

Inferno Callout Guide

Every callout on the map, the smokes, mollies and flash that open the site, and the habits that hold it.



1 • THE PLAY

Hitting B on Inferno: two smokes, two mollies, a flash



1. **Smoke CT and Coffins.** Those are the two long angles.
2. **Molly First and Second,** the close corners by the entrance.
3. **Pop a flash over the wall as you leave Banana.**
4. **Now walk in.** Nobody's close, and the long angles are blind.



Two smokes, two mollies, a flash. Then go.

Four habits that win B site

No lineups to memorise. These work every round.

1 Win Banana first. It's one narrow lane. Whoever controls Banana decides when B gets hit.

2 Arrive together. Players trickling up Banana one at a time die one at a time. Go as a group.

3 Burn corners you can't clear. A molotov in a close corner is cheaper than a teammate peeking it.

4 Plant, then play off the bomb. Hold from cover so the defuser walks into your crossfire.





Know the calls. Now check your rounds.

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

callup.gg

