

Art of Siege

First Edition

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Contents:

Introduction.....	3
Siege Basics.....	3
Minimizing Lag.....	5
Ambush.....	6
Intelligence.....	7
Formations.....	8
Morale/Psychological Warfare.....	9
Building Troops.....	10
Sticky Situations.....	12
Classes in Siege.....	13
Philosophy of Combat.....	17
Final Remarks.....	18

Introduction

Thank you for reading this guide to sieges in Rappelz. Hopefully by the time you finish reading, you will understand how to siege better, and win more sieges. The guide is divided into 6 components: Lag minimization, Ambush, Intelligence, Positioning, and Morale. Each component will emphasize a key concept you need to lead your alliance to victory.

Key Concepts

- Rappelz can become *very* laggy in sieges. **Lag** is responsible for the defeat more often than you'd think. Therefore, to reduce lag is to increase probability of success
- **Ambush** is the appearance of being small while actually being big. This leads enemies to underestimate you, and make a mistake in distributing forces.
- **Intelligence** of the enemy's location, strengths, and defence tactic will let you know which direction to attack in, with how many people. Gathering intelligence can be tricky though.
- **Positioning** is important in any team effort. The ability to maximize fluidity has to be balanced with minimizing internal conflict.
- **Morale** is what keeps your troops fighting. Some sieges are long, others are short, some seem hopeless, others not even worth a challenge. No matter what, high morale is a prerequisite to even attending a siege

Siege Basics

Before we jump into details on strategic siege, let's take a look at the basics of siege: how to create a siege party, what are the objectives of siege, and important things to note about the siege.

Creating a Siege party:

The guild leader or alliance leader must first create a siege party using the command `/screate NAME`, this will be a normal party, allowable up to 8 people. Now, a box may pop up detailing the party leader and number of people in each party. To invite somebody in the alliance to be a party leader, use `/sinvite_gp NAME`. It will be up to that party leader to invite people for his or her party.

Objective:

The attackers of a dungeon must first destroy the defender's dungeon core. It will be in the room where the final boss is. After the attackers take the core, they become the defenders and the defenders become the attackers. There is a 2-hour limit on a siege, when the 2 hours is up, whoever owns the dungeon core wins. However, the siege can end before 2-hour limit.

The defenders of a dungeon can win by the 2-hour limit, or they can attack and destroy the attacker's dungeon-stone, located in the lobby of the dungeon. Note, however, if the attackers destroy the dungeon core before the defenders destroy the dungeon stone, then the sides will be reversed.

A sub-objective of siege is holding controller points. By default, all controllers belong to the defender. The controllers are in rooms that typically have mini bosses, and they are the spiral thing. In siege and TA, they are also in company of controller guardians, who helps defend the controller. It is important to take controllers because they are respawning locations. To capture a controller, you must first kill all the guards, and then double click the controller. There is a cast-time associated with capturing a controller, but once captured, the guardians will be back, and helping you.

Both the rock and core are like final bosses, however they do not attack back. Some people say that the degree of difficulty of killing the stone/core depends on how many controllers your alliance has, however I can't be sure since I haven't kept track.

Spawning:

At beginning, everyone starts off in the main spawn area – for defenders, it's in a room by the core, for attackers, it's the dungeon lobby.

When you die and choose to respawn on your own, you will be taken to the nearest Cartesian-distance spawn spot that your guild or alliance controls. That means the nearest spawn point when you draw a straight line from your location to the other location. So, pick the location of your fights carefully, you want to minimize the amount of running you'll have to do if you die when you are on offensive.

If for any reason you are disconnected, or have to log off your character, you will be respawned in the room you started off with. If you are defender, you will start off from defender-primary-spawn, if you are attacker, you will go back to attacker-primary-spawn. This is important, as sometimes you want to be able to quickly go back to another place for reinforcement.

Experience points:

Although this is a mass pvp, with a few pve (vs guardians) component, you will not lose any experience in the siege, nor will you get wrath/immortality points. However, you could gain experience points for killing controller guardians.

Times:

Unfortunately, it's not up to the players to arrange a time for siege, it is up to the game. All times posted here are in Pacific Standard Time, which is the time zone for Rappelz Servers. Dungeon instance 1 are on Saturdays, and instance 2 are on Sundays.

