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Winning Cashout strategies and meta trends in The Finals Season 11 (Galaxy Masters)

Season 11's Cashout meta: Heavy-anchored comps (HHL/HHM) with Healing Beam Mediums dominate; the season's buffs tilted power toward Heavy, Cloak replaced nerfed Dash as the Light staple, and macro play still revolves around last-fresh rotations and timed steals.

8 min read · 17 sources

cashout | meta | patch notes | ranked | season 11 | team composition

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Season 11 ("Galaxy Masters") of THE FINALS launched 9 July 2026 and is currently on patch 11.4.1 (7 August)[1][6]. No new weapons, gadgets or specializations shipped at launch — instead Embark reworked the entire melee system and rebalanced the existing arsenal, and the result is a Cashout meta still built on the same backbone as previous seasons: **Heavy anchors hold the station, a Healing Beam Medium keeps them alive, and a Light flanks, disrupts and steals**[1][2][7]. What changed is where the power sits: a wave of Heavy buffs plus nerfs to Light's Evasive Dash and Cloaking Device have made double-Heavy lineups the strongest coordinated play, while the community's tier lists disagree on almost everything at the margins.

HHL / HHM	7s / 6s	350	45s	110→104
Top ranked comps	Cashout steal time	Heavy HP pool	C4 cooldown	KS-23 damage
2× Heavy + Light or Medium	qualifying / final & Quick Cash	vs 150 Light, 250 Medium	30 → 45s in 11.3	buffed, then pulled back

The winning team compositions

Ranked Cashout is 3v3v3v3, and every guide agrees team synergy beats raw mechanics. The four comps that matter, as ranked by the boosting/coaching community and games.gg[1][2]:

COMP	READ	STRENGTHS	WEAKNESSES
HHL (2 Heavy + 1 Light)	Most aggressive; highest ceiling for a coordinated stack	Dominant cashout control, near-impossible to push off a held position, high burst combo	No Medium; relies on Light's H+ Infuser for sustain, vulnerable to sustained ranged fire
HHM / MMH (2 Heavy + 1 Medium, or 2 Medium + 1 Heavy)	Tournament default	Double anchor with Heal Beam/ Defib sustain; "not a strategy so much as a structural argument"	Slow rotations, weaker flank presence
HML (1 of each)	Safest, best for solo queue	Flexible, self-sustaining Heal Beam, adapts mid-match	"Jack of all trades, master of none"; less raw power than HHL
HLL (1 Heavy + 2 Light)	Best cashout-steal comp	Chaos from multiple angles, ideal for late-game fresh steals off depleted teams	Falls apart if Lights die early; high mechanical skill required

Sources diverge on the single best comp: games.gg states **"the dominant team composition for ranked play is Heavy + Heavy + Medium,"** calling it the answer tournament players keep arriving at [2], while thefinalsboosting calls HHL the highest-ceiling comp and HML the ranked-solo safe pick [1]. Community threads still treat HML as the baseline ("Pretty sure HML still a meta. Obviously some teams can go HHL") [13]. The through-line in every source: **at least one Heavy and at least one Healing Beam Medium** — teams without a Medium are described as "three people independently losing at different speeds" [2].

Per-class roles and meta loadouts

Medium — the non-negotiable backbone

Healing Beam + Defibrillator are the best support tools in the game, full stop [2]. The consensus Season 11 loadout is **FCAR + Healing Beam + Defibrillator, Jump Pad, Goo Grenade** ("FCAR Aggro"), described as the backbone of M/M/H ranked comps [3] [5]. The S-tier weapon roster for the class is contested — thefinalsloadout ranks the CB-01 Repeater as S (1.56s TTK vs Medium, 30% pick rate) while thefinals.gg puts it at D — but FCAR (38% pick rate, 1.13s TTK) and AKM hold up across every list [2] [4] [5]. Note the "FCAR buff" rumour was wrong: 11.0 actually trimmed its fire rate **540 → 530 RPM**, a small nerf the community shrugged at [4] [6].

