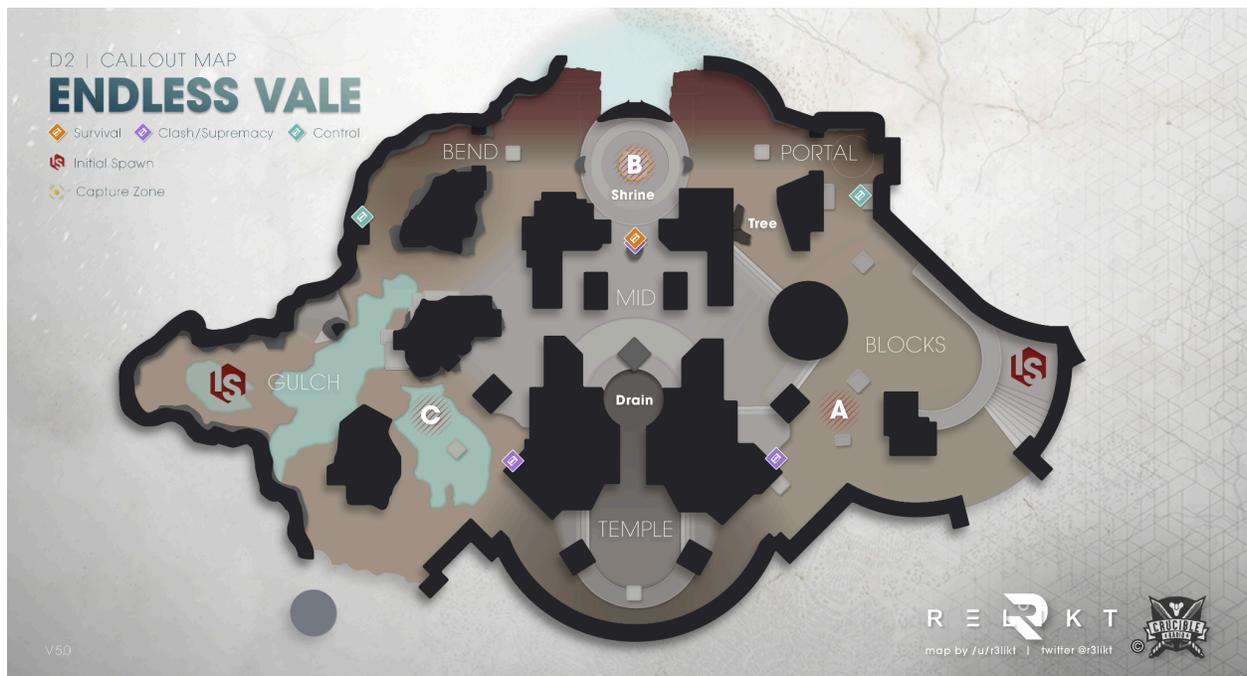
- Trucks lane is one of the most important lanes on the map because of its ability to control and facilitate the map
 - If you have trucks, you win the fight between ivy & rubble
 - can lane the cap point
 - Can lane heavy
- You always want rubble/ garage spawn point. keep rotating until you have this location controlled, It is the most advantageous position on the map. There is the most space to move around here
- A flank works excellent on dead cliffs

Altar of Flame



- One big circle. You always want to rotate clockwise. This will give you the most advantageous flow of the map
- Blocks > dunes. Prioritize blocks.

Endless Vale



- Control of mid is the most advantageous position of the map (from shrine to drain). Taking control of this position early is the best plan

