

# Phi's Beginner Guide to 6's

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# Mechanics

Mechanics are your raw abilities to aim and move. Although 6's is highly complex and strategic, you need good mechanics to be able to execute your strategies as well as to win and get out of tough situations.

If you were to ask me what would be the quickest way to improve your raw aim and movement only, I would say to exclusively grind MGE and Jump maps.

## MGE

MGE is a double edged sword for TF2 players. For one, it is an incredible resource for training your mechanics while on the other hand, if used incorrectly can cause development of MGE brain, a type of brain rot.

To utilise MGE most efficiently you must be zen like and have no ego which admittedly is almost impossible. You have to realise that MGE is a training tool and not a measure of who's the "better" player which unfortunately is the majority mindset in mge communities.

## Unspoken MGE Rules and Personal Tips

### Solly v Solly

- Respawner should rocket jump to the enemy if there is a distance between e.g. if both solly are on train in bland mid then the resawner should jump
- Winner of last life usually waits for resawner to jump first before shooting unless it is obvious that he will not jump
- Gunboats are the norm so don't use shotgun if the enemy isn't
- If you are low ground and have very low hp (less than one rocket jump hp) just kys instead of dragging out the fight with long distance directs
- No jumping in Ammomod
- Counter jumping is frowned upon
- Avoid shotgun denying

### Scout v Solly

- Ideally a round should be very quick. Prolonged scout v solly are boring
- I found the best practice as a scout is to be the aggressor and the one to close the distance at the start of the fight. The scout goes to the solly for the fight
- If a solly has shot 8 or more rockets during 1 life the round has taken too long and it probably means your playing too passively
- Hiding behind objects to reload is a no no and probably means the fight has turned into long distance spamming
- A rule that I have stuck to religiously as a scout is to use scattergun only and use pistol only if the solly has a shotgun
- If you do decide to use pistol, long distance spamming especially to finish them off is not fun to play with and also not good practice\

- As a scout experiment with long and short strafes around the solly. Pretend there is a circle around the solly and play on that axis. See if you can make them run out of mousepad room

#### Scout vs Scout

- Please do not hide behind objects to reload or avoid damage
- No retreating
- In terms of movement, think about how you should move that makes it harder for your opponent to hit you while it makes you easier to hit them

Remember MGE is for training and not to win. Once you get enlighten by this, you will see massive improvements in your mechanics

## MGE POVs

Another thing I did that helped my mechanics was actually watching and analyse high level MGE games. Here are some POVs you can study:

#### B4nny's Demo

▶ b4nny vs ma3la mge part 4

#### Dolfin Rider's Scout POV

▶ NO SPLASH (Emphasis on his Scout vs solly games)

#### MGE Mike's Solly vs Solly POV

▶ MGE Mike vs Kaptain on spire (!add 5)

## Jumping

Whether you main solly or not, jumping not only helps you with rocket jumping but it is incredibly important at teaching you air maneuverability and the physics of the Source engine.

I would recommend at the minimum, you should be able to complete jump\_beef with not much trouble before you should jump into sixes.

Here are some great Youtube Tutorials I recommend watching to get started:

#### Nate Fox's Basic Jumping Tutorial

▶ TF2: Basic Rocket Jumping Tutorial

#### Nate Fox's Advanced Jumping Tutorial

▶ TF2: Advanced Rocket Jumping Tutorial

Beginner Jump Maps for you to try

- Jump\_beef
- Jump\_4starters
- Jump\_Acadamey
- Jump\_competitive

If you want more maps to conquer check out Tempus's map list sorted by tiers [here](#)

## Map Tier

Tiers are a rough guide on judging how difficult a jump, course or map is. There are 6 tiers from 1 through to 6 with 1 being the easiest to 6 being the hardest.

Note: tier 0 means impossible

Jump servers are great places to learn jumping but I always downloaded the maps to train offline to avoid constant map changes.

