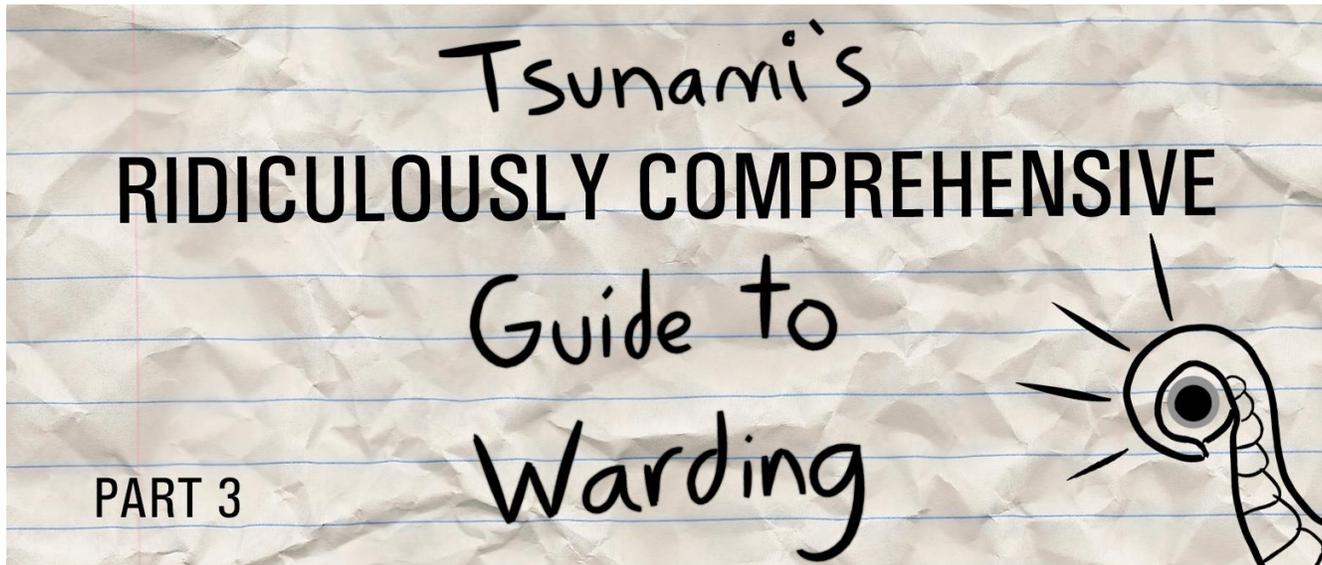


May 8, 2014

Current as of Balance Patch - 6.81

Written by: [tsunami](#)

## Tsunami's Ridiculously Comprehensive Guide to Warding

### Part 3 – Situational Wards

**W**e've covered the lead wards, now let's take a moment to appreciate the supporting cast. Push wards, rune wards, and blocking wards are all pretty much universally applicable no matter what the game, but there are buckets of wards that shine in very specific situations.

### Jungle Wards

Jungle wards aren't really "situational," but they can be risky to place and don't accomplish much if you place them at the wrong times. There are two brands of jungle wards: defensive and offensive. Or put more simply, "Are these wards in my jungle or the enemy jungle?" All the spots discussed are equally useful no matter what team you're on, but knowing *when* to place them is just as important as knowing *where*. I ain't helpin' you with that, though. I'm just here for the pretty pictures.

## Radiant Jungle



This ward won't give you vision of the rune, but escapes the usual counter-warding zone as a result. **Both teams usually use this ward spot once Radiant has lost T1 and/or T2 mid** since the safest farming zone for Radiant will now be the three camps closest to their base. For Dire, you can track when heroes are maneuvering from the safest area of their jungle to the riskier area, and for Radiant you can police the entrance to your jungle for Dire invaders from the high ground.