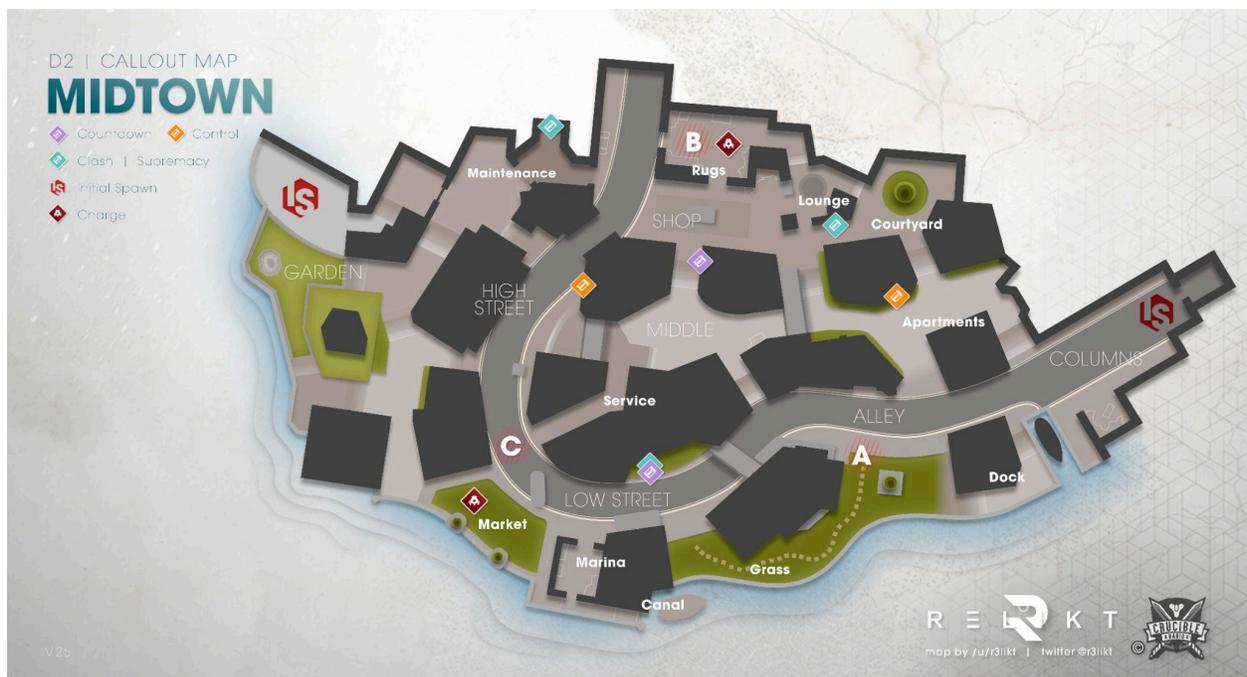
- Having one person facilitate middle (golden block right above drain) can be really advantageous on this map especially when the fight for B happens

