

I'm not arguing; I'm just explaining why I'm right.

By Checo

# INSANE MASTER KILLER



Wednesday, 25 March, 2026

<https://imks.pcclick.com.mx>

Issue No. 0038

***This ranking remains the same as last week; a change at Sc2pulse prevented us from using our application in time.***

#	CLAN	JUGADOR	RAZA	LIGA	MMR	AVG-MMR	MAX-MMR	TORNEOS	OBSERVACIONES
1		XionS		I	4957	5210	5800	5000	6167
2		Darku		I	4881	4464	4950	5000	102
3		Razza		4718	4718	4774	5653	5000	1673
4		Solstice		II	4536	4464	4926	5000	2337
5		Seishiro		II	4515	4127	4648	5000	1355
6		siNder		I	4514	4565	5106	5000	3008
7		Cronopio		II	4465	3943	4523	4500	9086
8		LilianLuna		I	4444	3757	4516	4500	1155
9		Inarius		I	4394	3906	4644	4500	815
10		Gabimaru		III	4392	3456	4462	4500	385
11		theMike		II	4305	4243	4639	4500	13919
12		Johannes		III	4272	4272	4272	4500	1
13		Boreau		III	4249	4154	4584	4500	22995
14		MewatCh		I	4222	3918	4222	4500	9
15		KevinECU		I	4218	4162	4807	4500	2950
16		CheeseMakeR		III	4206	3896	4206	4500	1549
17		Gouketsu		III	4203	3676	4203	4500	719
18		Galahad		I	4130	3887	4492	4200	2037
19		GESkritch		III	4074	3640	4395	4200	2371
20		JrFeNixOP		I	4050	4041	4140	4200	19
21	C	PhillMCraken		I	3994	3625	3994	4000	2306
22		JasherD		I	3989	3802	4044	4000	38
23		HEAVYMETAL		III	3971	3851	4236	4000	4682
24		TheMarte		II	3967	3767	4023	4000	248
27		Shadex		I	3920	3485	4018	4000	5344
28		SNUTE		III	3909	3412	4000	4000	1383
29		LetOz		II	3867	3705	3996	4000	686
30		Arthur		I	3793	3734	4193	3800	1494
31		Nox		I	3787	3381	3940	3800	2325

***Please, if you're an active iMKS member who plays Ladder matches and you don't appear on this list, let the Staff know. Thank you ^^***

# ROSTER



miércoles, 25 marzo, 2026

Page | 02

32		PaviPollo			3761	3738	4017	3800	1607
34		RoronoaZoro			3731	3492	3912	3800	92
35		Rider			3700	3647	4058	3800	10375
37		YanaKuntur			3658	3658	3658	3800	1
38		Lechero			3650	3787	4286	3800	2046
39		REDFURY			3620	3444	3841	3800	28745
41		SrStartin			3572	3429	3572	3800	265
46	C	ZZZZZZZZZZ			3489	3301	3510	3500	336
47		Alex			3477	3006	3542	3500	1254
48	E	VoidSpecter			3442	3070	3462	3500	81
49		MauricioDCC			3433	3162	4155	3500	4996
55		Dark			3366	3142	3475	3500	277
57		Kokito			3357	3146	3357	3500	514
58		KAKAROTO			3356	3342	3634	3500	2982
63		noisy			3267	3267	3267	3500	1
64		Tkerma			3259	2985	3434	3500	2557
66		GAMEXIO			3231	3136	3276	3500	21
70	C	NECROFILICO			3225	3153	3390	3500	23
71		MaelAbaddon			3220	3102	3327	3500	307
73		UPDATE			3200	3174	3556	3500	1989
80		GatoconBotas			3144	3270	3676	3200	3584
86		Checo			3114	2863	3256	3200	976
100		EvilBurrito			3007	2770	3288	3200	2770
102		Soren			3004	2566	3040	3200	464
104	E	milo			2993	2747	3176	3200	1572
118		virussarini			2935	2802	3128	3200	2370
119		ska			2931	2965	3529	3200	9857
129		TOMEX			2899	2710	3092	3200	3247
162		Propagro			2753	2543	2865	3200	827
165		walcode			2728	2378	2901	3200	6547

# ROSTER



Wednesday, 25 March, 2026

187		OnefOXPrime			2594	2674	3522	3200	1513
210		TealHydra			2507	2341	2770	3200	1270
257		Skadar			2339	2106	2506	3200	475
296		D elbolado			2185	1993	2275	3200	469
304		D MAXINDOMITUS			2166	2136	2591	3200	2041



These images of the player list you see every week come from a database we manage, with data automatically collected from Sc2pulse in real time. However, we need help from all iMKS members to enrich the database with additional information. If you scan or click this QR code, it will take you to an app where we ask for details such as your Sc2 account, WhatsApp, Discord, etc.