## General

Marxist's Precepts: although almost a decade old, Marxist's concepts still holds in modern sixes. <https://www.youtube.com/@MediMarx/videos>

## Rollout

Although they may seem like a small aspect of 6's, rollouts play a big part of midfights and are essential to learn. Applying game theory we should always assume that the enemy will roll out optimally and if your team does not mean they will be able to get to mid first and take positional advantage at the mid fight. You just have to look Rewind 2017 Invitational to witness the "Muma Rollout" to see how much a slow rollout can put a great team at a disadvantage.

Please read [Rollout - comp.tf](#) for how to roll out which includes in depth videos tutorial.

Assuming you are able to complete jump\_beef, learning the rollouts should not take you too long to learn and consistently execute.

Since pugs take forever to start, this is a great opportunity to learn rollouts as demo and roamer. There are always players who will be willing to show you the rollouts during pregame. However if you want to learn rollouts on your own, practicing offline with a rollout config would be the most optimum. There is even a jump map that replicates rollouts: tr\_rollout\_a1

If practicing offline here are some commands to use:

Hurtme -999999 // gives you massive amounts of health  
mp\_restartgame 1 // restarts game to roll out again  
Impulse 101 // fills your clip, ammo and health. Bind to M1

## Mid Fights

So you made it to mid, now what? Talking in the most general sense and considering that we are entry level in 6's, most midfights start by playing one side, usually the "left" or "right" side. Usually this would be called by the demoman during rollouts. Depending on the side you play, your positioning and aggression... For example, playing right side (usually called their side) on Gullywash is a very aggressive and fast play that is high risk with high rewards while playing left side is considered standard mid. This is why I recommend the demo to call a side during a rollout instead of beginning as if they mess up their rollout they can call the side which is passive.

## Double Bomb

In low level 6's and in pugs that tend to be less coordinated than actual teams, double soldier bombs are very effective. These should be coordinated verbally by both soldiers, usually by saying what time on the round timer or a verbal countdown (usually a 3 to 5 second countdown. I have seen players countdown from 10 which is unnecessary and just cluster comms). Another thing to keep in mind is whether your team wants to initiate the double bomb first or counter double bomb by letting the enemy team double bomb first. From my experience, low level 6's and pugs, the first team to double bomb usually win the midfights so that's something to keep in mind.

Double bombs can also be initiated when a demo calls out damage. When your demo does significant damage to either the medic or demo, initializing a double bomb is highly effective when the enemy combo is weak. In some cases if the enemy demo is weak, it is better to double bomb the demo rather than the medic.

## Medic down

Let's say your double bombs are successful and your team managed to kill the medic, what should you do? You have heal advantage so playing around heals and playing it slow and dragging out the fight will generally give you the advantage to winning the fight. Everyone must be aware now that the enemy team will try to salvage the fight and that usually means a coordinated sack against your medic. This means your medic would want to retreat to a more safer position with damage classes coming back in preparation for sacks. If need be, giving up mid to protect your medic is a valid move sometimes.

What if your medic dies early? The above applies vice versa. You should either try to salvage and sack for the medic or live and retreat. If you do decide to sack, you want to do so quickly as to not be a late spawner if the enemy team decides to push last with full uber advantage. Ideally you want to coordinate the sack with the remainder team who decides to sack with you.

## Uber

Every decision, positioning and strategies revolve around the uber.

## Uber counting

Uber counting is an essential skill in 6's. Although the responsibility is usually given to the medic, everyone on the team should be roughly aware of the uber counts so you know whether or not you can go for plays or where to position yourself.

40 seconds is the fastest possible time a medic can build uber. You can use the in-game timer to determine when the medic will have uber. Most Medics instead count uber based on percentage relative to their own e.g. "we have 30% ad". Either method works, just remember to always be pressing tab. In the wise words of Prophet Habib the game plays itself when you press tab.

In lower levels and for simplicity sake, I would recommend that you always assume the enemy medic is building optimally. This is because in lower levels, teams are not coordinated and fast enough to take advantage of small uber ad from better building/ precise counting.

## Stalemate/ Even Ubers

In this section it is important to identify the "attacking" team. This is the team that holds the most control points i.e. the team holding mid or enemy second. The attacking team controls the flow of the game as they are the first to act. In lower levels, this is usually a soldier sack with the goal to drop or force the medic uber. TBH this rarely works in lower levels and just feels like an order to send your soldier to death. To increase the chances of this working, choke points should be pushed by the combo and flank drawing attention and assisting the soldier sack when he comes in.