Javelin-4

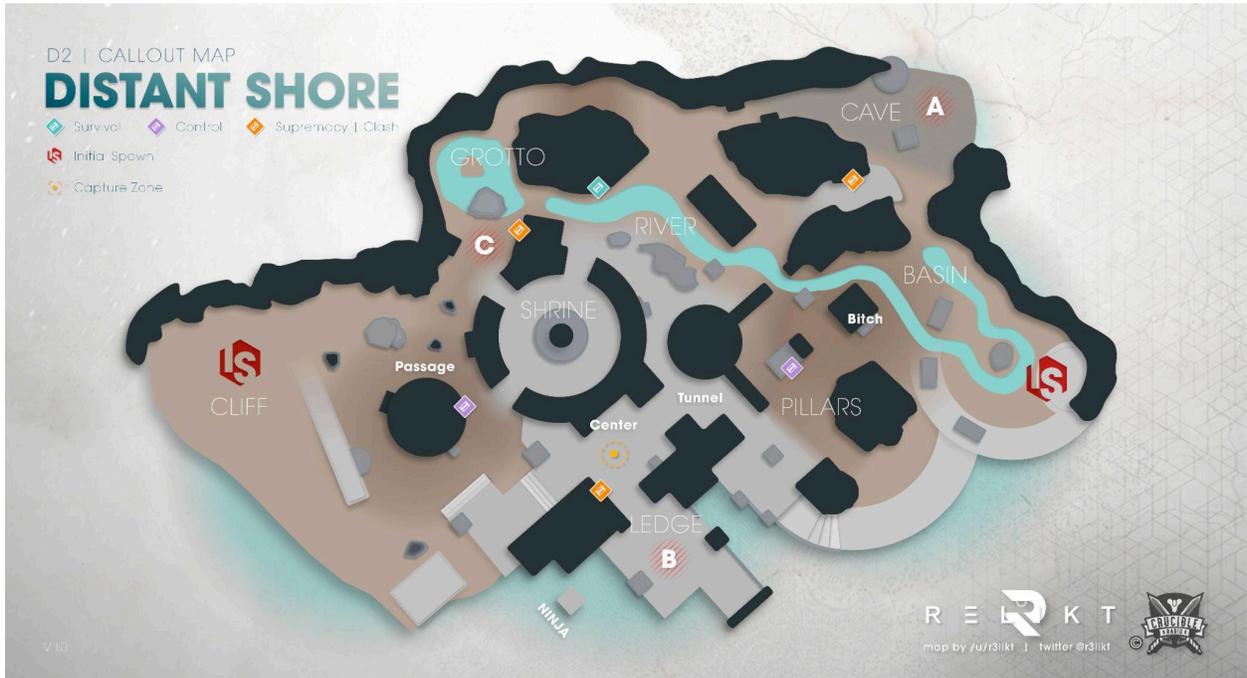


- Rocket is the most advantageous position on Jav-4.

