

Proposed GvG Team Build: DEV - R8 - 00

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1. Introduction

The last days I am thinking of creating GvG team builds. I remember in older days, one GvG game. My bro had a warrior and was leader of a team - as he was the best player there. I was Ele. The game starts. The enemy has 2 Monks and 6 Rangers and we are random professions. My bro walks slowly towards to them until someone take action. Suddenly all enemy Rangers make him target and a simultaneous attack from arrows hit him. He left his half energy (although as warrior has high armor). Protective spirit is casting on him, and at the same time a combinations of arrows hit him again. In a few seconds we had lost him, and another member was the target of enemy ranger team. We lost easily that day.

Since then, I never had the opportunity to play as Ranger until I recently create one PvE Ranger. And from my experience in ABs I have to tell, that Rangers are... "Towers of Power". They have medium armor, high against elemental attacks, they have skills that protect them from physical damage, they deal great damage, they put degen conditions on enemies and they have good self heal that cannot be removed by spells as its not enchantment! Thus I am thinking to set my build on a Rangers team.

2. Proffesions

1. Teambuild basic players proffesions.

- ✓ 8 Rangers / Monks (R/Mo)

2. Detailed Ranger builds

➤ Common Skills

All Rangers should have the following skills:

Lighting Reflexes: 10sec 75% evade 33% faster attack.

Dryder's Defences: 10sec 75% evade +55armor vs Elementals.

Wirling Defense: 18sec 75% block, 10dmg if block projectile to adjacent foes.

Troll Unguent: +9 health regen for 10 sec.

➤ 2 Ranger Fully Conditions Degeners / Removers as shown (A1,A2-Rangers)



Burning Arrow: +29dmg, burn for 5 sec.

Screaming Shot: +24dmg, bleed for 19 sec.

Poison Arrows: 13sec poisoned with each hit.

Mend Condition: Fast removal spell of Conditions (recharge 2 sec) but can not be done to the same person.

Comment: This build require a lot of energy. Thus the players using these Rangers have to use the Screaming Shot, only to set an enemy on bleeding - not to make them damage. And use only Burning arrow as basic attack. Or else they will run out fast from energy.

➤ **2 Rangers Degeners Damagers / Hex removers as shown (B1,B2-Rangers)**



Burning Arrow: +29dmg, burn for 5 sec.

Focused shot: +24dmg, other attacks skills need 3 sec to recharge.

Poison Arrows: 13sec poisoned with each hit.

Remove Hex: Removing Hexed from team mates.

Comment: Use one of the following order for attack:

Burning Arrow → Focused shot → wait 1 sec → Burning Arrow → Focused Shot → etc.

Burning Arrow → Focused shot → Focused shot → wait 3 sec → Burning Arrow → etc.

Focused Shot requires low energy, and recharge in 2 sec. Very good attack skill for builds with just 2 attack skills like those ones. * "wait 1 sec" can mean "shoot a simple arrow", and "wait 3 seconds" can mean "shoot 2 or 3 simple arrows".

➤ **1 Ranger Degener Support as shown (S1-Ranger)**



Burning Arrow: +29dmg, burn for 5 sec.

Barbed Arrows: Each arrow cause bleed for 13 sec.

Snare: Low energy Crippling trap for 13sec.

Frozen Soil: For 78sec noone can use resurrect spells/signets.

Comment: The Ranger put the Frozen soil just before the attack. The purpose is to kill enemy members first without letting them to resurrect - making useless that way at least 8 resurrect signets that their whole team will have! The snare should exist in any case touchers(s) attack to a member. The ranger run near them - do a defence skill (thus not to be interrupted in any way) and set the trap. Even if touchers have skills of evade/block or blind, they will be crippled! Barbed arrows can still be used as extra degen.

➤ **1 Ranger Support as shown.(D1-Ranger)**



Focused shot: +24dmg, other attacks skills need 3 sec to recharge.

Broad Head Arrow: Enemy becomes for 19sec daze.

Nature Renewal: For 126seconds spells take double time to cast, and enchantments need double energy to hold.

