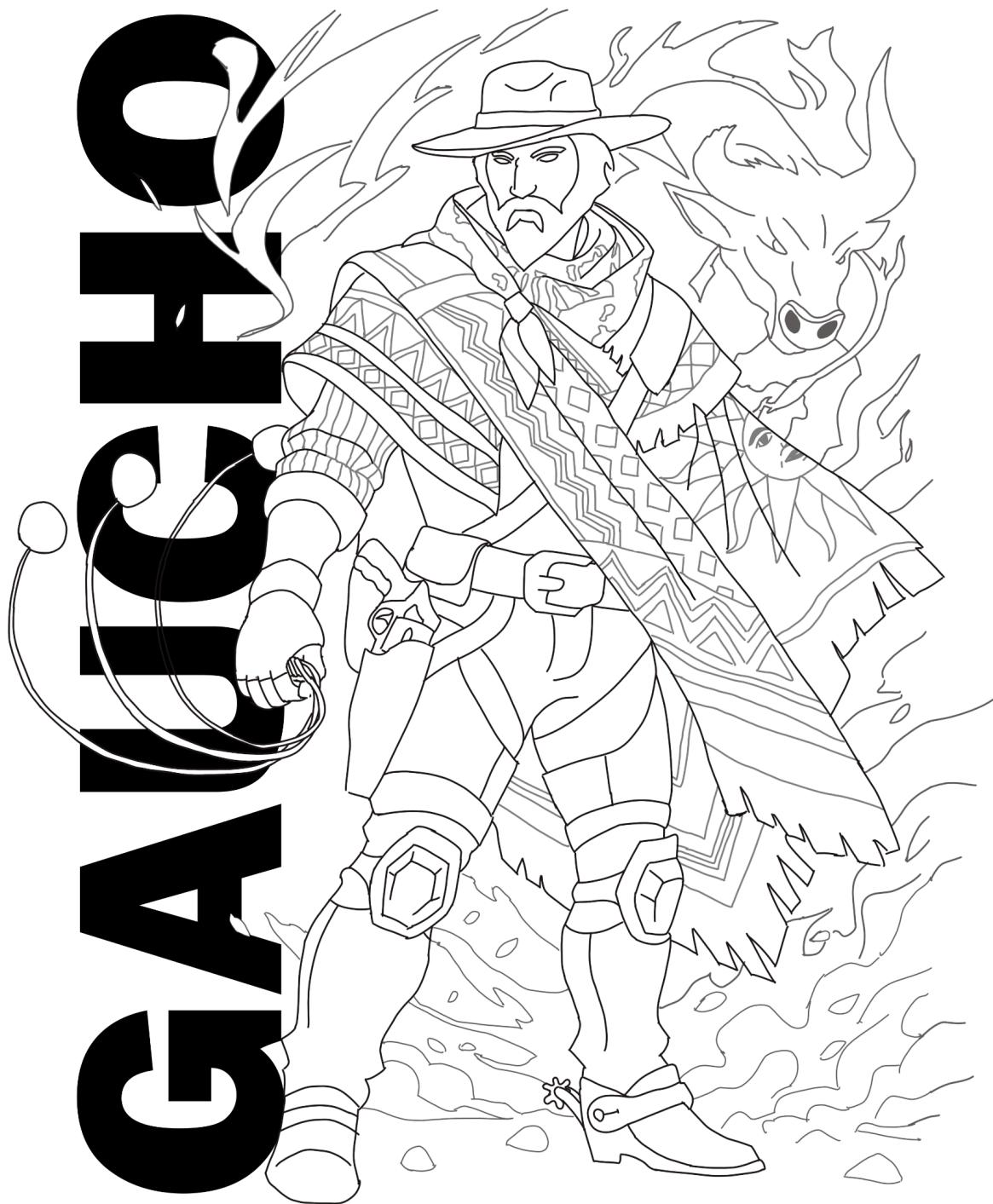


# GAUCHO

**Role:** Controller

**Origin:** Uruguay

**Theme:** Sand, Uruguayan Cowboy, Semi-Initiator, Heavy Vision Control



**Note:** All items highlighted in **orange** represent variables that should be easily changeable for the purposes of balancing.