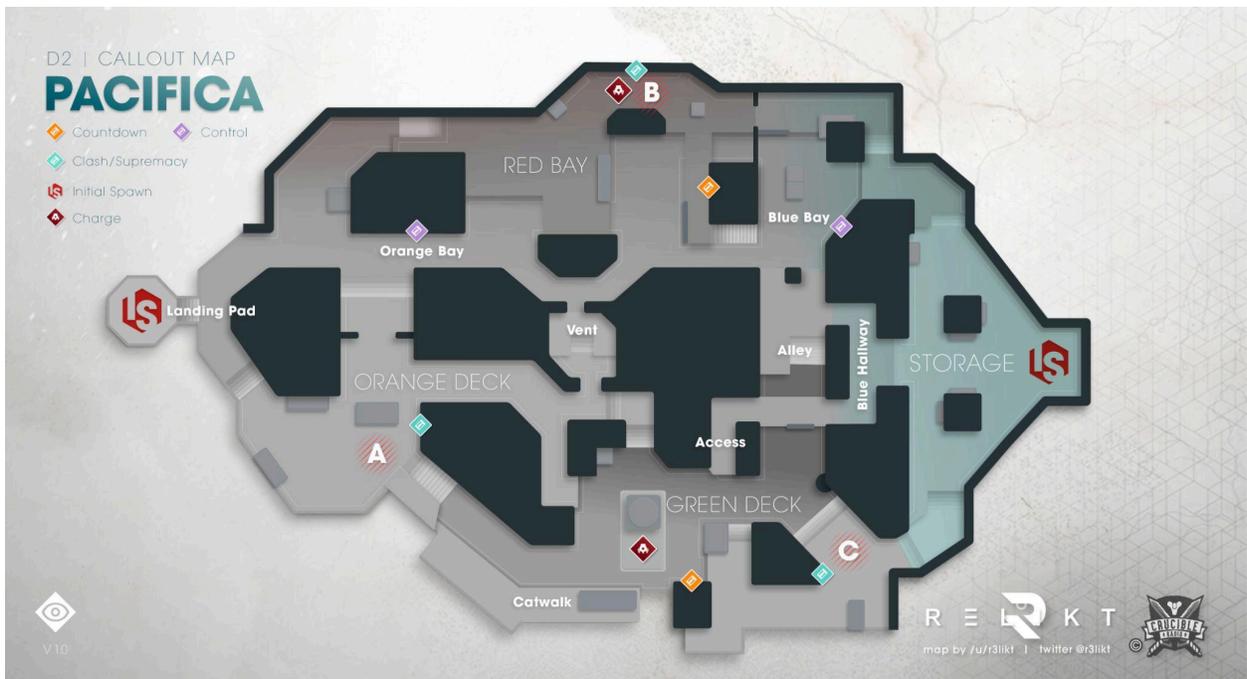
Midtown



Distant shore



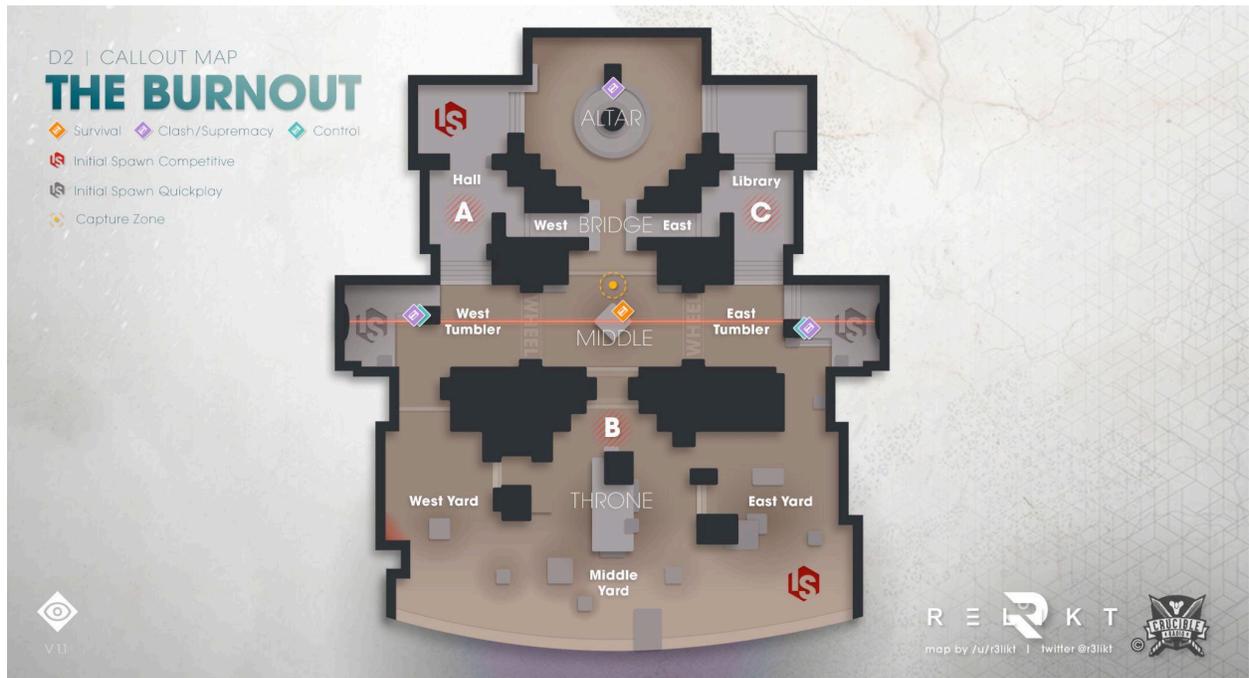
Pacifica



Radiant Cliffs



Burnout



Wormhaven



- You can capture overtime cap point by floating outside of terrace capture circle just above tunnel on ground
- Whoever controls lobby controls game

Bannerfall



- [Opening route from the greatest destiny player in my opinion.](#)
- If you control plaza, you control the map

Pantheon (Convergence)

