

GuildWars - Lords of Cat [CAT]



Presentation

Subject : Alliance Battles Experimental Guide
Author : Deviant
Date : 061214 (ymd)

About : *Trying to make a start, on how our CAT presentations should be. Making the start with a simple experimental presentation on some AB tactics.*



Alliance Battles - Tactics Guide [Experimental]



Starting - Left:

1) Cap P1.

Alliance Battles - Tactics Guide [Experimental]



Starting - Left:

- 1) Cap **P1**.
- 2) Proceed to **Res.** - Secure it. Use the arrow direction, in order to check from radar the enemies status at **P4**.

Alliance Battles - Tactics Guide [Experimental]



Starting - Left:

- 1) Cap **P1**.
- 2) Proceed to **Res**. - Secure it. Use the arrow direction, in order to check from radar the enemies status at **P4**.
- 3) When **Res** is secure, proceed to cap **P6**, if you can take them easily there. - Cap and get the *Elite Ele Hence* with you.

Alliance Battles - Tactics Guide [Experimental]



Starting - Left:

- 1) Cap **P1**.
- 2) Proceed to **Res**. - Secure it. Use the arrow direction, in order to check from randar the enemies status at **P4**.
- 3) When **Res** is secure, proceed to cap **P6**, if you can take them easily there. - Cap and get the *Elite Ele Hence* with you.
- 4) If Enemy has cap **P3** return to cap **P3**. Else Procceed to **P5**.

Alliance Battles - Tactics Guide [Experimental]



Starting - Left:

- 1) Cap **P1**.
- 2) Proceed to **Res**. - Secure it. Use the arrow direction, in order to check from radar the enemies status at **P4**.
- 3) When **Res** is secure, proceed to cap **P6**, if you can take them easily there. - Cap and get the *Elite Ele Hence* with you.
- 4) If Enemy has cap **P3** return to cap **P3**. Else Proceed to **P5**.
- 5) **P3**: Cap **P2**, then if **Res** is capped and you can mob, return **Res**. Else if **P1** is capped, cap **P1**.
P5: Return to cap/protect **Res**. If there is no danger, go to **P4**.

Alliance Battles - Tactics Guide [Experimental]



Starting - Left:

- 1) Cap **P1**.
- 2) Proceed to **Res**. - Secure it. Use the arrow direction, in order to check from radar the enemies status at **P4**.
- 3) When **Res** is secure, proceed to cap **P6**, if you can take them easily there. - Cap and get the *Elite Ele Hence* with you.
- 4) If Enemy has cap **P3** return to cap **P3**. Else Proceed to **P5**.
- 5) **P3**: Cap **P2**, then if **Res** is capped and you can mob, return **Res**. Else if **P1** is capped, cap **P1**.
P5: Return to cap/protect **Res**. If there is no danger, go to **P4**.

6) Now proceed the way you think is better, depending the game's flow