This information helps us keep all players properly registered with complete data. That way, it's easier for us to register players in competitions, and you'll be helping reduce smurfing, infiltrated player accounts, and other issues — since we're developing a "faker detection" system. You can also include your secondary accounts, whether they're on the team or not.

Thanks to everyone, and especially to Culonegro for developing this system we've been working on for months. The next step will be having an AI replace Checo's casting xD.

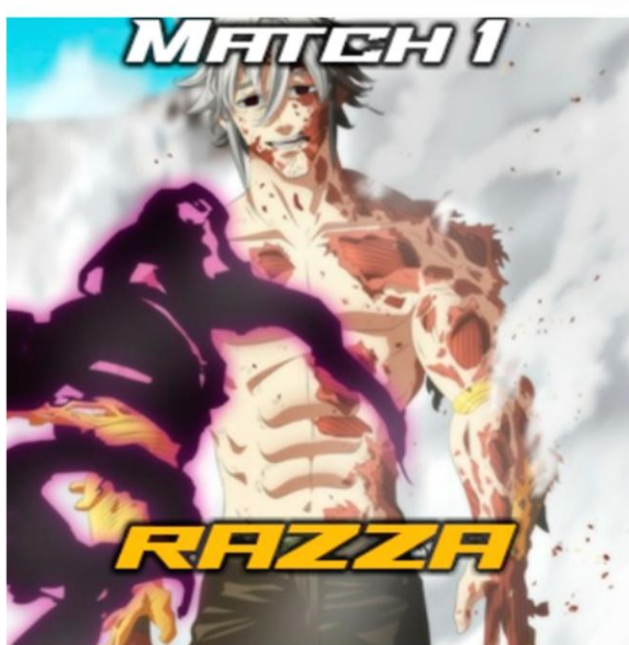
*The new book by [iMKS] Aiur is now on sale!!!*

**Checo**  
eats it

**NUEVO**  
EAU DE TOILETTE  
EXTREME



**Do you want to help Checo get the GRAPHICS CARD? Buy his new fragrance and HELP HIM OUT!!!**

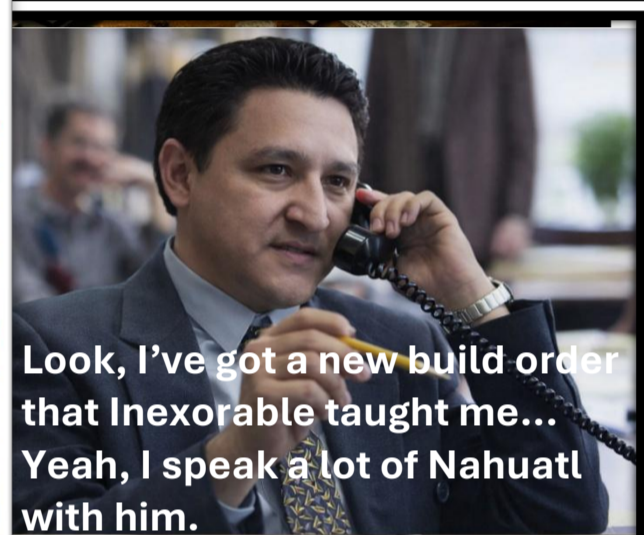
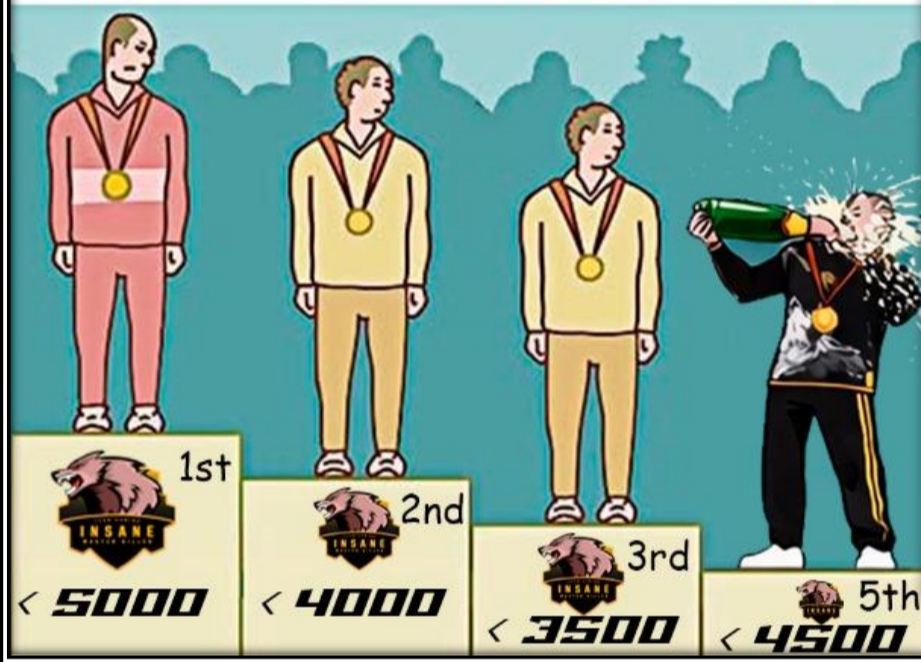


