







Super bad, we have 2 picks and stefaan isn't going in here, the demo is completely alone. We are so slow going in when we've been given a lot of space here. The only thing that would be causing this is if Fish isn't giving us enough intel on the comms. We took mid here but should have been a lot more.

Round was lost on a drop because gink just jumped in through IT without much contest, AMS fed on a funny play moments before that.

Last they managed to get on to our point before ubering, they just spammed us whilst they waited for 2nd to be capped before committing to the last point. When it was capped they walked forward, we weren't able to get any defensive classes up and we were pretty much low whilst trying to defend.

MID 2



Pretty much as we arrive to mid.



Gink is already spamming us and on HG as we enter mid, both scouts this time are already on top of the point taking HG position.

Fish is incredibly isolated and easily targetable, their soldiers never jumped too far away from their team gink is still buffed and papi is getting healed before jumping.



Papi then just jumps to fisch with a buff as fisch is completely alone and then also doesn't follow up everxs aggression



Gink jumps and for some reason stefan stop shooting at him, ams doesn't even see him. We just get crushed.

NEXT MID



Same again, gink on mid spamming us straight away, instant pressure.



No HG again, the demo wasn't even spamming up top, we were literally just never taking this ground.



Both soldiers, same time. Not one after the other, same time jumping in the air at the same time and making it hard for us. They both jumped from places where they couldn't get spammed easily.



Terrible, 5 of us in one place. Both our scouts shooting at the soldier that went in to IT. The only player shooting at gink right now is our medic.



We were literally handing the mid on a plate within the first few seconds. No position, no syncing with soldiers. Both their soldiers have bombed at the start of mid instead of waiting.



Going through to second, they send everyone in to make sure everything is clear before seeds goes through. They are also incredibly split here so if they are spammed they aren't all weak. When we push against a defensive team we are always bunched up in every scenario.

The last mid they all fed into our choke because we were so far back.

Points-

Our soldiers need to massively improve their coordination with each other. They constantly spammed together everywhere from pushing our last, spamming our panic room, chokes and jumping on mid together.

We constantly always had one soldier either not jumping at all until the other soldier had already made it look like it was a fake jump. It was painful to watch as it was so easy to read.

Our scouts on middle need to position a lot smarter, stefan pretty much took no ground on mids and was regularly just sitting on the floor next to celvn so he'd just end up dying with him. There was no support for me on middles so I was regularly fighting the remaining players whilst we were dying to their soldiers.

I think out of all the mids fisch didn't actually end up on their medic once, or even on their side. I think the only soldier that did was everx in the second mid.

In comparison their soldiers managed to jump to our side every mid, the majority of them they also landed at their destination. This is because they properly sync their jump and also because they jump from areas where they are safe e.g. with a scout sitting in front of them when they jump. This also ties in to the fact that we never had a scout on the top crate on the mid and they always had players up there. I believe klassy also only played on the rock on the first mid then played top every other mid because we just never did anything.

Positioning around the map was very weak, we were often out of position waiting for a buff or a heal when we are holding, this needs to change so celvn comes to our positions as long as it's reasonably close.

One scout always rollout IT and gets on the closest crate straight away.

There were no positives from this game. We got outplayed by just basic stuff instantly and it shows on mid especially. If we play like vs. a div2 team we'd probably lose.

