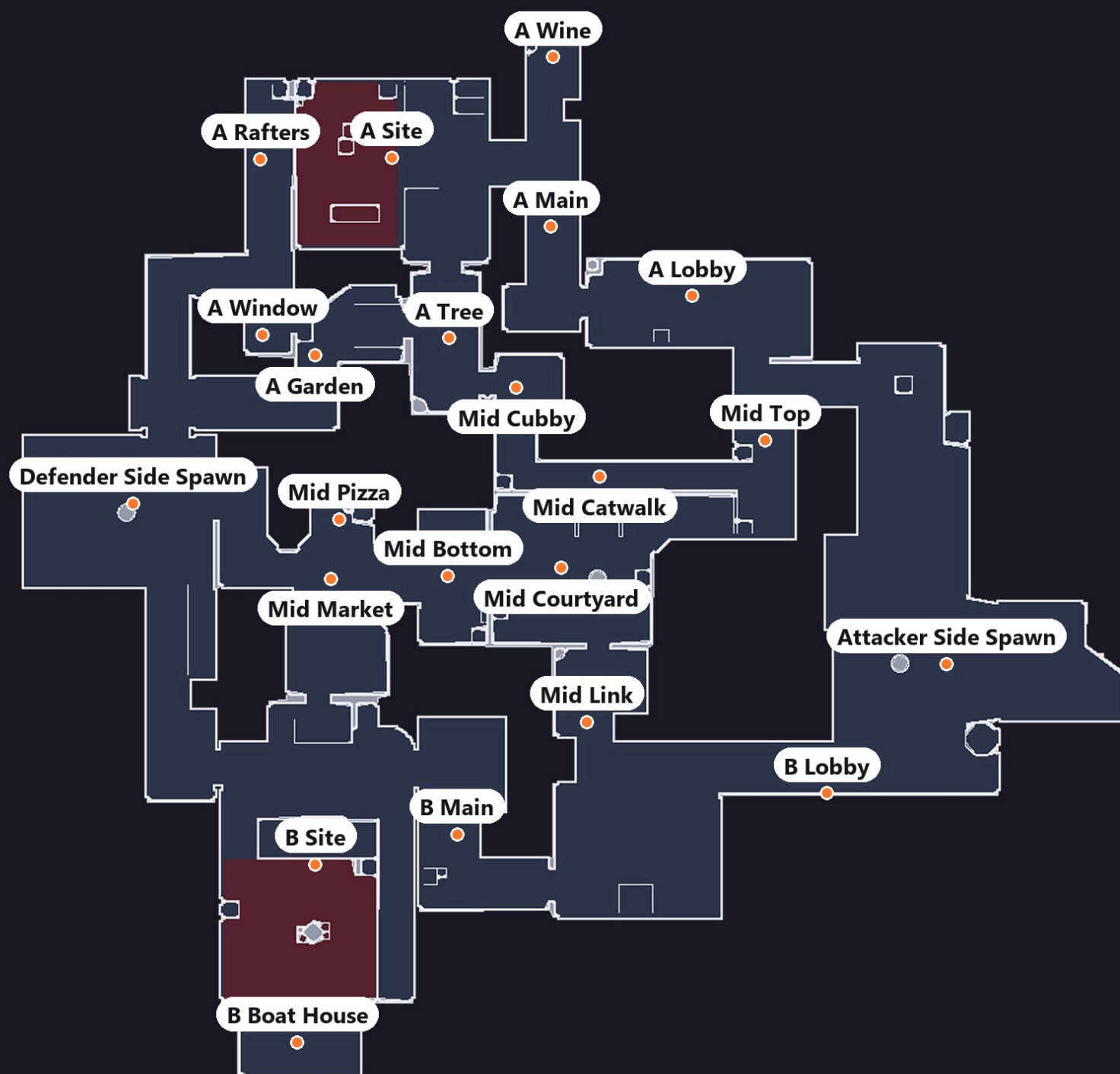


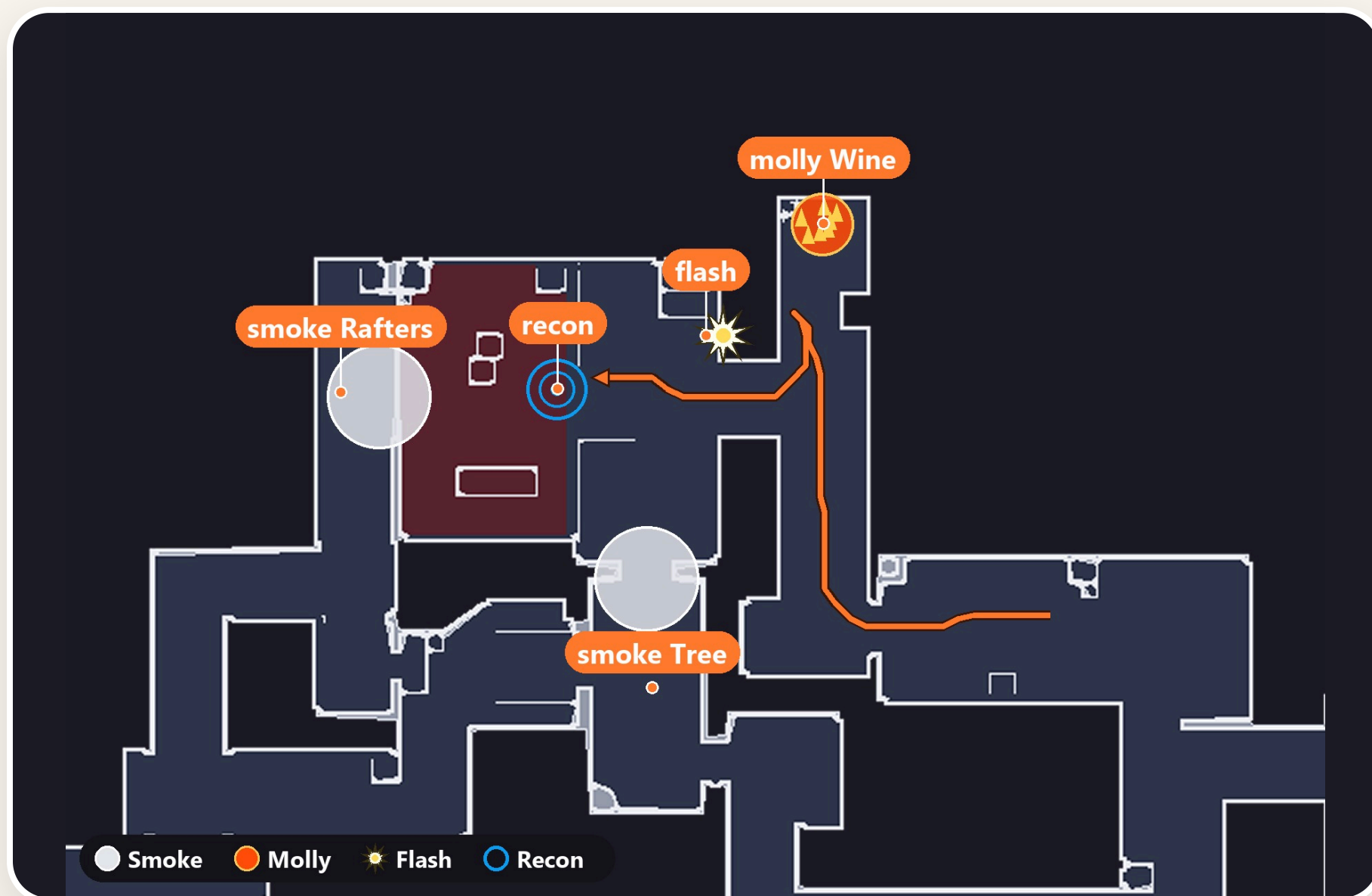
Ascent Callout Guide

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



1 • THE PLAY

Hitting A on Ascent: smokes, recon, molly, flash



1. **Smoke Rafters and Tree.** Those are the two long angles.
2. **If you have a Sova, send a recon arrow onto the site.** No Sova? Fade's Haunt does the same job.
3. **Molly Wine, the corner at the end of Main.** Brimstone, Viper or Phoenix can do it.
4. **Then flash around the corner.** Breach, Skye or Phoenix.



Smokes, recon, molly, flash. Then hit together.

Four habits that win A Main

No lineups to memorise. These work every round.

1 Utility first, then bodies. Smokes and flashes go out before the first player peeks, not after the fight has started.

2 Entry plus a trade. The second player is one step behind the first, close enough to trade straight away.

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

4 Don't re-peek the same angle. After a kill they know where you are. Move, then peek again.





Know the calls. Now check your rounds.

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

callup.gg