Temple of Lost Souls: Saturday, 12 noon

Temple of Exile: Sunday, 12 noon

Dungeon of Arid Moonlight: 1pm

Dungeon of Lost Mines: 2pm

Dungeon of Crystal Valley: 3pm

Dungeon of Palmir Plateau: 4pm

Temple of Ancients: Saturday, 5pm

Minimizing Lag

Alright, so you've turned down all settings, shut off all other programs, made sure nobody else is on your network, you are ready to siege, right? **No.** There are some details in siege that are often ignored or overlooked.

Lesson one – let the enemy come to you. By moving, you are forcing the game to show more information, to process more information, which on many systems will lag you, and people around you. Let the enemy come to you.

Lesson two – small teams are more efficient than large clusters. A small team is capable of moving around with less lag because there are less things on the screen for them. As a result, they are capable of attacking enemy side-lines effectively, and cut off reinforcements with certain ambush strategies.

Lesson three – use AoEs together. Sometimes lags are inevitable, but they are made worse when somebody is using AoE (Area of Effect) attacks. As a group, if you must use AoEs, use them at the same time! This will offer your group quick recovery from lag, as well as panic enemies (more on psychological warfare later)

Lesson four – Turn off the numbers. While it may be fun to see how much damage you're dealing to an enemy, this will severely lag you when you cast an AoE, or someone mass heals, or someone uses a mass DoT.

Lesson five – Loot pets should be put away. They are extra graphics to render and don't make much sense in siege. Actually, by keeping your pet out and on auto loot puts you at a disadvantage (someone could drop a whole bunch of arrows in a room, so that your loot pet will be busy moving around, causing lag for you).

Lesson six – avoid being in the center of a room (unless it's a large room where the boss typically is). The center of the room requires your computer to generate more graphics, and at the same time makes you an easier target.

Ambush

Frequently, ambushes are not used even when they could and should be.

Lesson four – Use controller rooms for ambush. Other than the island dungeons, where controller guards are responsible for killing off entire parties, the regular dungeon controller guards really aren't that strong compared to people in the siege. So why bother protecting a controller room if that controller room isn't vital? It can be used for ambush. You hide a party in a side room of the controller (if the map allows), wait for the enemy to capture the controller with little conflict (have one or two people protecting it). Once they capture the controller and main forces start moving, attack the controller guardians and the people guarding the controller from the side. This should be a quick victory because typically the controller guards are spawn buffer/healers. The enemy's advanced forces now face a sandwich of your troops (your defending line, and the party that took the controller).

Lesson five – Using portals as ambushes. A tricky part of siege in Palmir Plateau dungeon is the portals. Frequently there are rooms with multiple portals. Controlling a portal room is very important because portal camping is a powerful technique. Remember ambush is an illusion; you want to lead your enemies with something small into something large and hidden.

- Camps are hard to break, but if it's a room with 3 portals, could be possible. First I set up my large forces on the entry-point, to prevent enemies from advancing without running into my ambush. Then I send a small force in – 3 or 4 people at most. Their speed is more important than anything else. They just have to go in, then 2 of them run to the opposite side of the room, drawing attention, the other two goes into the portals that would lead to the ambush. Typically, the portal that leads to the ambush is not the one they just came in from. The point of this is to lead their camp away from their original distribution. Once they are in the room, the ambush has to enter the enemy's ambush, by going into the enemy's camp, and NOT ATTACK. Instead, use only crowd control skills on nearby people, and then spread out around the walls of the room. Staying close to the wall and away from the cluster accomplishes two things: less lag for you, gets you to set up two or three parties in the room to attack any enemy who comes after you. Yes, they will attack you if you are in the room, and their exits are blocked.
- Setting up a camp and leading enemies into the camp can be difficult. What I do is have people who can do crowd control: stun, fear, petrify, seal, etc. nearby the gates, everyone else who have range attacks further out, and then the melee attackers are going to be the pullers. When enemies come into the gate, the first thing is to use up stuns, and then snares, petrifies, and lastly seals. This order is important, because remember we are trying to get the enemy into a crowd to maximize lag for them and minimize lag for us. Once they are in a crowd, it is easy to kill off most of them within a minute, thereby slowing down the enemy attacks.