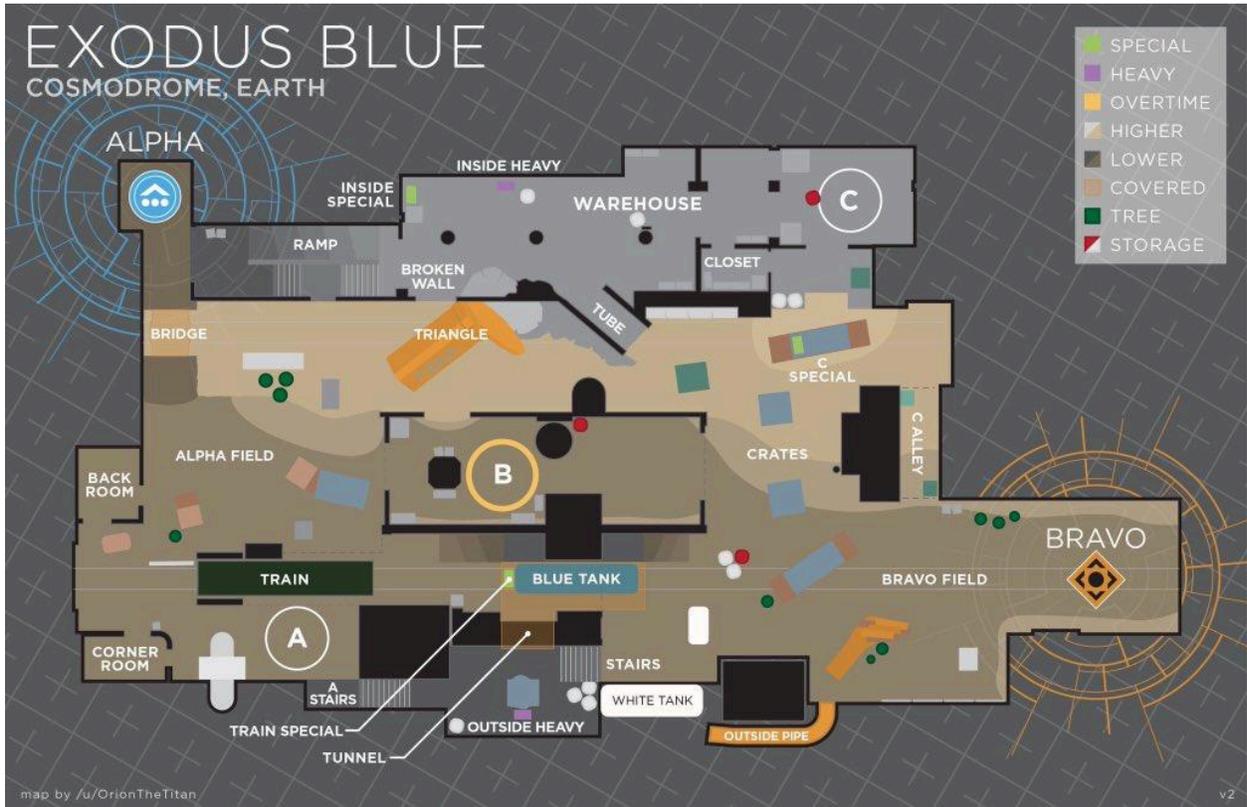


- Don't all run to waterfall every single round. Waterfall is one LONG choke point with barely any room to really facilitate. USE ALL THREE MAIN LANES TO FACILITATE PANTHEON (waterfall, center, and ledge).

