

# Marsborne Enters the Battlefield: A Counter-Strike 2 Team Hungry for Glory



**January 17, 2025** – Marsborne is here. Built on grit, ambition, and an unyielding drive to conquer the esports battlefield, we proudly unveil our Counter-Strike 2 team. Competing in the ESL Challenger League, Marsborne's roster stands ready to prove themselves and climb the ranks.

## A New Force in Esports

Marsborne was founded by the LeDoux brothers—Chris, Mark, David, and Tim—who built Crafty Apes into one of Hollywood's premier visual effects studios, delivering groundbreaking work for major films and streaming series. Their portfolio includes work on acclaimed productions across Netflix, Disney, Marvel, and major film studios. Alongside them stands Matthew Sedowicz, an industry veteran returning to esports. This powerhouse team brings decades of entertainment industry excellence, production expertise, and proven success in building world-class organizations to competitive gaming.

"Along my journey around the Sun, the gods appeared before me in a grand vision, they showed me a great North American org rising above a vast battlefield, hoisting the trophy above their fallen foes," said Sedowicz, Marsborne's General Manager. "I knew then what I must do, so I ventured forth on a new quest, and assembled a group of warriors to aid me in my conquest."

"This team has been blessed by the Gods—I truly believe that," said Mark LeDoux. "It's not something I can explain; it's something I feel deep in my soul. Every step we take feels guided, every victory feels destined. We're not just playing; we're being led by fate itself, with the gods whispering in our ears and pushing us forward toward something greater."

## The Marsborne Roster:

- **@Minus\_CS** (Marshall "Minus" Sedowicz) – Star Rifle
- **@6Motm** (Ian "Motm" Hardy) – Rotator
- **@GrizzCS** (Adam "Grizz" Golden) – Entry
- **@lWolfyCS** (Adam "WolfY" Andersson) – AWP
- **@ChopCS** (Connor "Chop" Sullivan) – Support

At the helm stands head coach **@LucidCS2** (Hunter "Lucid" Tucker), whose experience includes work with premier organizations Furia, FaZe, and Liquid. His track record of developing talent and implementing sophisticated strategic systems makes him the ideal leader for this ambitious project.

"I'm excited to lead this new project with people that bring a fresh perspective into the space," said Lucid. "Everyone on the roster has shown promise at one stage of their career or another, but I hope to bring out the best in all of them here at Marsborne. We have a long road ahead to reach the level we hope to achieve, but hope you will support and root for us along this path."

## Building Beyond the Game

Marsborne is committed to creating premium content that showcases not just competitive matches, but the stories, personalities, and journey of our team. Our in-house production capabilities allow us to deliver high-quality content across multiple platforms, engaging fans with unprecedented access to our players and brand.

The organization's vision extends beyond traditional esports boundaries, with plans to create unique experiences that bridge the gap between competitive gaming and premium entertainment. This approach, backed by proven entertainment industry leadership, positions Marsborne to pioneer new standards in esports content and fan engagement.

Marsborne debuts in the ESL Challenger League on January 22, 2025. Each match brings new opportunities to prove our strength and ascend through Counter-Strike's ranks.

## Follow Our Rise

Connect with Marsborne:

- **@MarsborneGaming**
- **@Sedowicz**

**About Marsborne** Founded in 2025, Marsborne combines competitive excellence with expert storytelling and production capabilities. Created by veterans of gaming and entertainment, we're building an organization that sets new standards in esports through innovation, quality, and engagement.

## Media Contact:

Matthew Sedowicz

[marsbornegaming@gmail.com](mailto:marsbornegaming@gmail.com)