## [C] - Sandstorm

Throw out a sandstorm that slows down and nearsights enemies caught within.

**Type:** Vision Denial / Area Control

**Charges:** 1

**Cost:** 250

**Equip Time:** 0.8 seconds

**Unequip Time:** 0.6 seconds

**Weapon Reequip Speed:** Fast

### Simple Description:

- EQUIP a pair of bolas. FIRE to throw them forward, whipping up a sandstorm that moves forward and bounces off walls. The sandstorm slows down when hitting an enemy, **nearsighting** anyone within the radius.

### Detailed Description:

- When C is pressed, Gaucho will equip a set of bolas. Gaucho can press fire to throw the bolas forward at leg-level.
- On firing, the bolas will move forward at **8 meters per second**. After **0.75 seconds** of releasing the bolas, a **circle forms on the ground** around the bolas, with a churning sandstorm visual that sticks low to the ground. The circle moves along with the bolas, with the bolas acting as the center of the sandstorm.
- The circle has a **radius of 3 meters**. When an enemy enters the radius, the bolas **slow down to 2 meters per second**. Any enemy within the radius becomes **nearsighted**, unable to see clearly beyond a short **7.5 meter radius**. On exiting the radius, the enemy remains nearsighted for **0.1 seconds**.
- When no enemies are inside of the circle, the bolas speed back up to its default speed.
- The bolas and its sandstorm expire after the bolas have traversed a total distance of **40 meters**.
- Allies that are within the sandstorm also become nearsighted, but the bolas do not slow down if only allies are within the radius.

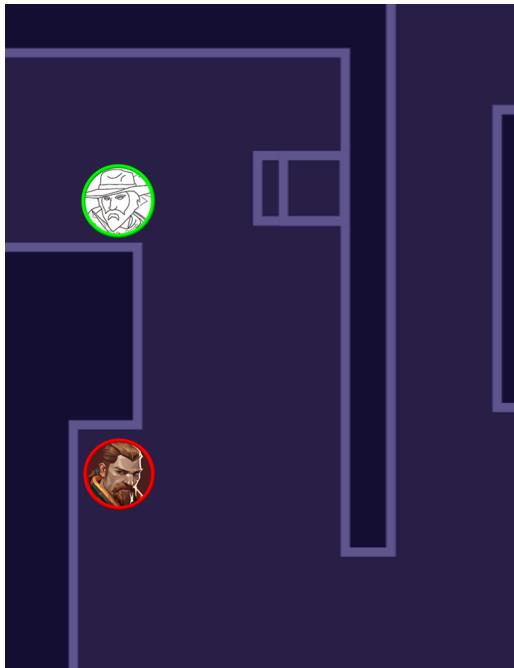
### Gameplay Use:

- Flushing enemies out of cover
  - The moving sandstorm forces enemies to reposition if it drifts near them, since being inside of its radius makes them vulnerable.
- Entry denial
  - On defense, throwing Sandstorm into a choke or corridor can delay/disrupt attackers, as enemies who try to push risk being nearsighted.

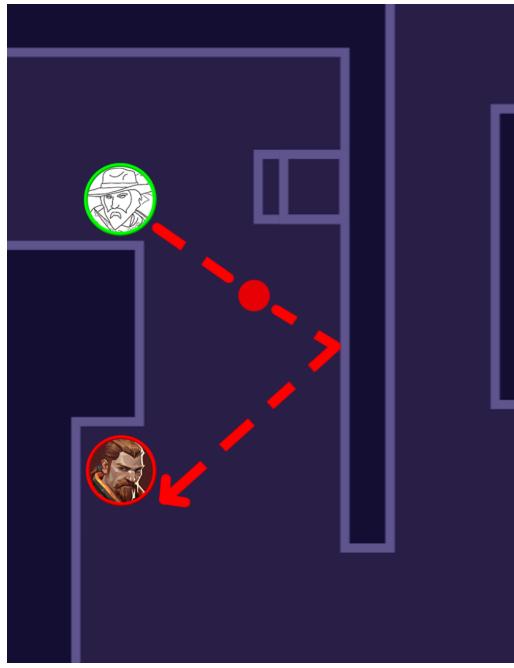
### Additional Notes:

- Note that the sand burst does not persist. It's an instant effect.
- If we want to make the ability more powerful, it could also slow enemies caught within its radius.

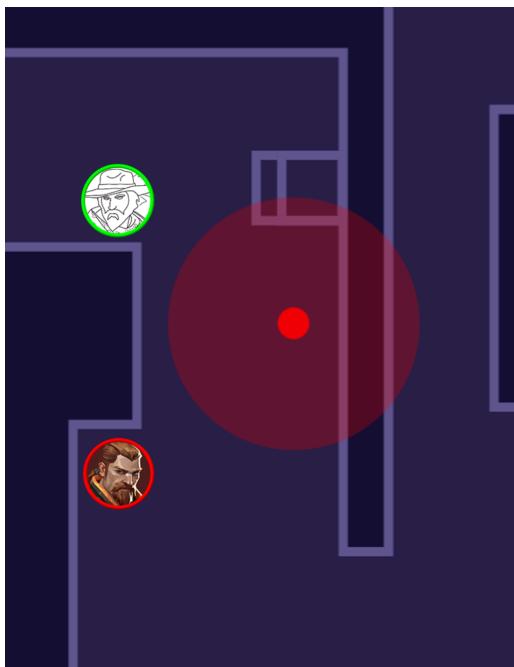
**Example of using Sandstorm:**



Gaucho is aware that Breach is hiding in the corner of B Main. Of course, Gaucho has a plan.



Gaucho throws Sandstorm forward, aiming to bounce it off the wall towards Breach.



A moment after firing, the Sandstorm effect appears around the bolas. Gaucho moves in to capitalize.



The Sandstorm reaches Breach and slows down, keeping Breach nearsighted. Gaucho moves in to take out the Breach.

## [Q] - Earthblind

Burrow a blinding burst of sand underground that erupts upward when released.

**Type:** Flash / Blind

**Charges:** 2

**Cost:** 300

**Equip Time:** 0.8 seconds

**Unequip Time:** 0.6 seconds

**Weapon Reequip Speed:** Normal

**Simple Description:**

- EQUIP a sand flare. FIRE to drop the sand flare into the ground, and HOLD FIRE to increase the distance it burrows. RELEASE to launch the flare out of the ground, which will trigger a flash after a brief delay.

**Detailed Description:**

- Gaucho summons a handful of shimmering sand. When fire begins to be pressed, Gaucho will drop the shimmering sand on the ground, and a circular silhouette will appear on the ground in front of him. Gaucho will also begin channeling, able to move at 50% speed while channeling the ability. As long as fire is held down, the silhouette will slowly travel forward at a rate of 4 m/s, in the direction Gaucho was facing when they fired the ability. The longer the fire button is held, the farther the ability travels.
- When fire is let go, a flare of sand erupts from the ground at the location of the silhouette. The flare is an orb of sand that moves 1 meter into the air above the ground, before remaining stationary. After 0.75 seconds from exiting the ground, the orb bursts into a flash, blinding enemies facing the flash for 1.75 seconds.
- The maximum distance that the ability can travel out to is 20 meters. Once the ability reaches its maximum distance, the ability either activates if the silhouette is in a valid location, or is wasted if the silhouette is in an invalid location (such as within a wall or out of bounds of the map).
- This ability is able to be cast through walls and other obstacles, as the sand flare travels underground.