# RESULTS

miércoles, 25 marzo, 2026

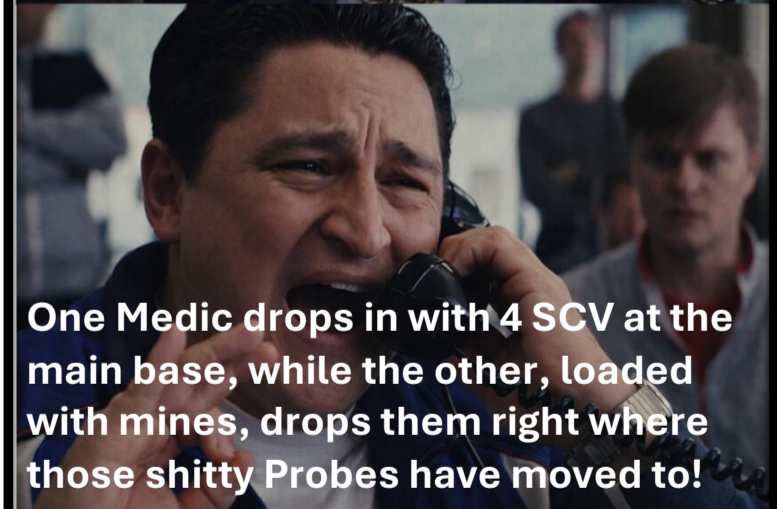
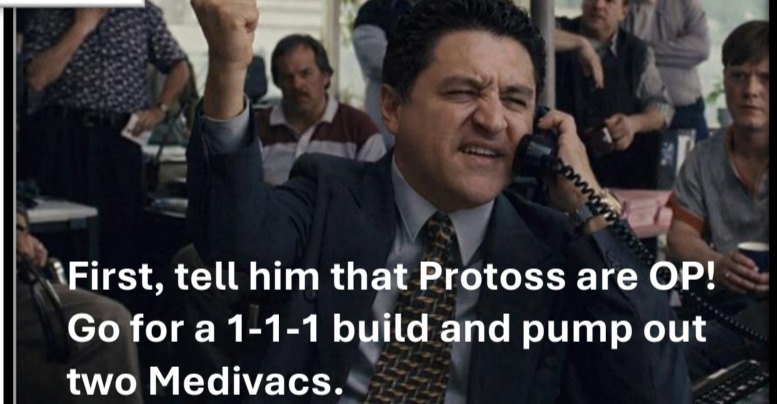


Page | 05



1:24:12 **zworykinv**: zworykinv subscribed at Tier 1. They've subscribed for 14 months! Saludos Checo. Es torneo para postular al clan?

## Everyone Waiting for Checo's Graphic



And that's how I climb the Ladder, by making everyone else worse!



Wednesday, 25 March, 2026

Normally, we avoid addressing controversial topics in the Feuilleton; we usually focus on results, memes, and jokes. However, what happened in the LATAM scene last week forces us to give a brief explanation.

During 2025, at iMKS we focused on structuring the team internally while continuing to compete in Clan Wars. In 2026, the goal was to take a step further and create a competition where the best players from our internal tournaments could develop. This is how the GSC (Global StarCraft Cup) was born, which begins next week and which we hope to continue growing over time.

