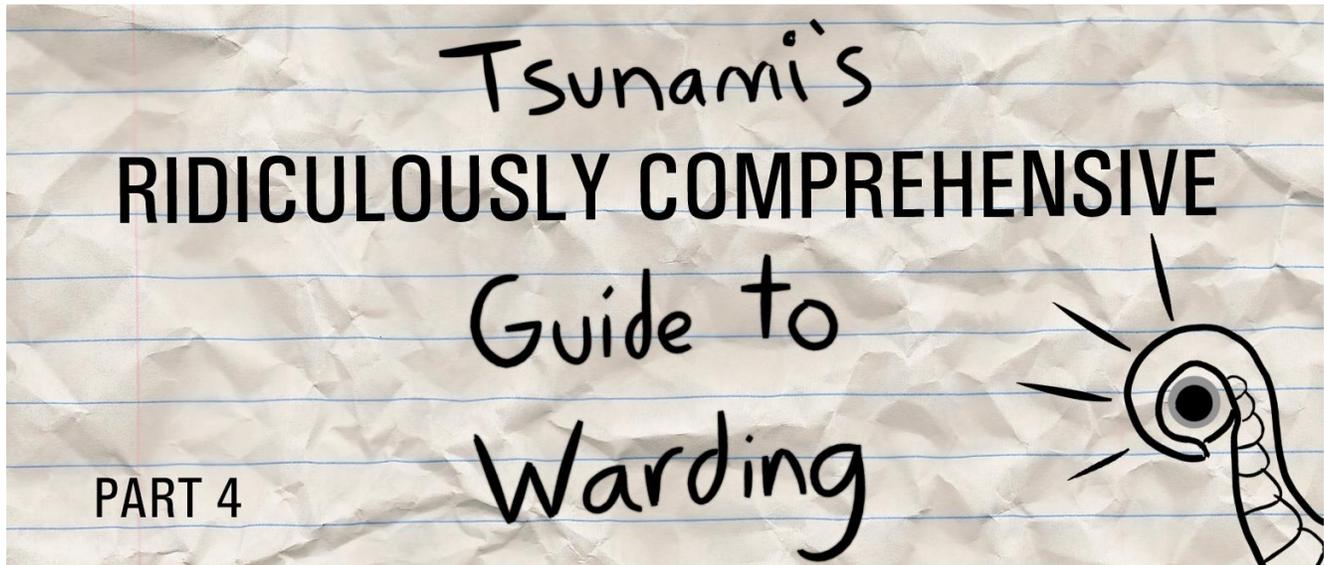


May 16, 2014

Current as of Balance Patch - 6.81

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## Tsunami's Ridiculously Comprehensive Guide to Warding

### Part 4 – Counterwarding

**Y**ou've eaten your vegetables, now it's time to get to the meat. In this final installment of the critically acclaimed tetralogy, "Tsunami's Ridiculously Comprehensive Guide to Warding," I'll be revealing weird counterwarding secrets one local mom discovered that the pros don't want you knowing about.

### Pull Camps

Let me get this out of the way: the easiest way to counter pull camp warding is to **make sure it doesn't get warded in the first place**. The beginning of the game was not engineered for you to sit in the fountain twirling your hair while you buy, sell, and then rebuy clarities for 90 seconds. Purchase your items quickly and get the hell out of the well. **If you're supporting in the easy lane you should be positioned *safely* in your jungle or policing the rune spot by the time the starting horn blows.**

Very rarely does any offlaner have the moxie to ward the pull if they see an enemy camping it. Sure, in 0.0001% of pub games, this advice will get you killed because the enemy team decided to five-man-TP-rush-jungle-throw-flashbang-long-A just to pick someone like you off, but until you get traumatized by such an experience, you listen to me. That's it, guide over.

## Radiant Pull Camp



*The image you've been wanting to see since part one.*

You tried your best and you didn't succeed. The camp didn't spawn and your carry is getting the goofballs in lane. At least you remembered to buy sentries when you left the fountain, right? **There are two main options for counterwarding this camp.** S1 is placed above the highest colored tree in the camp and S2 is placed in the crevice above the orange tree. But which one first?