**Gameplay Use:**

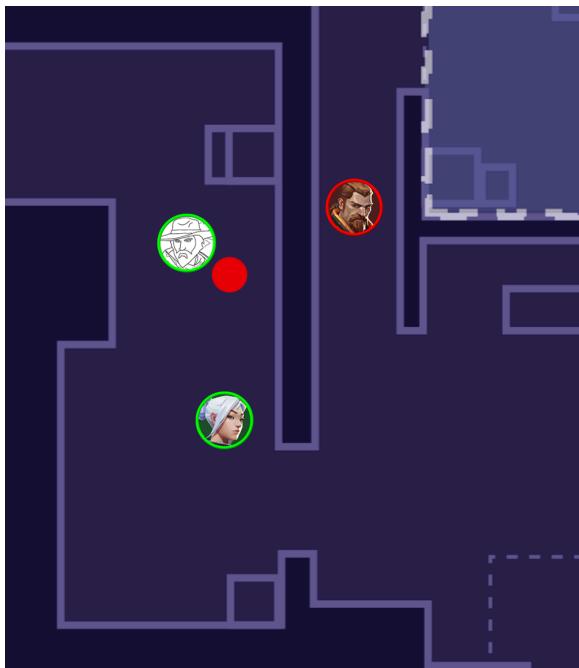
- Pushing passageways / site entry
  - Much like other flash abilities, this flash is effective for entering through watched passageways by blinding covering enemies.
  - Combos well with Dust Veil, as you can use a sand wall to cover your vision while the flash is activating, and then push through the wall once it has activated.
- Rewards strong coordination with teammates
  - Since the flash ability can be cast through walls and obstacles, it rewards careful coordination with teammates who can push Gaucho's flashes even when Gaucho is not leading the charge.
  - Gaucho is able to flash for teammates without actively participating in the firefight, as they could be behind a wall in another segment of the map.

**Additional Notes:**

- It's worth noting that this ability has some unique strengths compared to other blind abilities, as it is able to go through walls and also does not reveal the location of the

caster. These aspects may mean that the ability is too powerful, and could require some changes to improve counter-play. Potential changes would be to make the sand orb destructible in the period where it has exited the ground before flashing, allowing enemies to avoid the flash by quickly shooting the flare as it appears. A visual cue, such as a circle of broken terrain, could also be added to show the flare's location while it is underground, giving enemies an extra opportunity to notice the flare and look away before it exits the ground.

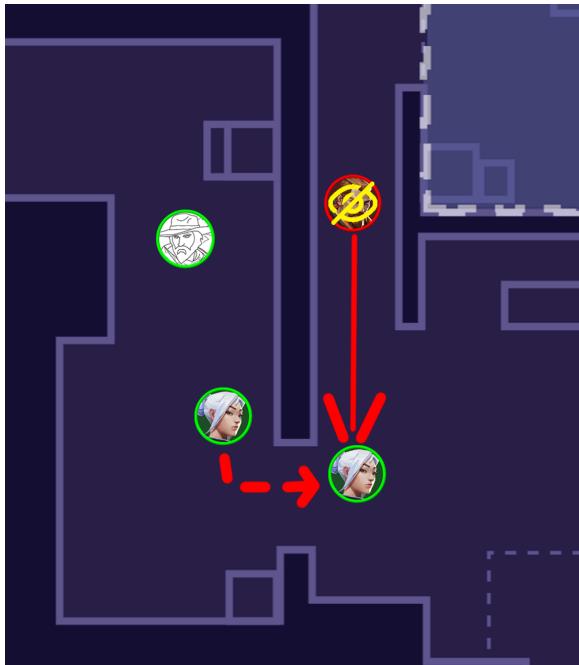
**Example of using Earthblind:**



Gaucho is preparing to use Earthblind to assist their teammate, Jett.



Gaucho channels the Earthblind past the wall, letting go at a spot that they know will blind enemies watching the exit to B main.



Breach is unable to react in time, and gets blinded by the flare. Jett moves in to exploit the blind, and catches Breach.