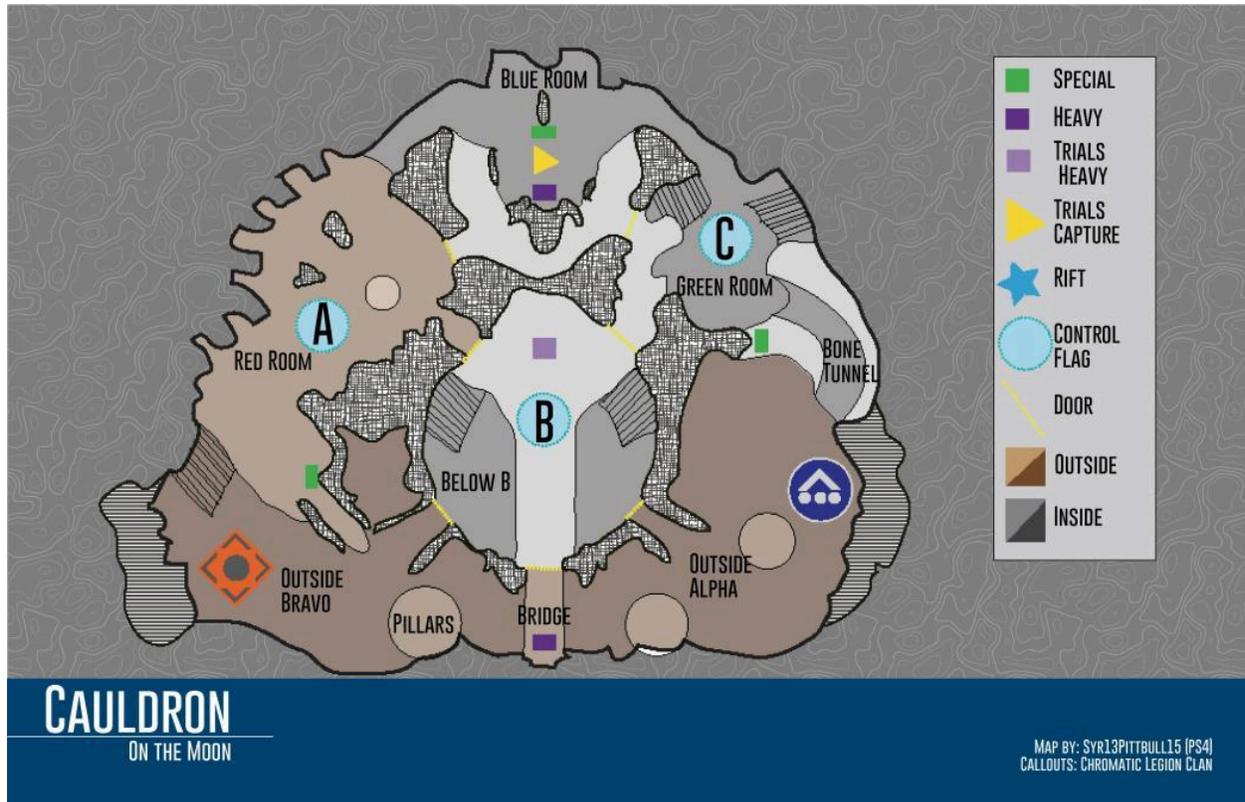
Twilight Gap



Exodus blue



Cauldron



- [Cauldron's strength is its own weakness!](#) Holding B is ideal! But it is essentially a huge choke point. The key to flushing out teams from their hold on B is using the other doors to apply pressure. Remember, presence kills. Presence flushes out teams from B on this map. 2 teammates engage and send shots through red room, sneak over to green room and tickle that door. In order to flush teams out of B you have to angle them out by using the 4 doors that surround B. It becomes MUCH harder to hold B when you have to keep an eye on multiple doors and you only have 20-30 meters to move around to answer these engagements!
- You can stand on top of the lanterns on the bridge at cap point

Rusted Lands



- Front yard is your best friend on this map

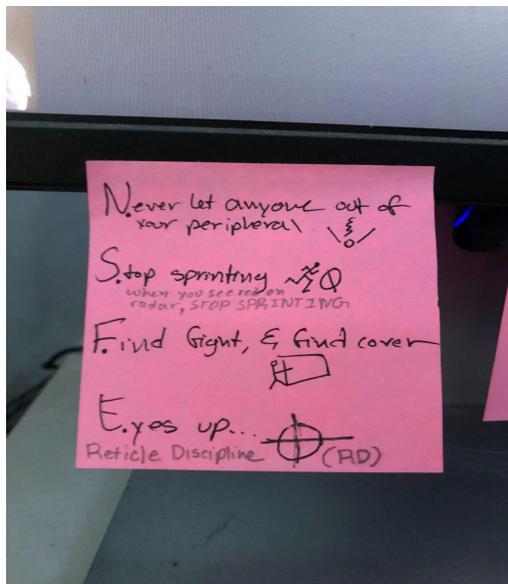
The Fortress



Supers

- Be patient
 - when you pop your super don't just run out there because you will get babied. Instead, take your time (because even in your super you have plenty of time) and plan your attack strategically.
- **USE YOUR SUPER (PLEASE)**
 - Bungie needs to add an option for reporting a teammate because they didn't use their super all game. Please, for the love of God, use your super. Too many games are lost for this one reason alone. IF THE GAME IS OVER AND YOU (as in literally you) HAVE A GOLDEN BOX AT THE TOP OF YOUR SCREEN WHEN YOU ENTER ORBIT THEN YOU HAVE DONE YOUR TEAM A DISSERVICE. Don't do this:
 - [Example](#)
 - [Example](#)
- **THE MOST POWERFUL SUPER IN THE GAME IS THE FIRST SUPER IN THE GAME - Cammy Cakes**
 - Because there is no one who can combat it with their own super - you get free reign, so be aggressive!
- Cutoff
 - Call out which direction you are going with your super so teammate can get cutoff
 - When a super is popped one teammate should push with the super and the other should take the cutoff
- Try to pop behind cover then engage
 - never pop in line of sight unless the game depends on it (true vanguard).
- **There are 4 main goals you should be aiming to accomplish with your super EVERY TIME:**

- Usually, when someone uses an ability it means they're weak
- Don't over-commit for a kill
 - You have to know when to let the kill go if the chase is too risky.
- If opponent pops a super and you're too close to run away then look for their teammate to see if you can get a trade since you will probably get wiped
- Play your life
 - play cautious, don't die.
 - Staying alive and doing minimal damage > dying many times and not being able to do any damage at all.
- Finding the fight
- When the opposing team has a super and it's the last round, play it slow (if you have nothing to combat it)
- **N.S.F.E.:** this is an acronym that I put together for myself of the 4 most important game sense points that I try to automatically abide by on an everyday-basis. These 4 points are techniques that I have tried automatically instilling into my game sense. I hang this sticky note on my monitor in case I catch myself starting to forget. Making this a play on words from "NSFW" helped me to remember these points.