- A. I saw the enemy come up/down the stairs near the rune – **Place S1 first.**
- B. The hard camp didn't spawn – **Place S1 first.**
- C. I saw the enemy dick around northeast of the pull camp – **Place S2 first.**
- D. I didn't see anyone because I was too slow to leave the fountain. – **Weep gently.**

A1 is the famous magic bush ward which is given away by blocking two camps. Easy to counter, easy to place. A2 and A6 require you to eat a tree or bring in a flying courier for vision. Though since you can't get a flying courier until 3 minutes, you're better off just tangoing a tree or asking your carry to do some yard work if they have a Quelling Blade and you suspect these wards.

I talked about C6 briefly in [part 1](#) and mentioned that it's notable when compared to C7; now you see why. C6 narrowly escapes detection range from S2, yet still gives vision of the rune. You compromise some vision that C7 would be giving you next to the treeline, but enemies will have to spend a sentry exclusively to counter it. Remember, **if Radiant wants to counter both the rune ward and the pull camp ward, force them to spend both sentries.**



So what happens if you still can't find anything?



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Well it's simple. Let's assume the Euclidean distance between two wards in space that respect quadratic reciprocity is represented by  $x$  in which  $f(x)^2 = A7x^2 + A7y^2...$  **This is why you need to be in the jungle before the enemy has a chance to come block.** Most of these wards are extremely dangerous for an offlaner to place, but are hard as hell to counter. If you're not running a trilane, it's definitely easier for offlaners to plant these wards after the first minute or two, but you should still be able to catch where they place them if they do.

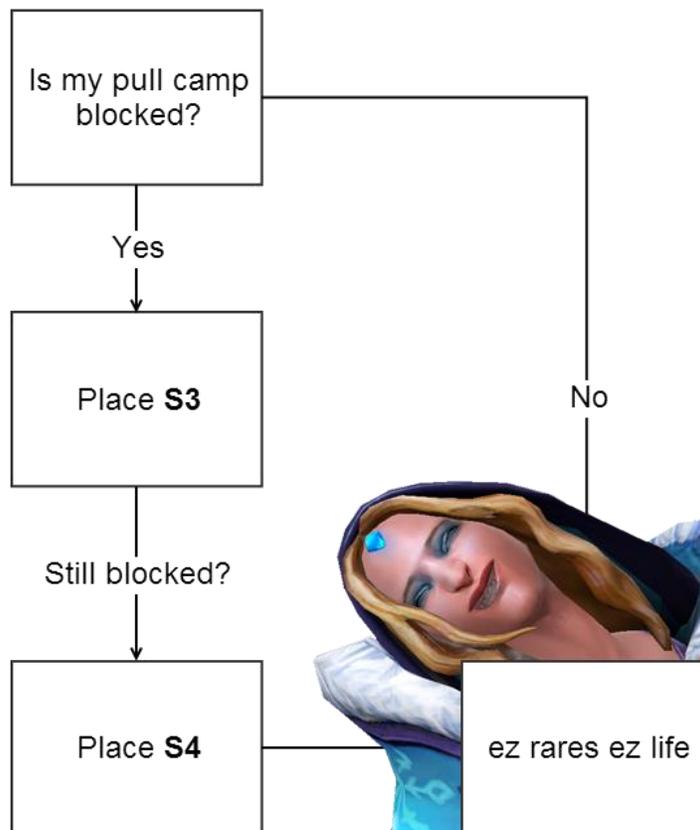
While creating this image, I discovered that **A8** is actually a far better ward spot than I originally gave it credit for. Initially, I had placed a single sentry between **S3** and **S4** that covered the whole bottom row, but it couldn't see **A8**. Since **A8** doesn't block the hard camp like the Magic Bush ward does, people will rarely plant a sentry ward so far west to counter on a whim.

The take away from these screenshots is that **A2, A5, A6, and A8** are probably the most difficult wards to counter. I also placed **A5** extremely conservatively as well. **A5X** shows the limit at which that ward can be placed without having to cross the tree line (you place it from the little gap where **A4** is located).