Looking ahead to 2027, our idea was to support Clan Wars leagues. However, the reality is that many of these leagues operate without taking teams or the community into account, prioritizing their own interests instead. This has led to clear saturation: multiple leagues (SLL, KTL, BTL, VCC, Pandora, etc.) running at the same time, which ultimately overloads players, captains, and casters.

On top of this, there is the issue of scheduling in LATAM. Playing against European teams means matches have to be played at midday on weekends, a disadvantage that they do not face since they play against us at night. This limitation was, in fact, one of the original reasons why SLL was created.

A little over a month ago, staff member Nox sent a message to all the leaders of these leagues, proposing not only to reduce and synchronize competitions, but also to join forces to organize, at the end of the year, a short tournament (a simple single-elimination bracket from quarterfinals to finals) with the winners of each competition in each division. Even iMKS would sponsor the event with some funding.

VCC, apparently, forgot how to read PDFs. Pandora (the new competition about to begin) accepted the proposal and, in addition, expressed their willingness to contribute more funding. KTL and BTL (with the same organizer) accepted and even committed to helping separate LATAM from EU as much as possible in the early stages, leaving only mixed playoffs, even though the number of LATAM teams would be significantly lower than the rest. Finally, Viktor from SLL, with good intentions, responded positively but with a condition: he initiated a vote to decide whether to accept this new structure.

What could possibly go wrong? How could LATAM pass up an opportunity to have all existing team leagues synchronized, culminating in a final stage to decide the best team of the year? Who in LATAM could reject finals with financial support?

Well, that is exactly what happened. Although the votes were in favor of accepting the proposal, many of the LATAM teams that agreed never registered for KTL, which starts this week. Therefore, the structure cannot be carried out because, firstly, there are not enough teams to form separate NA and EU groups in most divisions (at least 4 NA teams were required). And secondly, SLL will start again in less than 4 weeks, breaking the synchronization with the rest of the competitions.

From iMKS, we would like to support all competitions, absolutely all of them. The people who dedicate their time, effort, and even capital to the SC2 community deserve support from everyone. However, we cannot limit ourselves to playing only SLL. We want to compete against teams from outside, experience different environments, support other leagues, styles, players, and keep growing together.

No matter how difficult it may be to compete internationally, limiting ourselves to a region with 6 active teams (if that, since in practice there are fewer) will not help us grow, nor can it be considered the ultimate goal of iMKS, it simply doesn't make sense.

Now you all know the same information as iMKS and the rest of the LATAM leaders. Draw your own conclusions and opinions. The proposal can no longer be carried out, it is dead, but iMKS will always support those who truly want to collaborate or build something.

Thank you all and know that our doors are always open. ^^



Latam being latam...

W LOST...  
SORRY!



FINALS			
	2	4	
Nox	1	1	Rapsody
Let0z	1	1	Eleizzer
Pavipollo	0	2	Commesseitor

# NEXT EVENTS



Wednesday, 25 March, 2026



Saturday the 28th at 1:00 PM (Peru time)

**Amateur League Swiss Tournament #1 (NUEVO!)**

Sunday the 29th at 1:00 PM (Peru Time)

- Elite (M1-GM) Amateur League Weekly Tournament #154
- Prestige (D1-M2) Amateur League Weekly Tournament #154
- Veteran (D3-D2) Amateur League Weekly Tournament #154
- Initiate (B-P) Amateur League Weekly Tournament #154



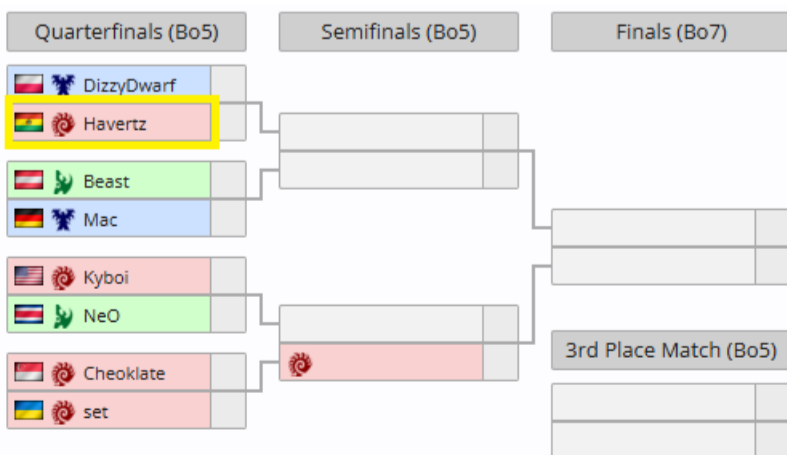
**FORMAT:**

- 2 stage Tournament
- Group stage, Final stage
- Groups of 3 compete separately
- Top 2 move on
- Final stage: Single Elimination
- Current 1v1 Map pool
- Just for fun!
- **(ALL RANKS WELCOME)**