This serves mostly the same purpose as the previous ward, but provides more coverage for the bottom lane. **If you're split-pushing as a Dire hero, this ward can be both offensive and defensive** since you can transition into picking off heroes who think they're safe farming near you and it helps protect against people coming to shut down your rat tactics. On Radiant this ward isn't that great unless your bottom T2 is down. Most of the time by the time this ward sees any Dire heroes, you're probably already dead.



*'The Cliff'*

There are three ways to ward the Radiant cliff/über cliff/super cliff/Cliff Bleszinski. There's no right or wrong way; you just pick the approach that's safest and the most convenient for you. **However, if you're Radiant, you pretty much always want to ward using the left option.** If you're at the stage of the game where a defensive ward like this is useful, going out to the hard camp or up high ground above your bot T2 could mean death, especially considering the Dire team probably already beat you to warding this spot.

## Dire Jungle



Congratulations, you just warded the Dire jungle. **Unlike Radiant, the Dire jungle has no huge clearings besides this spot.** Dire has a cliff of its own, of course:



But between these two wards, you've gathered about as much movement information as you can get out of the Dire jungle. If you want to see any camps, you pretty much have to plop a ward right next to the one camp you want to see. Warding the top rune cliff lets you peek into the Dire medium camp and some players like warding this area:



But outside of that, there isn't much you can do to get vision of this jungle. Yet another reason why players generally consider the Dire team to have the stronger jungle.

It's also worth mentioning that if you care more about scouting the jungle, rather than the top lane, try warding slightly south of the cliff near the hard camp. If a support doesn't see a ward on the cliff when they put up sentries, most will assume that you simply don't have vision of the right entrance to the Dire jungle. That can make a ward like this...



...particularly strategic, especially if you can cut down those pesky trees to the left.

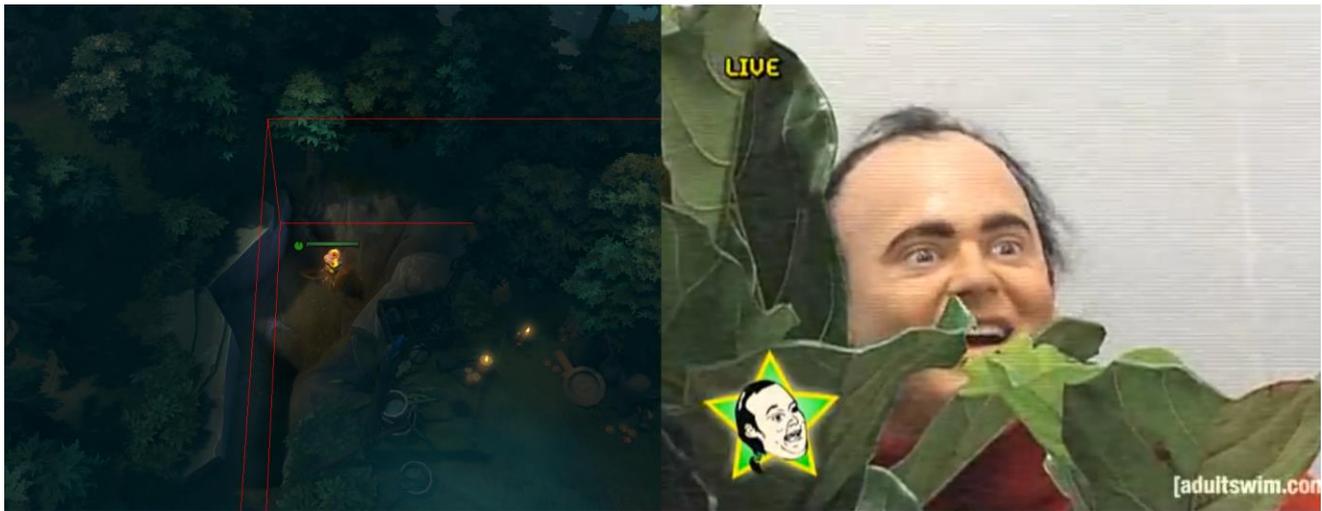
## Ancient Wards

I didn't include ancient blocking wards in part 1 of this guide because there aren't very many games where you need to block them. However, **against heroes like Medusa, Gyrocopter, Luna, Dragon Knight, Beastmaster, Tinker, Lone Druid, Tiny, Anti-Mage, most Helm of the Dominator carriers, or any team who has savvy supports, it's worth making the effort to block ancients.**

## Radiant Ancients



E4 lets you just baaaarely see the top rune, E1 would require some insane luck to counter, and E2 is by far the dumbest ward I have ever placed.