# Dire Pull Camp



Meanwhile, in the Dire lane.



# Runes

This is where I write an expository sentence highlighting the value of countering rune wards and bold **random phrases** to grab your attention.

## Bottom Rune



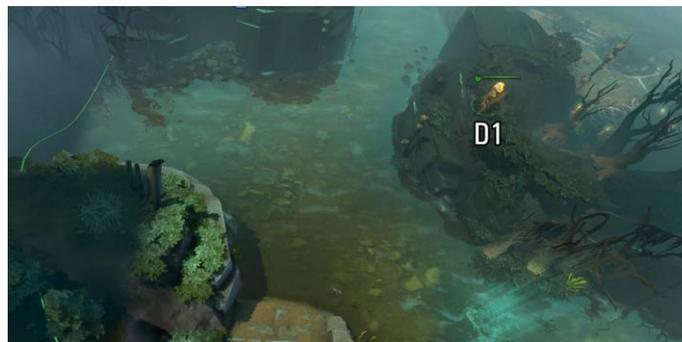
These are just **guideline spots**. I can't imagine that in many games you're going to be throwing down pixel perfect sentries on demand. Nor is the enemy going to conveniently place their wards on the edge of detection range. **At the minimum, you should be able to comfortably counterward at least two ward spots with any given sentry.**

I didn't get a chance to mention **C8** in part 1 of this guide, but that ward also provides vision of the bottom rune and gets countered far less frequently than **C1** or **C3**.

# Top Rune



That's pretty much it. Be advised that not all high ground is created equal. **The cliff that D1 is on is lower than the cliff D2 and D3 are on.** So if you want to counter D2 and D3, you need your own ward up there or flying vision.



On the flip side, D3 can just barely see D1.



# Ancients

## Radiant Ancients



Countering Radiant ancients is a crapshoot for the most part. Your best bet is to put the sentry (S11) directly south of the stairs. But even then, countering E3 requires cutting down a tree or flying vision. And if you still can't find anything and are desperate to counter, any sentry west of the camp near the secret shop should be able to detect E1 and E2.

## Dire Ancients



Dire actually has a somewhat difficult time counterwarding for once. S12 detects the usual next-level-river-wards, but you need flying vision or tree-cutting to see F1 and F2.

# Miscellaneous Wards

## Radiant Cliff

This isn't so much a visual guide as it is a plea. Unless you're not planning on placing your own Observer Ward on the cliff, **DON'T COUNTERWARD THE CLIFF BY PUTTING THE SENTRY ON THE CLIFF.**



This spot gets contested all game long, so there is absolutely no reason to show the enemy where your sentry ward is by dumping it right up on the eyeball with an Observer. **A Radiant hero can't easily kill S15 and a Dire hero can't easily kill S16 or S17.**

## Dire Jungle Clearing



The same logic applies at this spot. **S18 has a better shot of catching a ward here, but can be seen without cutting any trees if the enemy walks in the right place. S19 is cloaked behind trees, but may be slightly less successful at catching wards.**

# Final Words

You're probably going to miss/forget a lot of these spots in the game. **Recognizing landmarks on the map is the easiest way to start getting into the hang of consistently placing wards in the right locations.** Other than that, it's just practice. Create your own lobby, enable cheats, start spamming `-item item_ward_sentry` and go crazy.

Hopefully you learned something today about warding, about Dota, and you know, maybe a little bit about yourself too. New feelings? Feelings like, 'Hey you know what, maybe today I won't be a piece of trash and last pick Pudge, but instead get a support?' Feelings like, 'Maybe the reason I'm having a good game isn't because I'm the best Anti-Mage in the world, but because my supports are doing a good job of protecting me.' Feelings like, 'M-maybe Valve should have a compendium stretch goal game mode in which heroes duke it out King of the Hill-style with wards.' Oh, just me?

*If you missed the previous parts to this guide to warding:*

- [Part 1 - Pull Camp/Rune Wards](#)
- [Part 2 - Pushing Wards](#)
- [Part 3 - Situational Wards](#)

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*Images taken from Dota 2*

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