Game 1 - https://wc3stats.com/games/310614

Your roll is <https://i.imgur.com/I2cznys.png> and you drop 2 raiders into reroll. Your second roll is <https://i.imgur.com/GGBtTfs.png> so you decide to keep raiders, thats fine you dont really have any options here other than pray you arent murdered on early levels.

You stay 2/0 for 1 and add a tuskar for 1 also, so you arent going for a wandigo on 2 and now your build makes no sense, you are staying low on shit units and already on 50 rr.

East sends on 2 and despite being 365 value you leak 8 murlocs and the spirits. You push 4/1 and add 5 tuskar for level 4 for a grand total of 6 tuskar in your lane. <https://i.imgur.com/x9og13t.png>

You push 6/1 and build for 5 665 value. You are overbuilding despite having strong lanes on your team that could use feed.

Your team decides to send on 6. You go 7/1 and upgrade another raider to be 830 value. I fail to understand why you are overbuilding with dead lane while your team is sending and you want to push to get lumber during your send. Red has an infinitely better lane and he is 6/3 here while you are 7/1.

You push 7/2 during 6 and then build rest to be 1040 value. Your team's best lane is 7/4 because you want to hero with this dumpster fire of a lane. You do ok on 7 but take feed on worst lane on the team.

You add a couple of warlocks and a harpy to your lane for 10 and go mid. You and your teammate eat all in mid. You rr into a super good roll, troll champ monk and parasite. Your lane is pretty solid now after getting mucho feed.

I stopped watching the replay after level 10.

**Conclusion:** Your roll is easily the worst on your team yet you decide to stay low and take feed on 7 forcing better lanes to push. Staying low for 10 is fine since you decided to be a holder. Before arena you get a sick reroll for midgame that bails you out but it doesn’t make the build good. If your 50 rr would have been pure shit then you suddenly go from hero to zero. **I rate this game 5/10**

Game 2 - https://wc3stats.com/games/312287

Your roll is some garbage, you drop a pirate and rr into <https://i.imgur.com/1u1GhEw.png>

You play 3/0 lubber build.

West sends 2 and you leak small, you get a second undead for level 3 expecting a resend and clear your lane. You push 7/1 for 4 and add a lubber.

Third undead added for level 5 and you push 7/2. Your team sends 5 and goals 50 to king, you push 7/4 and dont add any value for 6. You then push 7/5 for 7, this is great. You know that being on 50 rr with pure shit roll for midgame means you should push hard. You push 7/6 during 8 and only stop pushing during 9 because ReDRuM tells you to send all your lumber.

Personally I think its pretty sadge to be upping all your lubbers into privs but it is what it is. Your team barely lives on 10, very close call so staying /6 was definitely the correct play.

You rr for arena and get <https://i.imgur.com/reZQJ8D.png>. I think you shouldve easily just pushed 7/7 here since you already had a pure shit lane and you should only aim to clear on send level. You stay 7/6 and start making tok army after building a troll champion and a copter.

After dropping only 1 ygg you go and take 100 rr and get <https://i.imgur.com/IEfGWwl.png>. Pretty solid reroll but you should drop 2 yggs and then rr in case you get pure shit roll.

Your team fail sends 14 and you die 17.

**Conclusion:** You do a great job yoloing your lane early game, you probably should have pushed 1 more jack before arena since your lane was not great and the team needed push but not a huge deal. It is a mistake to drop only 1 ygg and reroll and probably just a mistake to reroll at all, you dont wanna be burning that gold and lumber when you already have tok in your roll. **I rate this game 7/10**

Game 3 - https://wc3stats.com/games/310236

Your roll is <https://i.imgur.com/0aaJ0ar.png> and you play lod. You place a t1 for 2 and then an apprentice for 3 after your team fail sends 2. You push 5/0 for 4 and get a dm.

Your team sends level 4 and goal west pretty big, you should expect a send from them on 5. You push 5/1 and up your apprentice. You get a 540 lumber send on your lane and leak only 5 birds while having pretty solid push.

You push 7/1 during 5 and then stay to get a hades for 7. This is fine but I think 6/2 was better. You leak a 1 hp furb on 7.

You push 7/3 during 7. Your lane is massive after full clearing 5 and 7. You get a second hades and a second dm for level 10 staying 7/3. Despite having shit focus you go mid on 10. West eats your level 10 send.

You push 7/5 for arena and rr into pure garbage. <https://i.imgur.com/dyXt9Pc.png>

After 11 you drop a flamebeard and medicine man and reroll into <https://i.imgur.com/jpBDNe7.png> you keep both.