○

- **(N)ever let anyone out of your peripheral**
 - Make sure all enemies are in your LOS and not behind/ to the side of you. Make sure all enemies can be seen from your frontal view. If I see a whole bunch of red to the left and right on my radar, I will play the outskirts until it is safe to proceed inward. I won't let any red get behind me if I can help it. You almost always die when you let an enemy get behind you.
- **(S)top sprinting**
 - [Stop sprinting when you see a ping on your radar](#)
- **(F)ind fight and find cover → FF**

- If you hear your teammates shooting/ engaging in combat, go to the fight IMMEDIATELY. When you hear gunshots going off, just like a shark who smells blood, you should be on your way over there to help your teammate ASAP. Listen for the gunshots, this is how you find the fight.
 - **(E)yes up**
 - **Reticle discipline, let your reticle lead you!** Aim with your reticle. Keep them crosshairs UP so you have to do minimal snapping-to-target when you see someone! The shorter the distance you have to snap to the target, the quicker you can start doing damage. Center your screen
-

Tips & Tricks

Hand Cannons

- **Let the crosshairs lead you**
 - Hand cannons are affected by this aiming tip tremendously. This will help you land your shots a lot more with this weapon archetype.
- “Don’t use a hand cannon with less than 50 stability” - true vanguard
- Peek shot - strafe in & out of cover while shooting
 - [example](#)
- Be aware of shot rhythm and shot cadence
 - Just because a HC can be fired at 150 rpm doesn't mean you should. Get a rhythm, and sync your shots.

Snipers

- [Aim assistance cone angle width for all snipers](#)
- Shoot where the target WILL be → glue your reticle to the corner where they will come from
- **As a sniper, you should always be in a position to assist your teammates in a fight and not super far away**
- Know when to take the sniper OFF
- **Never double peek after the initial shot**
 - Relocate after the initial shot
- Centering your target
 - Try getting your target to the center of your screen BEFORE you ADS
- [Sniping and Counter-sniping - True Vanguard](#)

Shotguns

- When radar ping is directly in front of you is when you should ape, not when it is left-center or right-center
- Play corners
- Lightweight shotguns
 - because of their lack of power, always prepare to empty the whole clip for a single target. These shotguns get a lot of their kills with 2 shots so you should always keep the ADS down after the first shot because you should always assume your target isn't dead after the first one. This is a helpful tip for this archetype.
- **ALWAYS SHOTGUN + MELEE**
 - [Example](#)
- Jump over doorways
 - [example](#)
- Slide past corners looking STRAIGHT, not where you THINK they will be
- [Bait → walk up to doorways then back up](#)
- Break line of sight
 - Duck in and out behind cover when ape'ing

Bows

- Peek-shooting weapon
- You want to spec into accuracy and draw time. Accuracy helps you land shots

Fusion rifles

- Aim low - recoil is vertical and you want every bullet to hit so you aim low
- You want to spec into stability and range

Sidearms

- [Bait → lure your opponent into coming to you, then backpedal](#)
- Keep your distance
- Backpedal
- Use your vertical space (aerial advantage)
- [Control your engage distance → STOP SPRINTING WHEN YOU SEE PING ON RADAR](#)

Grenades

- Axion bolts - great for forcing your opponent to make a decision + cleanup duty
 - [Example](#)

How to beat...

Shotguns

- Backpedal
 - [Example](#)
- [Counter-ape...you have to be hyper-aggressive too](#)
- Video references
 - [shutting down shotgunners](#) - True Vanguard
 - [Intentional body shot then cleanup \(snipers and bow users\)](#)
 - [Don't play corners - backup from corners](#)
 - [How to counter shotguns - Cammy Cakes](#)
- Bait the door
 - Run up to door to fake like you are going to breach and then back up
- Play your weapon range
 - [Example](#) - here ZK makes sure he never gets in too close to be taken down by chaperone.