The definitive community Medium guide (1.9k-hour player) stresses positioning over mechanics: **sit on top of the cashout, never below it**; heal *after* fights and during recovery rather than beam-during-duels; move the revive statue to safety before defibbing; and never defib someone already being hand-revived ("dry rezzing") [12]. Mobility (Jump Pad or Zipline) and Goo Grenade are classed as must-haves; Guardian Turret and Pyro Grenade are the picks high-elo players actively mock [12].

Heavy — the cashout anchor

Heavy (350 HP) controls space with **Dome Shield + C4 + RPG-7** and the **Winch Claw** specialization — the loadout site's "Winch Aggro" build (ShAK-50/SA1216) is the meta pick [3]. The community's core job list: anchor the station room, deploy Mesh Shield to seal one entry, Dome Shield in the final 5 seconds of a contested deposit, and delete floors with C4 to reset

enemy positioning[2][8][16]. The **Winch Claw is the class's signature Cashout tool because it can physically drag a cashout station** out of an enemy's defensive setup or interrupt a steal — paying the same 18s cooldown as grabbing a player[15]. S-tier weapons by pick rate: ShAK-50 (36% pick, 1.14s TTK), Lewis Gun (28%), KS-23, SA1216[4][5]. The golden rule of Heavy play: **don't chase kills** — let enemies come to your station[8][16].

Light — flanker and steal specialist

Light (150 HP) wins Cashout games on the steal, not the duel. The 11.0 nerfs (Evasive Dash **3 → 2 charges**, cooldown 7.5 → 6.5s; Cloaking Device minimum duration **13 → 11s** with energy now draining at full rate when moving at run speed or above) reshuffled the class[6]. Community consensus is that **Cloak became the dominant Light spec** — "outperforming dash in an hll or hml comp 8/10 times" — and a mid-season Reddit thread demanding a Cloak nerf drew mostly pushback ("it's already been nerfed… you can CLEARLY hear the static")[14]. The meta Light build ("Dash Meta") runs M11/XP-54/ARN-220 with Evasive Dash, **Gateway, Vanishing Bomb and H+ Infuser** — the Infuser being the Light's only healing and the reason Lightless comps survive[3]. S-tier Light weapons by pick rate: M11 (0.90s TTK, 30%), ARN-220 (34%), XP-54 (26%)[4]. Glitch Grenade (disabling enemy specs/gadgets, ideally the enemy Medium before a push) and Gateway (up to 70m repositioning, now counterable by Data Reshaper) are the utility staples[1][3][6].

How the best teams actually play Cashout

Macro beats micro in Cashout. The fundamentals all guides converge on[8][9][10]:

- **Tempo/rotation — "the team that arrives at the cashout last, fresh, wins."** Every fight before the final cashout depletes health, ammo and cooldowns; good teams choose the vault *and* the defendable station *and* an exit route, and check the minimap every ~10 seconds. The highest-skill play is the third-party steal: position 30–40m from a contested station, wait for two teams to commit, then enter fresh at the 10-second mark[8].
- **Defend in layers, not by staring at the box.** One opener spots the push from an outer angle, one support stays in revive/heal range, one anchor denies the steal — and at least one player must stay alive outside the building late so a wipe doesn't hand the enemy a free steal[9].
- **Timings that decide calls:** stealing takes **7s in qualifying rounds, 6s in the final and Quick Cash**; a vault takes 20s to crack; deposits run 1:00–2:10[10][12]. The Quick Melee Kick (~5m knockback) was deliberately reduced to ~1m against objective-holders so it can't auto-interrupt steals[6][11].
- **Money rules shape aggression:** 20% of a deposit pays out instantly on insertion; a team wipe in Ranked costs **15% of total cash**; Double Jeopardy (second box into an active station) is a genuine comeback tool for a 3rd/4th team but costs **50% of your cash** if you don't hold the station at the end[10][11]. Vault values escalate $10k → $15k → $22k, so falling behind early is recoverable; the tournament final is Head2Head at $25k vaults, first to $50k[10].
- **Kills are the means, not the objective.** "Cashouts are infinitely more valuable than kills. DISENGAGE if you have a cashout and are losing a team fight"[12].

