Grant lihl vouch request analysis 29-10-21

Egg-Copy
You place 2x egg and icetroll and reroll.
Your roll: mine, frost wolf, ice troll, prisoner, knight, neotank
Team:
 Ship start with: parrot, carion, gategaurd, priest, ship, lod
Agua start with: gnolls, agua, phantom, prisoner, zombie, dragonhawk
Lod start with: parasite, warlock,bottom feeder, ywd, apparition, lod

You push 3/0 and decide to keep the eggs and icetroll. Good choice since you want to yolo it to the max. For level 2 you add a prisoner behind the eggsacks and in front of ice troll. Good placement. Both teams send lvl 2 and you only leak 1 spirit with 117 hp. Your team eats mid while enemy leaks 30 to king with 1 lod mid spotted. You push 4/1 and only add an icetroll for lvl 3. You wanted to leak for a 4 send but actually hold. With no leaks your team sends 4 and you upgrade 1 prisoner for lvl 4. The chances are most likely that the enemy team cant send lvl 4 because they kinged on lvl 2 to save the heal. Since your job is to yolo and feed carry rolls, why upgrade maverick. Understandable for a safe yolo but if you goal on 4 it would most likely be chaos game with much time. Then you are stuck with 555 value and get a late push. Maybe could have added forst wolf and a mine or just a prisoner to atleast get a whisp out. Enemy team leaks 47 units to king on lvl 4 and you could be better push. East burns 1 heal on 4. On 5 u get thornmail kingspell. You add 1 frost wolf to be 600 value and 7/2 on 5. You push to 7/4 and keep same value on lvl 6, leaking 6 golems. It was a fine safe yolo, but I feel that if you pushed earlier with some more risk your team could have more lumber for a 5-6 resend since you guys had no real holder unless red stays very low with ship+spitter.You push 7/5 lvl 6 and your team sends 1 furb each cuz of thornmail. Enemy sends 1720 wood but you guys alrdy kinged to make a safe k10 call with 2 possible 10 holders. You trade 1 heal on 7 and for 8 you sell 1 frostwolf to get a maverick. You leak 17 acolytes with 20-30% bounty and that is fine cuz you need to leak for 10 send and feed. With neotank you would probably do better. You upgrade ice troll lvl 9 and leak 4 zombies with 1k value, pushing 7/6. You send full 10 and east dies.

Conclusion: I think you did an interesting yolo keeping the eggsacks and ice troll on 1 and making it work with prisoner on 2. But after goal on 2 and king scout reg you should have changed your build on 4 to get earlier push out to give your team more options. Because it was interesting I did a debug on lvl 4. 2 eggsacks + 1 prisoner + 2 ice trolls + 1 frost wolf diagonal to ice trolls can hold lvl 4 with 430 value. You should know that your lane has no hold future because your allies have good rolls for 10. Good decision was full to push on 4-5-6 and trying to hold/ small leak with minimum value. Rating 7/10.

Last-Replay-13

You have agua start with: gnoll, agua, cannon,mudmen, zombie, god.
Team: malfs+egg start with: mines, eggsack,malf,copter,Komodo,dark priest
 turret start with: orc war, corrupted ent, turret, mudmen, halfbreed, dark priest
 ghoul start with: parrot, ranger, harpy, tree of travel, wendigo, neotank

Enemy sends warriors and you leak 5 crabs + rr with 200 value. Placement is always an open debate. Personally I prefer straight line 200 or 1 spot wall infront with open space. You place at wall and line behind it. You push 4 0 and your team leaks 35 to king giving both teams time. You push 4/1 during lvl 2 and you are 360 value with 1 gnoll behind. In a game where you skip 2+3 after receiving warriors and scouting that your team covers for 3 it would be fine but in this situation you have 0 cover lanes for lvl 3. Turret+ ghoul lane got fucked on 1 and wont do anything. Your 1 mid is not a strong lvl 3 cover with malf + egg so in that situation you always good 400-410 value atleast. You leak 3 creeps+herm when you should have been mid to this tk send. You guys have no mid, leak 40 units to king and lose 2 heals to be able to send on 4. On 4 you build 450 value because you are scared of a resend. If you did 400-450 on lvl 3 you carry your team and definitely save a heal for your team. Gnoll should also be in front to give agua more time for dps. On level 4 you goal 65 units, getting 2 heals and spotting 1 small mid and you push 7/2 adding 1 zombie for 5 being 630 value. You don’t get a resend but why do you make a zombie when you push from /2 to /4 during 5? If you watch your team your team is full rip on 6 and going zombie on 5 is only understandable if you up it to try cover 6 but that doesn’t make sense because your team received immolation king spell on 5. Your team leaks 75 units to king on 6 burning 1 heal to send 2.7k wood on lvl 7. You stay /4 and up a butcher for lvl 7. I think you missed many opportunities make your lane a carry lane. You leak 10 satyrs and 1 hermit. You push /5 during 7 and your team takes 1 heal back. You are 3 butchers, gnolls + agua, 1760 value lvl 10 and you are mid vs panda pudge send. Ending up 7/6, 2160 value lvl 10 with 165 income. Your team failsends 15 and you lose lvl 17 while you are mid.