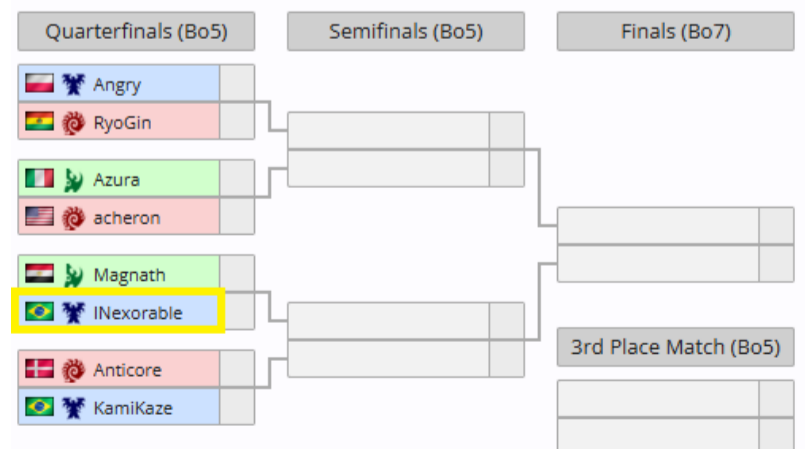
SATURDAY, MARCH 28<sup>TH</sup> @ 12PM CDT



**S11**



**S14**



\*\*\*No changes this week\*\*\* The Little Mac StarCraft 2 tournament is reaching its final stages. With the second round now complete, only the playoffs—starting from the quarterfinals remain. In the Upper Division, we have [iMKS] INexorable taking on the world; meanwhile, in Division B, we have [iMKS] Havertz, two players who are ready to take on any challenge.

Please wish our heroes the very best of luck! We will keep you posted.



## ¡GSC y the Teams!

Check out the 6 qualified players from Team EX “Eximius Gaming” for the GSC “Global StarCraft Cup”!

[EX] Shakti P = 5425 MMR

[EX] Kamikaze T = 5257 MMR

[EX] Dørminhøcø Z = 4864 MMR

[EX] Espartano T = 4763 MMR

[EX] Draft P = 4308 MMR

[EX] Austin = 4208 MMR



[Brackets Playoff](#)

[Brackets Serie S](#)

[Brackets Seria A](#)



Check out the 4 of 6 qualified players from msport “Maralesports” para la GSC “Global StarCraft Cup”

[msport] Zargrash = 5882 MMR

[msport] Winkel = 5853 MMR

[msport] Äelith = 5227 MMR

[msport] Dronehard = 5094 MMR



Check out the 3 of 6 qualified players from DeVoid “Devils Void” para la GSC “Global StarCraft Cup”!

[DeVoid] YingChuan = 4800 MMR

[DeVoid] ClikMan = 4732 MMR

[DeVoid] danekk = 3952 MMR



Check out the 6 qualified players from Team HTT “Houkago Tea Team” for the GSC “Global StarCraft Cup”!

[HTT] Enigma P = 5627 MMR

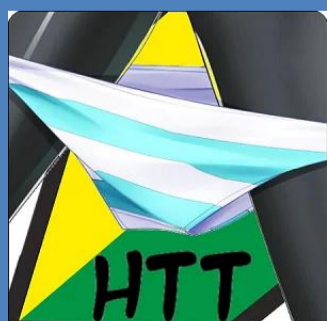
[HTT] Matvey T = 5736 MMR

[HTT] MiniZergUA Z = 5507 MMR

[HTT] Fallenger Z = 5898 MMR

[HTT] ProtoZZavR T = 5535 MMR

[HTT] Nishihi Z = 4893 MMR



Check out the 6 qualified players from Team iMKS “Insane Master Killer” for the GSC “Global StarCraft Cup”!