## [E] - Dust Veil (*Signature Ability*)

Deploy sand walls across the battlefield that block vision.

**Type:** Line Smoke

**Charges:** 2

- Gaucho gains one free charge each round.

**Cost:** 150

**Equip Time:** 0.8 seconds

**Unequip Time:** 0.7 seconds

**Weapon Reequip Speed:** Fast

### Simple Description:

- EQUIP to view the battlefield. CLICK AND DRAG to shape the path of a sand wall. ALT FIRE to confirm and deploy the wall, blocking vision. Gaucho can form longer walls by consuming more charges.

### Detailed Description:

- Press E to open a **tactical map** view (similar to Brimstone or Clove).
- **Click and drag** to set the path of a sand wall. When satisfied, press **alt-fire** to confirm placement. Confirmed sand walls deploy after **1 second**.
- The sand walls are a form of smoke wall, similar to viper wall, phoenix wall, and harbor wall; the wall can be moved and shot through but not seen through.
- Each wall segment costs **1 charge**. If a drawn wall exceeds the maximum length for 1 charge, **additional charges are automatically consumed to extend it**.
  - This means that with two charges, you can create two walls of up to 9 meters each, or one wall of up to 18 meters.
- **Max Length per Charge: 9 meters**
- The sand walls remain deployed for **19.25 seconds**, with an expiration warning at **17.75 seconds**.
- Walls are **tall and opaque**, blocking vision.

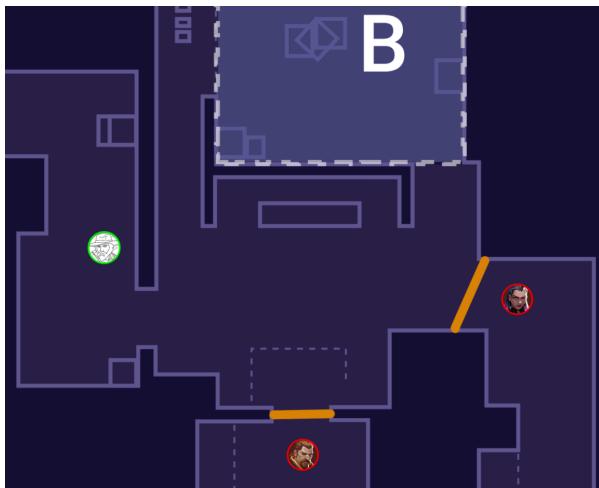
### Gameplay Use:

- Cut off multiple entry points or slice through a single long sightline with flexible walling.

### Additional Notes:

- This is an ability that will require some amount of fine tuning on the max wall length and number of charges to balance properly. The current numbers were used based on a small tool I created to better measure the lengths of passageways and entrances in various maps in Valorant; But I'm sure that there are some inconsistencies in my tool compared to the actual distances in-game.

**Example of using Dust Veil:**



**Gaucho can use Dust Veil to close off common angles from Mid Market or Defender Spawn.**



**Alternatively, Gaucho can use both charges of Dust Veil to form a long wall that blocks off both angles, and allows him to safely walk into Boathouse.**

## [X] - Stampede

Fashion five bulls from sand which charge forward to blind and slow enemies.

**Type:** Vision Denial / Area Control

**Point Cost:** 8

**Equip Time:** 1.1 seconds

**Unequip Time:** 0.7 seconds

**Weapon Reequip Speed:** Normal

### Simple Description:

- EQUIP a mote of sand. FIRE to summon a line of sand-formed bulls, and send them charging forward. The bulls detonate on hitting an enemy, **nearsighting** players caught in the blast.