## Dire Ancients



That's pretty much it. F2 can be placed from the river, making it the more practical option of the two.

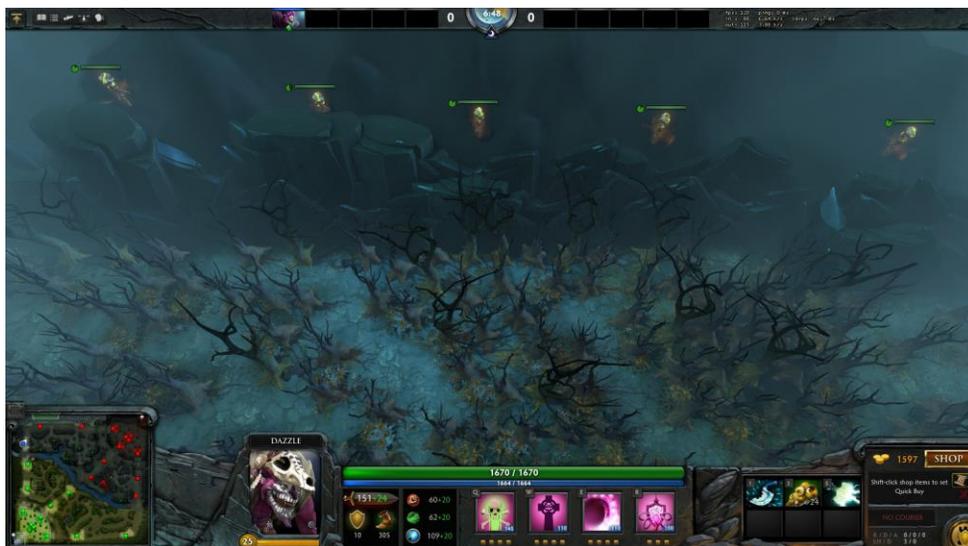
By the way, if you're against a Beastmaster who's offlaning on Dire, immediately block this **camp**. There aren't many heroes who can take advantage of early ancient stacks. Most of the time they just build up for around 30 minutes until the enemy team stumbles upon them after a push and steals them all. But Beastmaster specifically can completely crush a team if he's left to his own devices to stack and whittle down ancients unheeded. Dude is a strong enough offlaner without the extra ancient cash and experience in his pocket.

# Border Wards



*hyhy's worst nightmare*

No, it's not maphacking, it's just bending what's allowed in the game ever so slightly. Since the wall around the map effectively counts as high ground, warding the border lets you see above every tree surrounding the edge of the lane.



*This screenshot is zoomed out via console commands; you normally won't be able to see the wall this clearly*

There are *very few* games in which these wards are useful. Only games against a Spectre, Anti-Mage, Tinker, Broodmother, or Nature's Prophet (heroes who run into the trees to evade) and if you're playing Clockwerk, Magnus, Batrider, Ember Spirit, Pudge, Tusk, Mirana, Elder Titan, or Invoker (long range stunners), should you consider warding the border of the map. They're simple to place -- all you need to do is walk as close to the edge of the map as you can, and then spam-click your ward on the highest/furthest point you can reach until it lands.

# Miscellaneous Wards

Here are the last couple of wards that I didn't feel were worth discussing in detail, but still have their merits.