Conclusion: You had an ez roll that could transition into carry. The game was fat and you still carried lvl 10 saving the team from destruction but I feel you missed potential early game. With 410 value and gnoll in front you are mid lvl 3 vs herm and possibly a furb send while saving 1 potential heal for team. I think the decision to get a zombie on 5 was fine if you transitioned to overbuilding 6+7. But you did it half way because you had immolation. Butcher on 6 might gave you clear lane and adding 1 cannon+scatter shot would make u mid 7 to be more cant break. You pushed /6 for a 15 send but unfortunately the game was too big for a 15 win. Try to spot the strengths and weaknesses of your team and adapt to that. Rating 6.5/10.

YoloCW

You place 2 geomancers and reroll.
You play clock start with: peasant, crusader, captain, priest, wyvern, sea giant.
Team: 3/0 lubber start with: parasite, landlubber, raider, outcast, knight, frost dragon
 1/0?slave start with: spectre slave, cannon, priest, druid, neotank
 3/0 lubber start with: gnoll, landlubber, bottom beeder, pirate,knight, seer of darkness

You start 3 0 push and you build a crusader for lvl 2. Looking at your potential I think that you misplayed it. If 2x landlubber players start 3/0 your team is weak lvl 2. Going two clockwreck for 2 into semi/hold lvl 7 with militia spears into hydra for 10 is at this point one of the strongest rolls of your team. Also weird why your slave players starts 1/0 and that doesn’t make any sense. Since you yolo you pushed 5/0 during lvl 2 adding 1 novice for 3. Placement is good and you are mid lvl 3 with 360 value. Your 3 send failed and you spot sm / ygg/ agua. You push 5/1 and add second crusader + 1 peasant. For 5 you get your mili + spear and you are mid with 5/2. You guys king cuz u get thormail + no send from enemy team yet. You don’t leak 6 and push 7/4, good . Your team skips 7, east sends 1940 wood and you burn 1 heal. You push /5 during 7 and are 730 value lvl 8 leaking 20 acolytes. Why would you auto rip yourself on level 8 which results in 20 king leaks lvl 8 denying your privateers in getting their bonuses. You are forced to stay /5 on 9 adding a captain and spear militia and leaking 14 zombies to get your 7/6 push. Both team sends full lvl 10. Luckily 1 privateer lane rerolled into hades and has 1 diabolic mid. The other privateer rerolled into dragonhawk +aco +wanderer but he leaks 1 boss. You trade 1 heal on 10. You add sg for arena and win it. You try to revive your lane but you leak on 11/14. I guess you had to stay /6 cuz your slave lane went /7. Game is a 15 race with no mids but since your team cleared more and has slower leaks you win the game.

Conclusion: Roll distribution in team made no sense to me. In the first rolls your setup+ reroll already had the potential to mid 7+10+15 (2 clocks militias 7, hydra 10). The call to send 3 also made no sense to me because you had no real holders but a lot of anti 7/clear in your team. A fast game would benefit your team more and I think you should have overbuild more. If both the privateers get a tk reroll your team lost all hold potential on 15 and that is too risky because you were 1 heal behind in a 15 race vs stomp. Your risk on 3 was good because privateers would clear/mid. But throwing your lane on 8 and trying to recover after arena staying /6 push only made sense because your slave player played very suboptimal. Rating 5.5

<https://wc3stats.com/games/172553/results>

Fast review:

You start ship with parrot, slave, malf, troll fighter, ship, dp roll. Your ship 3/0 doesn’t have good adds for 2-3 and your team is semi weak level 1 but stronger lvl 2 (slave/privateer/cannon). Your privateer lane covers 1 with lubbers+inf. You receive wars and your team rips with small mid. I would not have started ship because your team is weak lvl 1 and your job is to be lumber provider (2 malf , 1 parrot start). After some goal on 4 you are 660 value with 2 slavemaster and ship. Holding 5 and leaking 6. At lvl 10 you get 2 dp’s with 7/4 and 1440 value, leaking 3 bosses when you have a /2 and a /3 lanes in your team who are trying to hold. Since ship has no early potential with malf/slave and only works if u ob you should have completely skipped this setup. You end up being no hold no push lane but since you win lvl 10 it doesn’t matter. Rating 5/10.

<https://wc3stats.com/games/172920>

Fast review:

You start lod and you have a simple lod+lubber+necromancer roll. Enemy team sends straight 5 and you take holder roll on because ygg+mudmen aimed tok, zombie should yolo and cannon is yolo. You are mid lvl 5 with 4/1 and you have 3 priv+hades on 7 to be mid to a send again. Good early game aiming to build necromancers for lvl 10. Somehow you add a 4th privateer for 10 which is full dead value. Enemy skips 10 you are mid and you push from /2 to /4 placing lod before arena. Later you reroll into hydra mutant etc but you add a blaster for 12. You lose 12. If you didn’t build lod after arena but got a hydra 12 you had chances to be mid on 12 with 2.670 value. Rating 6/10

Overall:
I think playing fbg for a while gave you good knowledge about unit combinations and roles. On easy rolls you play a standard decent game but I feel that you lack the insight to recognize the strengths and weaknesses from your team. The eggsack + ice troll yolo is a really interesting game and lihl worthy. Would be perfect if you risked more on lvl 4 to get better push/income. By doing that you would also have the chance to get better push later on or to make your lane relevant mid game with a good reroll. I think your lane can be more relevant in games if you make different decisions. Saving a heal for the team can be very important to give your team more strategies while denying enemy king gold. Try working on finding the right roll in your team and try to recognise chances to adapt your push/build. Work on that an try again in 4 weeks. Denied for now.