### Detailed Description:

- Gaucho takes 0.6 seconds to summon **five bulls** made of sand in a line in front of him. Each bull is **4 meters wide by 6 meters long**, standing side-by-side. All together, the line of bulls is **20 meters wide**.
- All bulls begin charging forward, traveling at a speed of **4 meters / second**. The bulls accelerate at a rate of **4 meters / second squared**, until they reach a maximum velocity of **16 meters / second**.
- Any bulls that travel **40 meters** simply dissipate.
- When a bull comes into contact with an enemy, the bull **detonates** in a burst of sand, becoming destroyed. This **nearsights** all players within a radius of **3 meters** from the point of contact, and **destroys the bull**. The nearsight effect lasts for **2 seconds**, and limits the target's sight to **3 meters**.
- When the bull comes into contact with an ally, the bull does not detonate and simply passes through them. However, the ally is still **nearsighted** for **2 seconds**, limiting the target's sight to **3 meters**.
- The bulls phase through walls and obstacles, and always travel along the ground.

### Gameplay Use:

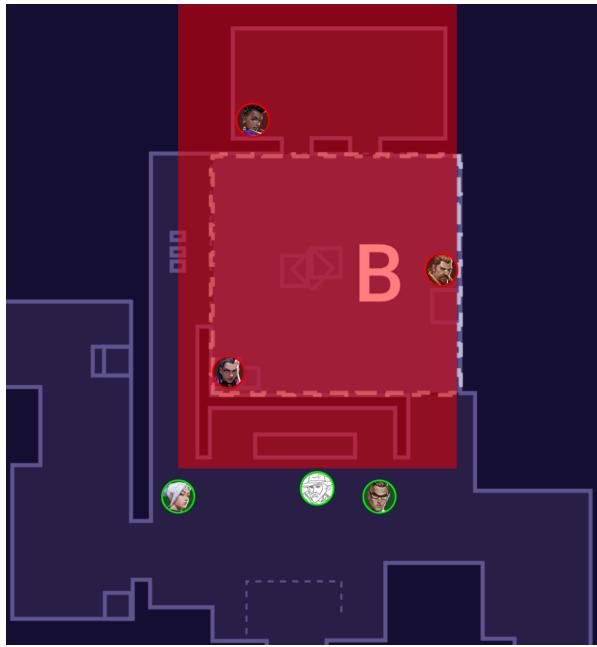
- Site/Area Entry
  - Similar to Breach's ultimate, Stampede can be used to clear out defenders holding common angles.
  - The bulls will force enemies to either reposition or risk getting nearsighted, making them easy targets for attackers that advance with the stampede.
- Counter-push
  - Stampede can be used to counter a squad of attackers that are using heavy utility to enter a site, with the nearsight effect forcing them to retreat back into cover.

### Additional Notes:

- Depending on what we want from Gaucho's visual theme, this ability could easily be a stampede of horses with the same effect.
- If we want the ability to be more powerful, the bulls could also create a lingering zone of sand when they detonate, which slows players walking over the sand.

- Players can attempt to avoid triggering multiple detonations by stacking up behind one player, allowing the player in front to detonate the bull and tank the nearsight effect, forming a hole in the line of charging bulls.

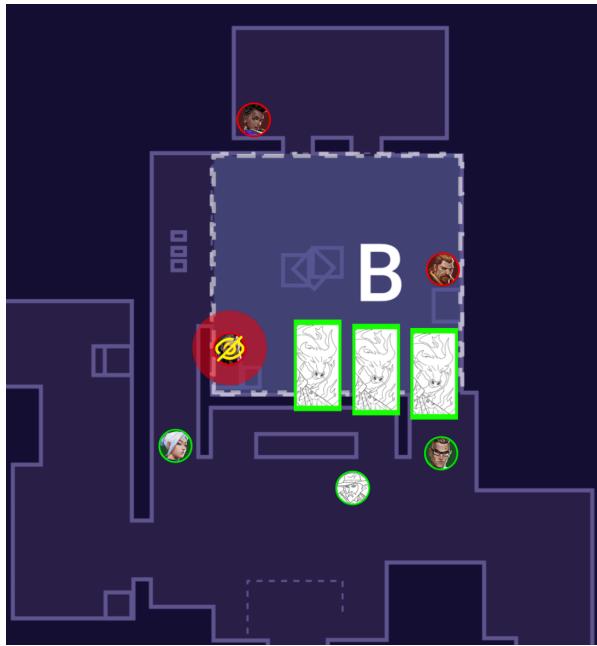
**Example of using Stampede:**



Gaucho is preparing to push onto B site with their team, using Stampede to initiate.