Kinda sees the Rosh pit but not really



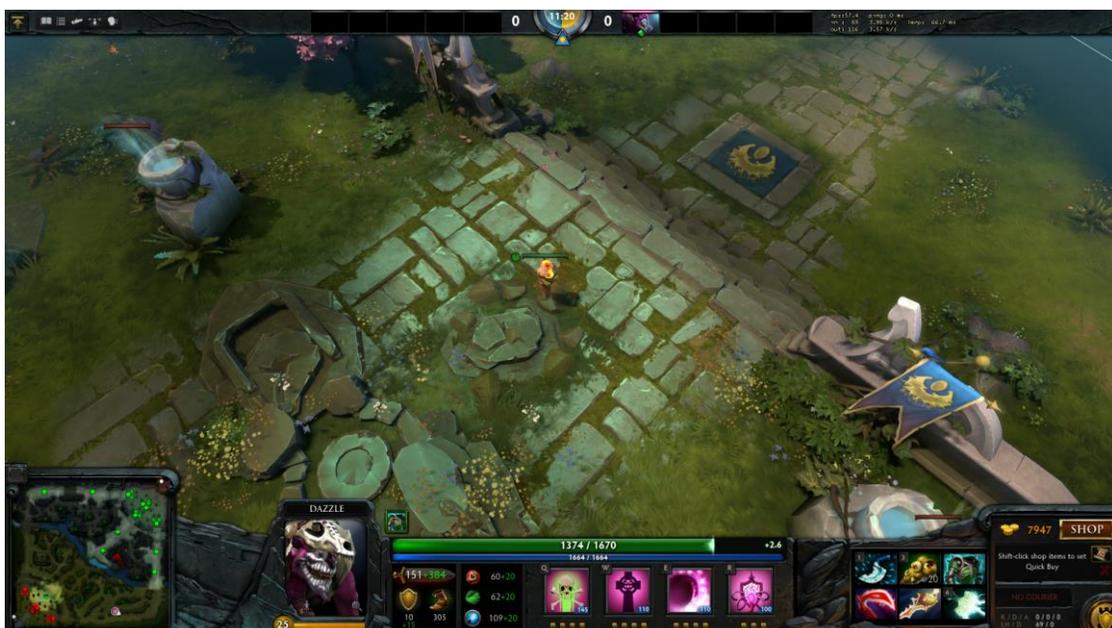
Keeps track of Radiant movement late game



Good Radiant ward when you're Roshing



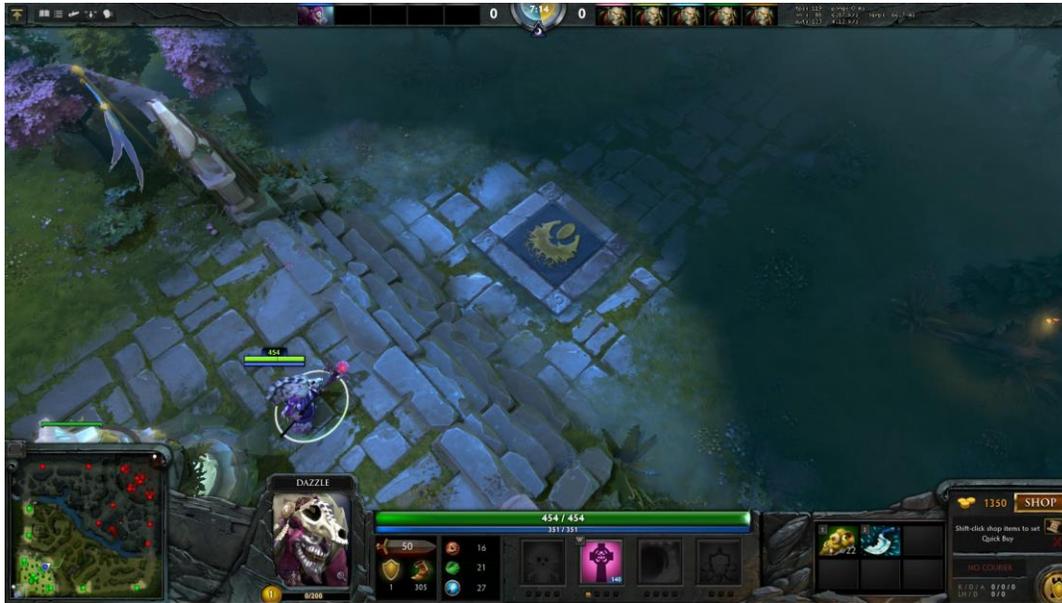
I'll discuss this ward when I cover counterwarding



