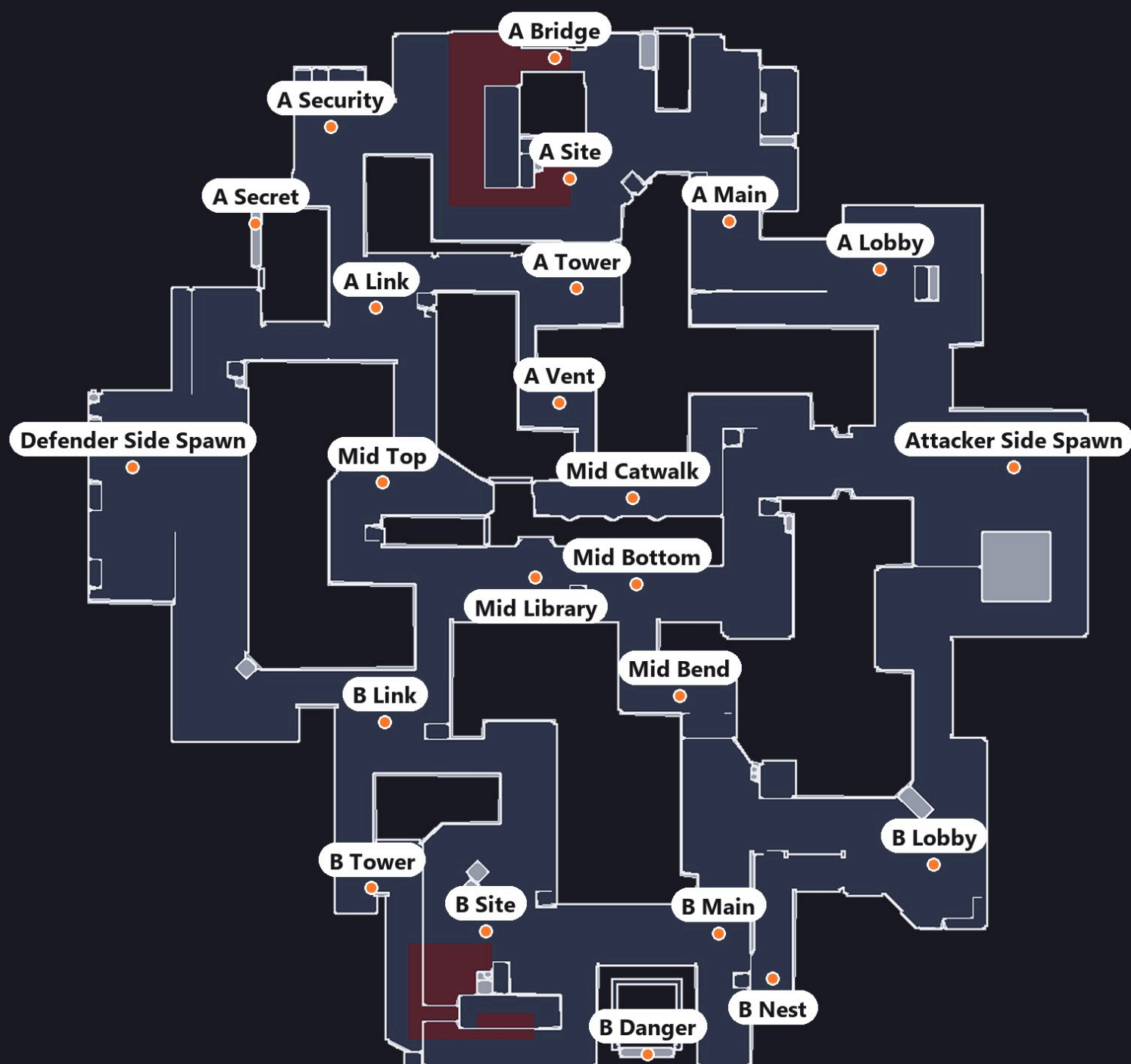


Abyss Callout Guide

Every in-game callout, the full utility for an A Main hit, and the habits that win the site.



1 • THE PLAY

Abyss A: smoke Tower and Security



1. **Defenders cross you from Tower**, and from Security, deep behind the site.
2. **Smoke Tower and Security.** That's the crossfire gone.
3. **If you have a Sova, recon the site.** No Sova? Fade's Haunt does the same job.
4. **Flash out of Main, and watch the edges.** Abyss has no walls, so don't get knocked off.



Two smokes, a recon, a flash. Then take A.

Four habits that win A site

No lineups to memorise. These work every round.

1 Mind the edges. Abyss has no walls at the edge of the map. A knockback or a wide swing can take you off it.

2 Break the crossfire. Tower and Security trade each other. Smoke one, fight the other.

3 Entry plus a trade. The second player stays one step behind the first, close enough to trade.

4 Plant, then play off the spike. Hold from cover so anyone defusing is in your crossfire.





Know the calls. Now check your rounds.

Upload a round at callup.gg and get it reviewed.

callup.gg