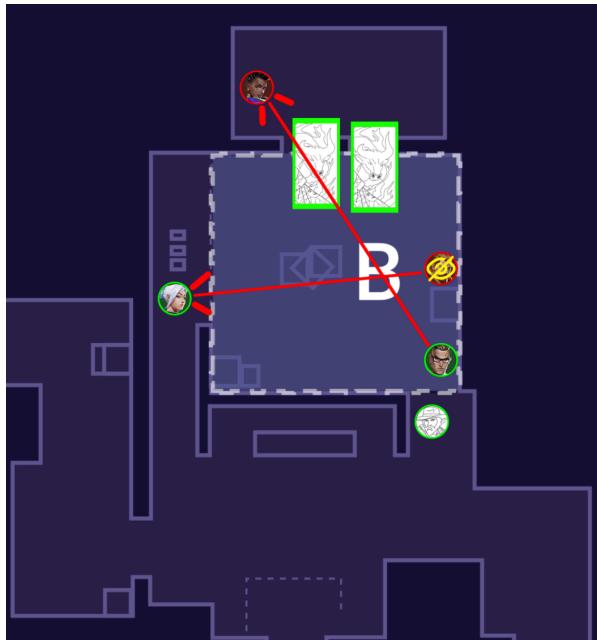
Five bulls appear and begin charging forward, phasing through walls.



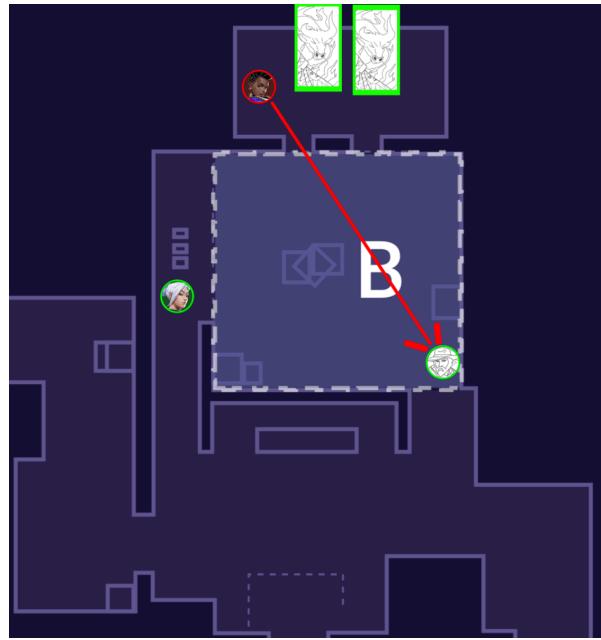
Reyna is quickly hit by two bulls, detonating them and nearsighting the Reyna. Gaucho's team moves in behind the bulls to capitalize.



Chamber gets an easy pick on Reyna thanks to the nearsight. Another bull detonates on Breach, nearsighting them.



**Jett** takes out the nearsighted Breach, while the enemy Astra shoots Chamber. Astra was able to avoid the bulls by staying behind Reyna in the bull's path.



Finally, Gaucho gets the re-frag on Astra, while the two remaining bulls pass through B Back without detonating.

## Alternate Abilities:

### [Q] - Mirage

Deploy a transparent sand dome where allies are invisible from the outside.

**Type:** Team Utility / Vision Blocking

**Charges:** 1

**Cost:** 400

**Equip Time:** 0.8 seconds

**Unequip Time:** 0.7 seconds

**Weapon Reequip Speed:** Fast

#### Simple Description:

- INSTANTLY throw a mote of sand forward, creating a **cylindrical sand dome** on contact with the ground. Players **inside the dome are invisible to those outside**, but can see and shoot out. The dome lasts for a short duration.