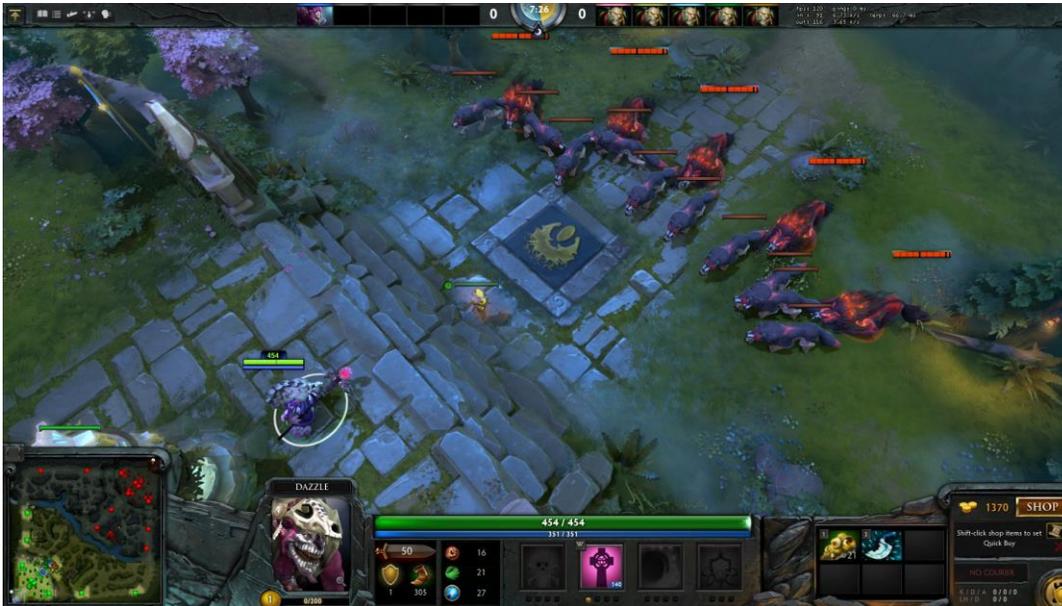
It's almost always a good idea to put down a ward when you take an enemy T3

# Night Vision

A final disclaimer I'd like to give for this entire guide is that I wrote it with day vision in mind. When the map goes dark, practically everything is a ward spot.



*I wonder where their team is*



*OH SHIIIIIIII*

Wards don't lose vision at night, unlike most heroes and buildings. *Almost* every hero has 800 vision at night, while wards have 1600 vision no matter what time it is (unless Night Stalker's ult is in effect). Let me just crunch the numbers... and... carry the one... yeah **wards can see twice as far as a hero at night**. Conventional warding wisdom still applies, but a lot of places that would be silly to ward during the day can prove to be clutch at night.

This was my last chance to include any wards I felt were worth mentioning which probably means that I missed a bunch of TI4-winning ward spots. There are also plenty more strategies that can provide completely new warding spots, such as clearing out a bunch of trees, or having a blink dagger to allow you to ward in blocked areas, but these are the wards that I felt were common enough that everyone can benefit.

The next and final part to this guide will cover the tactics to counterwarding.

---

*Images taken from Dota 2.*

[Visit Team eHug for more articles!](#)

*This document is exclusive content of Team eHug and should not be uploaded or reproduced without express consent of Team eHug.*