Fusion rifles

- Video references
 - [interview w/ fusion main](#)
- Peekshot
 - [Example](#)
- rush them
 - if you can make it to ohk range with a shotgun on a fusion rifle before they can blast you, you win

Snipers

- **Dont peek at all**
 - Do the best you can to challenge from the shortest lanes possible
- Avoid hot lanes at all times
- Slide-engage
 - [Reference](#)
 - [Reference](#)

- [Example](#)
- [To beat multiple snipers peeking a lane at once:](#)
 - Send one man to flank
 - Have the remaining 2 simultaneously slide out at the same time to challenge the snipers (done in tournament play)

Flanks

- **Recognize which radar ping is the flanker and blitz him**
- Back up in order to keep all enemies in your frontal vision so that no one is behind you

Grenade launchers

- Stay outside
- If you stay aerial it cannot kill you

Bows

- Close the gap
- Jade rabbit
- If you aren't at full health, DON'T PEEK

Ninja stats

- [Moving target ads 10 flat aim assist REGARDLESS of if you're moving or not](#)
- [Enhanced targeting mods add +10 aim assist](#)
- [Normal targeting mods add +5 aim assist](#)
- [Rangefinder](#)
- [Traction adds +10 hidden to mobility](#)
- [Lightweight adds +20 hidden to mobility](#)
- [Quickdraw does NOT put handling to 100](#)
- [Drang has a built-in rangefinder](#)
- Enhanced targeting + normal targeting DOES stack (drewsky targeting video. Confirmed in a livestream)

Methods to improve

- Scrim
- Rumble
 - Rumble is a great game mode to improve your skills because it has constant engagements over and over.
 - (Practice method) use one type of gun in rumble to get better with that gun ex.: use only sidearms to get better at sidearms.
- Reviewing gameplay
 - use [guardian theater](#) to see your opponent's perspective of your game. This can help you get better because you get to actually see how it looks like playing yourself!
- Facing GOOD players not bad players
- Use guns that suck
 - [When you play with a handicap it helps you to develop other important skills](#) (kill 2 birds w/ one stone: do the banshee weapon bounties just to use other weapons)

Aiming

- **Reticle discipline, let your reticle lead you**
 - Aim with your reticle. Keep them crosshairs UP so you have to do minimal snapping-to-target when you see someone! The shorter the distance you have to snap to the target, the quicker you can start doing damage.
 - center your reticle on the target BEFORE aiming down sights. It is harder to trace a target if you are trying to ADS them without locating them first.
- Light thumbs
 - you want to keep your thumbs light so you aren't gripping the joystick too hard to impair aim
- [Kontrol freeks](#)
- If you are over-snapping to your target then you need to lower your sensitivity and vice-versa
- [Axial & Radial Dead Zones](#)

Physical Advantages

- Warm your hands up. The colder your hands are the slower they will react.
 - Run your hands under warm water
 - Put them in front of a space heater
 - Make sure your room is room temperature
 - Baby powder your hands for extra grip.
-

In-game Comms

- Your teammates can HEAR you, but are they LISTENING?
 - Make sure your teammates are LISTENING to you. If this means you have to scream/yell then do that. Sometimes in fast-paced environments, people's minds are racing and they aren't fully paying attention to what you are saying because they are in a gunfight or something. This is why it is important for you to make sure your teammates are actually listening to you. This changes depending on the person.
 - **Callouts**
 - Callout from your orb when you die
 - Callout when you are engaging
 - Callout when you are weak and can't help with fighting
 - Callout how many there are
-

Glossary

- LOS - line of sight
- Res - revive (trials)
- ADS - aim down sights
- RR - rotate & re-engage
- Cutoff - the player who goes to cover the escape route your opponents will take when a super is popped
- Big number - indicator of how far your super bar is

- Small number - indicator of how far your super bar is
- Collapse - push in on (engage) the opponent
- Comms - communicating over the mic
- Tickling - flanking your opponent and harassing them with the main goal being to draw aggro away from your teammates in order to make a play
- Ego challenging - ego challenging is when you are losing a particular engagement in a specific lane and you keep going back there and keep losing this engagement because your ego won't let you find another way to defeat this one guardian who keeps killing you.