#### Detailed Description:

- Gaucho throws a glob of sand that **erupts into a cylindrical dome** on contact with the ground. The dome has a radius of **7.5 meters** and lasts for **5 seconds**, and the border of the dome becomes a distortive heat shimmer interspersed with dust particles.
- This dome is a new **veil** type of smoke: **The dome's border is transparent**, and allows players to see enemies on the other side of the dome. **The players inside of the dome become invisible to those outside**, but can still see and shoot out.

#### Gameplay Use:

- Plant or Defuse Cover
  - Dropping Mirage on the site lets a teammate plant or defuse the spike while invisible, though they are still vulnerable to spam.
- Stalling an angle
  - Mirage can be used to create uncertainty on whether a player is holding a certain angle.
  - A player can obscure themselves with Mirage to hide that they are watching an angle; It could also be used as a “fake out,” where enemies see that an area has been miraged and believe that an enemy is within that area, even if there really isn’t.
- Peeking safely
  - Placing a mirage near a corner or entrance would allow players to swing those corners or entrances without the enemy being able to tell where they are, giving them a big advantage. However, enemies can still spray at the mirage to catch enemies inside.

#### Additional Notes:

- When players are only partially within the Mirage, only the part of their model that is within the Mirage is hidden. A player will have a brown colored border around the portion of the model that is intersecting with the Mirage - similar to how the ground and obstacles look when they intersect with Astra’s ultimate.
- One aspect that is critical to Valorant’s game design philosophy is how it heavily prioritizes **visual legibility**, especially with ultimates. Riot tends to avoid overly large or

animated visuals that obscure play, unless they're clear in silhouette, tied to game state, or functionally readable (such as Omen's ultimate, Gekko's Thrash, or Breach's Rolling Thunder). One potential problem with this ability is that it may be difficult to make it visually legible.

- The ability could be made less powerful by having the silhouette of an enemy within a mirage appear whenever they fire a bullet or are hit by one, making it easier to eliminate a target that has revealed themselves within a mirage.

## [C] - Sandsnare

Throw a pair of bolas that nearsight enemies in a small radius on impact.

**Type:** Vision Denial / Area Control

**Charges:** 1

**Cost:** 250

**Equip Time:** 0.8 seconds

**Unequip Time:** 0.7 seconds

**Weapon Reequip Speed:** Fast

**Simple Description:**

- EQUIP a pair of bolas. HOLD FIRE to spin them, increasing the power and distance of the throw. RELEASE FIRE to hurl the bolas forward. They bounce once off walls, then detonate on impact with a second surface or the ground, creating a sand burst that **nearsights enemies**.

**Detailed Description:**

- When C is pressed, Gaucho will equip a set of bolas. Gaucho can hold down fire to spin the bolas, which increases the power behind the throw similarly to Sova's arrows.
- On release, Gaucho throws a pair of bolas that bounce once off of non-ground surfaces. On impact with a second surface or the ground, they detonate, releasing a small burst of sand in a 4 meter radius.
- Enemies hit by the burst of sand become nearsighted for 2 seconds, unable to see clearly beyond a short 7.5 meter radius.

**Gameplay Use:**

- Clear angles safely
  - Use the bounce mechanic to lob the bolas around corners or into common camping spots before peeking. The nearsight forces enemies to either fall back or fight with a serious vision disadvantage.
- Flush out defenders on site entry
  - The bolas can be thrown into common anchoring spots during a push, giving your teammates an advantage if they peak or forcing the enemy to back off into a safe location to wait out the nearsight duration.
- Stalling rushes
  - As a defender, this ability can be thrown into common entry points to delay enemy pushes, as they are forced to wait out the nearsight effects.

**Additional Notes:**

- Note that the sand burst does not persist. It's an instant effect.
- This ability could be made more powerful by having it also creating a lingering area of sand that slows down players walking over it.