[iMKS] Xions P = 4948 MMR

[iMKS] Havertz Z = 4733 MMR

[iMKS] Darku Z = 4868 MMR

[iMKS] Nazgul Z = 4355 MMR

[iMKS] Boreau T = 4311 MMR

[iMKS] Pavipollo P = 3820 MMR





**NUEVO TITULO!!!**



**2026 SLL S7 (5000 Division) = Star League Latam Season 7 = First Place.**  
Featured Players: **Darku, Razza Havertz, Nazgul, CristoDorado, Solstice.**



**2025 BTL S9 (3900 Division) = Berserker Team League Season 9 = First Place.**  
Featured Players: **Gouketsu, Let0z, Nox, MagodeOz, Shadex.**



**2025 SLL S6 (3500 división) = Star League Latam Season 6 = Second Place.**  
Featured Players: **Alex, Update, Tkerma, Mauricio, Checo, Milo, Legion, Noisy.**



**2025 KTL S27 (3900 división) = Koprulu Team League Season 27 = Second Place.**  
Featured Players: **Gouketsu, Ky.**



**2025 VCC S1 (4500 Division) = The Vantage Competitive Circuit Season 1 = Third Place.**  
Featured Players: **Cronopio, TheMike, Galahad, Nazgul, Boreau.**



**2025 BTL S10 (3900 Division) = Berserker Team League Season 10 = Third Place.**  
Featured Players: **Pavipollo, Nox, MagodeOz, jasherD, ska, Noisy, Mauricio.**



**2025 BTL S10 (4500 Division) = Berserker Team League Season 10 = Third Place.**  
Featured Players: **Cronopio, TheMike, Galahad, Kevin, JrFenixOp, Nazgul, Aiur, Boreau.**



**2025 KTL S27 (4500 Division) = Koprulu Team League Season 27 = Fourth Place.**  
Featured Players: **Kalid, Galahad, TheMike, Cronopio, Johannes, Vendettavick.**



**2025 BTL S9 (4500 Division) = Berserker Team League Season 9 = Fourth Place.**  
Featured Players: **Kalid, Cronopio, TheMike, Galahad, Kevin, MikeSavage.**



**2024 KTL S26 (3900 Division) = Koprulu Team League Season 26 = Fourth Place.**  
Featured Players: **Haveltherock, Shadex, Tkerma, Nox, Gouketsu, Let0z, Lilianluna.**



**2024 SLL S3 (3900,4200,4500 mix Division) = Star League Latam Season 3 = Fourth Place.**  
Featured Players: **Storm, Johannes, Shigure, Lilian, Gouketsu, Gestkritch, Shadex, Magodeoz.**



**2023 BTL S7 (3900 Division) = Berserker Team League Season 9 = Fourth Place.**  
Featured Players: **Inarius, Bareleth, AshenKnight, RedFury, Kevin, tKerma, Deadmaniac, Shadex.**



**2025 SLL S6 (4000 Division) = Star League Latam Season 6 = Fourth Place.**  
Featured Players: **Pavipollo, Hevymetal, Gouketsu, Redfury, nox, JasherD, Magodeoz, JrFenixOP.**

**NUEVO TITULO!!!**



**2026 SLL S7 (3500 Division) = Star League Latam Season 7 = Fourth Place.**  
Featured Players: **Jonathan, Noisy, Mauricio, Kakaroto, Alex.**





## [iMKS] (Sub3500) Player Points 2026

						TOTAL POINTS
CHAMP	Yanakuntur					24
CHAMP	Kakaroto					22
CHAMP	RESERVED FOR CHAMPION					
CHAMP	RESERVED FOR CHAMPION					
CHAMP	RESERVED FOR CHAMPION					
CHAMP	RESERVED FOR CHAMPION					
#1	Milo					18
#2	ChecoTV					12
#3	Alex					8
#4	Walcode					6
#5	Noisy					6
#6	Maxindomitus					4

While [iMKS] Yanakuntur and [iMKS] Kakaroto have direct entry to the iMKS Champions 2026 (Sub3500), the remaining players have the advantage of having already accumulated points.

Any future players who register will not have earned points in the spring qualifier, but they will still have five more tournaments to earn points, just like everyone else. We anticipate increased participation in future editions, but we don't know to what extent.

In any case, we remain committed to continuing to recruit players and provide this solid tournament structure.

Good luck next time!