Favorable Winds: For 142sec arrows move twice as fast and do +6 damage.

Comment: Favorable Winds give +6 damage in each hit, plus it makes arrows to move twice as fast thus they almost always hit a moving target. Nature Renewal is also something good for us. Enemy Monks, Eles, Necros, etc will need double time to cast spells. This mean a medium interrupter could do them great damage. Plus broadhand Arrow can really make enemies useless, if they do not receive healing. Making enemy Dazed first and then applying so many conditions (poison, burn, bleed) make hard for Monks to remove the Daze.

➤ **Another 1 Ranger Support as shown. (D2-Ranger)**



Focused shot: +24dmg, other attacks skills need 3 sec to recharge.

Broad Head Arrow: Enemy becomes for 19sec daze.

Frozen Soil: For 78sec noone can use resurrect spells/signets.

Remove Hex: Removing Hexed from teammates.

Comment: Combinations of the previous skills. Frozen soil should exist twice as its the key for win! Another one elite for Daze is good to exist. Finally, as Hexes can mostly harm us (as conditions are applied via melee attacks and we have 3 skills to avoid them) a 3rd Hex remover is good to exist.

➤ **1 Needler (Needler-Ranger)**



Broad Head Arrow: Enemy becomes for 19sec daze.

Needling Shot: Deals only 19 damage to enemy. If enemy's health is below of 50% it recharge instantly.

Read The Wind: Player's arrows move twice as fast, and do +10 more damage.

Snare: Low energy Crippling trap for 13sec.

Comment: Needler, except from "dazing" enemies, is the final killer of them. Needler has to change to Vampiric weapon when he use needling shot. If he see any enemy with half or lower health he start hit. He do damage: 19 (Needle) + 10 (Read the wind) + 6 (Favorable winds) + 5 (vampiric) = 40 clear damage per hit - ignoring armor and everything. And because it recharge instantly, Needler do 40 clear damage per second! In 3 seconds 120 damage (like adding the enemy -20 degen!). - But he have to be cautious to start needling when enemy has below 50% of health, or else needling shot need 4 seconds to recharge.

3. Gameplay

- ➔ Needler takes the flag - as in practice he cant start any attack.
- ➔ Before teams start the fight, the basic Spirits are set up - Check out not to do twice the same spirit - we take some of them in double in case enemy kill the one to have to substitute it.
- ➔ Rangers start hitting random targets applying conditions and damage to everyone, making monks to start spending their energy to heal them. On third shot, the leader lock a target and do a call. All attack at this target - probably Monks will have recharging healing spells thus they wont be able to save him.
- ➔ 2 or 3 Bow attacks to Random Players start.
- ➔ Then again new target is set, and all hit him!
- ➔ Same tactic until all eliminated.

- In case a ranger need to recover from a condition, he use "Ctrl+Click on conditions he

- has". One of Condition remover rangers should clear his condition.
- In case a ranger need to recover from a Hex or Hexes, he use "Ctrl+Click on Important Hexes he has". One of Hex remover rangers should clear his condition.
 - If a Ranger become the target of Physical Attack, he use a defense - let wirling defense as last one to use in bad cases - and stay still, attacking or using troll unguent. When first defense end, he use 2nd defense... When his second defense is about to end, he start run behind. In any case it is need to use 3rd defence he use it. Have in mind not to spare your defenses without reason.

Defensive skills can last as:

10sec + 10 sec + 18 sec = 38sec with 75% evading. then wait 7 second. and you have another 10sec of 75% evading. Total time 50 minutes. You have to wait 10 seconds more and you can have another 28sec of 75% evading. With almost that logic you are about 75% of the game with defensive skills on.

4. Drawbacks

I cant think any until now. Either of SF eles attack us, with the Daze, degen, damage and armor (using and Dryders defense in such case) we have, we can kill them easily. And we do not allow them to be resurrected, gaining time and making the game more easier for us! And have in mind that triple daze can really kick any kind of enemies!... What do you say? ... I'd like to test this build. Anyone who agree is welcome! ...

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