If the sack is successful, you will have full uber ad and be able to push forward. If unsuccessful, it is the enemy's turn to sack and the cycle repeats until a play is successful.

Another alternative is to perform a double sack, either 2 solly or 1 solly and 1 scout. A more risky alternative but higher chance of forcing the medic. However, if unsuccessful puts you at a 2 player disadvantage. Expect a counter double bomb or an enemy push. In anticipation, your team should retreat slightly; not back in your choke but in the middle. This way if the enemy

team double bombs, medic will have safer positioning and if the enemy pushes, the combo scout and medic can exchange uber to prevent them from pushing too far into mid to get position, evening out the uber again.

The defending team should focus on defending. I see a lot of newer players playing aggressive while waiting for the enemy team to sack. This is especially prevalent to new flank players who seem trigger happy and seeking fights at the flank. When Defending aka when it is the enemy's turn to sack, you should be holding the flank not be in it. Your presence alone will be enough to prevent the enemy flank from leaking. Flank Scout should be especially aware of a sack and be in a position where he can passively hold the flank while simultaneously protecting the medic by getting ready to deny sacking soldiers.

Remember, in even ubers, a 1 player advantage is not enough to warrant a push.

### Uber Advantage (mid)

- For simplicity sake, there are two scenarios: Huge ad and Small ad.
- Lets Assume huge ad means around 40% to full ad (100% uber ad); and
- Small ad means around 20% to 40%
- In both cases you should push, but how you push depends on how much ad
- With huge ad there's two ways you can play it; fast play or bullying them out
- Realise that with uber ad, the team will be holding passive on second, usually ready to leave. If they are not and are holding forward, ubering into them to punish them
- Fast play involves when you and your team have great momentum and want to catch the enemy team while they are retreating. Usually the combo pushes the flank in attempt to cut the enemy off and uber into them. This is the more risky alternative and if successful will lead to huge ad when pushing into last
- Bullying them out involves pushing second in an attempt to capture the point without ubering. The theory is that since the enemy team is playing to leave and they cannot contest the combo with uber, they will retreat to last and you will have a free point. However don't expect it to be completely free as sacks will come in an attempt to drop or force uber. Usually you can expect 1 or 2 sacks so it is best for your medic to bait his team when walking through choke. Any more than 2 sacks risks the enemy team from defending last with player disad. Once you capture the point for free, depending on how much uber ad you have left you can push last but usually this method even outs the uber but gives your team control of the sack game.
- With small ad you can play two ways: fast play or make it even
- Fast playing involves ubering with the sole intention of killing the enemy med before they get uber. This works well if the enemy is holding close. If they are holding passive, a risky play would be to uber a bombing demo with the scout following close behind to kill the medic
- In most newbie cases, it may be safest to let uber even out.

## Uber Disadvantage

- Expect the enemy team to push
- Depending how big the uber disad is
- Play to leave
- While leaving, there should be 1 or 2 players (usually the soldiers) coordinating a sack when the enemy pushes in

## Holding Last

Holding last depends on the uber situation. In any case you want your scouts to offclass either heavy or engineer or both. It is worth noting that, although Scouts are the most powerful class in 6's, they are almost useless in last holds. For a rule of thumb at least one scout should be offclassed (usually the flank) regardless of uber situation.

If you have uber disad and have time to set up, off classing to heavy and engineer is ideal. If you dont have time for set up, a heavy offclass is sufficient, usually the flank scout. Combo Scout can stay scout but off classing pyro is also an option. If the disad is small, combo can remain scout and build the rest of the uber.

## Reviews and Analysis

The fastest rising player i've ever met was a jumper main from Asia. I first met him when he was in div4 and two seasons later he was playing in div1.

## Other Resources

[Mapreview.tf](http://Mapreview.tf) - a collection of video guide for maps

[Teamfortress.tv](http://Teamfortress.tv) - Home to the biggest competitive tf2 discussion

[Comp.tf](http://Comp.tf) - wiki for sixes