Season 11 meta trends

9 Jul 2026 — **11.0.0 — Galaxy Masters launch**
Melee rework, Galaxy Estates, Cashout Bots; Dash 3→2 charges, Cloak duration cut, FCAR 540→530, KS-23 100→110, heavy buff wave

10 Jul 2026 — **Hotfix 11.0.1**
Bot-mode crash fixes (Kyoto/Las Vegas pulled)

14 Jul 2026 — **Cashout Bots hotfix**
Item XP disabled in bot matches, World Tour points cut

30 Jul 2026 — **Update 11.3.0**
C4 30→45s, KS-23 110→104, FAMAS/BFR/Dagger/Spear/Riot Shield buffs, Grapple 7→6s

7 Aug 2026 — **Hotfix 11.4.1**
Steam launch crash fix; current patch

Heavy is the season's power class — by Embark's own admission. The 11.3 C4 nerf (30 → 45s cooldown) was justified with: "The C4 has been an outlier in terms of win rate and usage for Heavy for quite some time, and the archetype in general performs very well compared to Mediums and Lights"[7]. Community grumbling echoes it: "rpg is still at 110 dmg despite it being in 90% of heavy loadouts"[13]. The 11.0 buff wave (KS-23 100→110, .50 Akimbo 44→46, M134 −10% dispersion, Model 1887 pellet 12→13) briefly made KS-23 "the new hot thing" before 11.3 walked it back to 104 — Embark admitted 110 was "too much"[4][6][7][13].

Light's spec identity flipped from Dash to Cloak, and the class polarizes opinion: it's the highest-pick-rate class in the game (mobility) but the meta punishes mispositioned Lights instantly at 150 HP[2][14]. The melee rework (Stamina + Precision) made **Sledgehammer** the only melee expected to climb in ranked (120/200 precise damage, 5m lunges) while the rest sit B-tier or below; the Kick gives everyone a counter to melee aggression[4][11][13].

Current S-tier snapshot (patch 11.4.1, by pick rate/sentiment)[4][5]:

CLASS	S-TIER WEAPONS	S-TIER SPEC	CORE GADGETS
Light	M11, ARN-220, XP-54	Evasive Dash / Cloaking Device	Gateway, Vanishing Bomb, H+ Infuser, Glitch Grenade
Medium	FCAR, AKM, CB-01 Repeater	Healing Beam	Defibrillator, Jump Pad, Goo Grenade
Heavy	ShAK-50, Lewis Gun, KS-23, SA1216	Winch Claw / Mesh Shield	Dome Shield, C4, RPG-7

Two caveats: tier lists disagree sharply below the S/A line (thefinals.gg ranks CB-01 Repeater and FAMAS D-tier while others have them S/A), and Season 11 also made **Cashout station spawns more varied and less predictable**, which rewards flexible rotations over one memorized setup per map[5][6].

CAUTION

Pick-rate figures (e.g. FCAR 38%, ShAK-50 36%) are community estimates from thefinalsloadout.com, refreshed 7 Aug 2026; Embark does not publish official pick rates. Treat tier placements at the margins as opinion, not data.

Bottom line

To win Cashout in Season 11: run at least one Heavy and one Healing Beam Medium (HML for solo queue, HHL or HHM for coordinated stacks), anchor the station with Dome Shield/C4/Winch Claw, keep the Medium alive above the box, and let the Light handle flanking and the 7-second steal. The meta is Heavy-favoured — Embark itself is nerfing Heavy outliers — so expect C4/RPG pressure to keep getting dialled back. Watch the margin items (KS-23, CB-01 Repeater, Cloak) because that is where every tier list and future patch is most likely to move.

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