You parasite everything and get a fenix for 15. Two seers and upping some parasites on the hades is for sure the play here but fenix is entertainment value. You do not go mid on 15 but your team is 3 heals vs 1 and you collect freelo when both teams have 0 mids.

**Conclusion:** You get a super safe roll and risk 2 and 3 into cover 4 and 5 which gets rewarded on 5 and then you clear/go mid on 7 and 10. If you get a proper reroll for 15 you would be ez mid, perhaps you even mid if you dont get that fenix which is pure shit because it hides and lets all your other units die first. When planning fenix like that you definitely want it in front of the hades. **I rate this game 6/10**

Game 4 - <https://wc3stats.com/games/317066>

Your roll is <https://i.imgur.com/muJyjM9.png> and you drop cannon into reroll. New roll is <https://i.imgur.com/faURHWR.png>

Your entire team has shit rolls now, you send warriors and pray. You push 4/0 during 1 and then add a veteran for level 3. Veteran is shit mix, Zeus was the play here but it’s not like you can do well when you are 4/0 vs a bo send.

You make a picasso for level 5 <https://i.imgur.com/XpjVb2Z.png> and stay 6/1, mucho ob for no reason, if east races 5 then your team is dead with or without your ob here.

You have 3 zeus on 7 with 7/2 push. This is fine imo since your team needs something for level 10 and none of the other lanes can provide this.

You stay 7/2 and reroll 50 and get <https://i.imgur.com/A1ZHvhK.png> - your team is mucho dead now for sure.

You go mid on 10 which is a miracle, very solid focus. Nothing you can do in mid tho since your team leaks 9 bosses.

**Conclusion:** Rerolling on 1 was ok but a bit risky to not wait until 2 or 3 and drop a second cannon since you are almost always gonna want to start cannon when everyone else on your team is a yolo. Mixing veteran with cannon is a terrible idea, much better to mix zeus. Overbuilding 5 was a waste of lumber, better get push early and then stay 7/2 for 7 if thats your plan. Other than that game was just unfortunate, nothing to be done with your rolls. **I rate this game 4/10**

Game 5 - https://wc3stats.com/games/318981

Your roll is <https://i.imgur.com/AzPa40t.png> and you drop 2 wagons + 1 cent and rr. New roll is <https://i.imgur.com/ASWPe72.png> and you play ea. Your team is good on 1 but you play 2x tuskar anyway for safety, idm it but not needed for sure. You place archer on 2 but put it behind your ea, weird placement.

Your team sends on 3 and goal enemy to king, they do a couple of king ups. You go 3x ea for level 5, seems a bit ob to me since your team has 2 lanes that should be full clearing.. Since your lane is not required on level 10 then this cover on 5 is not ideal, better risk and get push for team.

West sends on 5 and despite you overbuilding you are not mid with 3x ea and your team burns a heal. Your team has immolation and west skips 7.

After that game goes as I would expect, you push 7/7 for 10 and build rest. You have 2.4k val when they send on 13 and you full clear, leaking only behe and maiden, op.

You go mid again when its 17 race vs small send from west. You win on 17.

**Conclusion:** Was overall a solid ea game but I question your decision to ob for 5 when you are not needed on 10, hurts your send on 7 and then you need to push 3 jacks after 7 which hurts your 10 send. Other than that you covered 13 as needed and then had enough value to mid vs their resend 17. **I rate this game 7/10**

Game 6 - https://wc3stats.com/games/318628

Your roll is <https://i.imgur.com/tsjVI3Z.png> which is mucho big trap roll. You decide to keep it and play 3x rat + 2 cent starting 3/0.

You go 4/0 on 2 and add a wagon in front of the rat. East sends and you leak small with good push. You push 5/1 for 3 and free leak 7 scorpions, not ideal but is fine.

You push 6/1 for 4 and add a wagon. You then stay that push and go necrolyte on 5, selling one cent to reach it. Both teams are -3 after a level 5 race and you decide to stay 7/1 for 5 with wagon some rat/cent mix and necrolytes. Upside to this is you will be strong on 10 but idk why you felt the need to keep your lane alive this game after you free leaked on 3 with biggest push lane. You had an easy push angle here.

You push 7/3 during 7 and stay that push for 10, going big mid vs their send and you kill them on 10.

**Conclusion:** Your early game was op, free leaking 3 but being 5/1 is fine since you can go for cheap level 4 hold and be OP push for 5. You decide to keep your lane alive and not push more until after level 7, this is not gonna work in lihl, you just have to trust your carry lanes to carry and go push with the dead lane. If the game continues past level 10 then you would have op push, big income and DP with ghost. Instead you gamble that game ends 10. **I rate this game 5/10.**