## Historical Ranking of Players [iMKS]

RANKING								TOTAL POINTS
1	[iMKS] XionS	-	-	2025	2025	-	-	150
2	[iMKS]Nazgul	-	-	2025	2025	-	-	100
3	[iMKS] Darkunammed	-	-	-	-	2025	-	75
4	[iMKS] Kevin	2025	2025	-	4th-8th 2025	-	-	65
5	[iMKS] Boreau	-	-	-	-	2025	-	50
6	[EX-iMKS]Kalid	2025	-	-	-	-	-	50
7	[iMKS] PaviPollo	-	-	-	2025	-	-	50
8	[iMKS] Havertz	-	2025	-	2025	-	-	35
9	[iMKS] Cronopio	2025	2025	-	4th-8th 2025	2025	-	35
10	[iMKS] Razza	-	-	-	-	2025	-	25
11	[EX-iMKS]MikeSavage	-	2025	-	-	-	-	25
12	[iMKS] Shigure	2025	-	-	-	-	-	25
13	[iMKS] TheMike	-	-	2025	-	-	-	10
14	[iMKS] Johannes	-	-	-	4th-8th 2025	-	-	10
15	[iMKS] Hiyawent	-	-	-	4th-8th 2025	-	-	10
16	[iMKS] Nox	-	-	2025	-	-	-	5



**UB Round 1**

- Redfury 0 vs Aiur 2
- Rider 2 vs Pavi Pollo 1
- LetOz 1 vs Nox 2
- Havertz vs CristoDorado
- Solstice vs Mauricio
- DarkUnnam... 2 vs kokito 0
- Razza 1 vs zzzz 2
- Mewatch vs Themike

**UB Quarterfinals**

- Aiur vs Rider
- Nox vs [ ]
- DarkUnnam... vs [ ]
- zzzz vs [ ]

**UB Semifinals**

- [ ] vs [ ]
- [ ] vs [ ]

**Upper**

**iMKS CHAMPIONS**

The Spring Qualifier continues its run, and it has already claimed more than one Master along the way. You can now view the tournament details on Liquipedia; just keep in mind that on Liquipedia, the bracket only displays the Top 16 players, so the Losers Bracket is not visible yet.

Players, please check your team's WhatsApp group; Nox should have posted the pending matchups as well as the upcoming ones.

**GOOD LUCK TO EVERYONE!!!**

## ! Our Tournaments!



**-Spring Qualifier (\$60):** Single bracket with one loser bracket (one chance to lose). All best-of-three (Bo3), quarterfinals (bo5) final (Bo7).



**-Summer Qualifier (\$60):** Group stage where group winners advance to the final bracket as winners and losers advance to the final bracket as losers. players that lose twice in the group stage are eliminated without advancing to the final bracket. Final bracket as in spring.



**-Fall Qualifier (\$60):** Group stage with both winners and losers advancing to the winners' bracket. Players that lose twice in the group stage are eliminated without advancing to the final bracket. Final bracket as in spring.



**-iMKS Champions (\$200):** System of 4 groups of 4, where 2 qualify for the final bracket with no Loser's bracket option. All best-of-three (Bo3), quarterfinals (bo5) final (Bo7). **4 access slots to the GSC^^**



**-iMKS Cup (\$50):** GSL system if there are 16 or more participants, otherwise a single bracket. iMKS Champions semifinalists cannot participate; a large part of the goal of this tournament is qualification for the GSC. **2 GSC access slots available.** All best-of-three (Bo3),



**-[GSC] Global Starcraft Cup (\$300):** Although this logo is provisional, the name has already been decided by the international staff. Six internally qualified players from six different teams will enter this competition.

**In the case of iMKS, however, the six qualifiers will always come from the iMKS Champions.**



**-Spring Qualifier Under 3500 (1-hour Coach):** We are currently reviewing the format.



**-Summer Qualifier Under 3500 (1-hour Coach):** We are currently reviewing the format.



**-Autumn Qualifier Under 3500 (1-hour Coach):** We are currently reviewing the format.



**-iMKS Champions Under 3500 (Commanders):** Same format as the regular Champions, but we are currently reviewing the format.



**-iMKS Cup Sub3500 (1 hour Coach):** Same format as the regular Champions League, but we are studying changes. It will not be held in 2026 for the sub3500 age group.

The prizes for regular qualifiers and iMKS Champions will remain the same annually as before.

For the Sub3500 qualifiers, we are studying a training system. For the Sub3500 Champions, we are looking at commanders.

If anyone wants to contribute or make suggestions, they are welcome to do so.