Use ambushes with care though, while powerful tools, they are slow to deploy, and difficult to manoeuvre. Always be aware of your surroundings, before running through a dungeon, take a good

look, do a few practice runs, to see at what point are you expected to meet your enemy if both are taking the same route to get to the other side. After the point of contact, if you enter an important portal room or controller with ease, take time to test your surroundings for ambush. It's not uncommon to ambush the ambusher.

Intelligence

Frequently in siege I see people going solo, parties scattered all over the place, people not listening to orders and just going out to be "the hero". You can have many heroes, but none of them are invincible, and so one-by-one they can be taken out without a fight. In this section I explain the importance of good communication between players, and tactics on finding out information about the enemy.

Each party needs orders from central command – somebody who gives the orders for formations, attacks, ambushes, etc. However, a party is not useful if they are separated. Rappelz has the unfortunate bug of showing the HP bar of everyone in your party, as well as everyone in your guild that's in the siege. This leads to a lot of confusion. My suggestion is for everyone to pay attention to the little green dots. Your party should be clustered! Run as a group, if in a group of 8 and 2 is disconnected, go on. Otherwise, wait for having at least a good number of people before pressing on. It is also up to the strategist to take into account these mishaps. Anyways, the importance of staying with your party is so that central command knows where you are on the map, and able to coordinate two or more parties at the same time effectively.

While it is important to know where your own troops are, it is also important to know what the enemy's strengths and weaknesses are, where the enemy has set up ambushes and camps, and what their distribution of forces are. A few tactics I use:

- 1) Arrive early – be at the dungeon waiting ahead of time, so you can do a head count of all enemies showing up, as they show up.
- 2) Scouts – Send scouts: fully buffed sin/SH to run ahead of everyone else to test which direction the enemy is attacking from. This is also useful for advanced attacks to slow the enemy momentum, giving you time to set up defences.
- 3) The dead spy – somebody who has tears of gaia on runs into enemy camp and dies in the middle. This gives you an inside look at distribution of forces. When the enemy moves ahead, they will leave at least one or two people behind to keep an eye on the dead spy (because he can jump up with tears of gaia), this wastes enemy forces, although it does mean you have one less person to help with defence.
- 4) Insider – somebody you know inside the opponent's guild/alliance. They can provide valuable information like if a party has no healer, who is in what party, etc.

Formations

Before you start thinking of Roman columns and Greek Phalanxes, I will tell you right now, I do not use either, as neither is effective in a game where people run through each other easily. Many already use some variation of formations: tanks in front, mage and healers in back. A simple one, works effectively, but ultimately this formation is no different from a human-wave tactic (Superior numbers and power decides the outcome). I like to be a little smarter than that, I know very little in ways of combat in real life, but I've learned a couple of things from a lot of sieges in Rappelz.

My design for formations is based on achieving several goals: **Setting up ambush, making it difficult for enemy to run past, and to reduce movement on my side (to reduce lag).**

My favourite formation (defending controller 7 in PP) – Wall hugging and Line: In the vanguard, one or two parties hugging the both walls of the hallway. In the back, a cluster formation (wedge, line, you pick, as long as it covers a large area). This will a) reduce the effect of meteor shower b) allow them to use ranged attacks in slowing down enemies, but give them a chance to run through. This is an important concept – always give enemies the illusion of being able to charge in instead of fight. Roughly 1 minute after the first person has run through the vanguard, the vanguard becomes a line formation, 3 or 4 ranks deep to encourage fighting. Meanwhile, the charging enemies were wounded by the line are now facing another formation and are forced to fight it, because running through would be pretty much impossible. My estimation for the efficiency of this formation is that with equal levels, the defenders need only half as many people as attackers to successfully defend con7.

My favourite attacking formation – double line cluster: In the vanguard we have the weakest of the team – someone of low level, as a scout/meatshield. The reason for this is so that the enemy's defence will use their strongest attacks on the weakest, giving the attackers a slight upper hand. The reason for double line cluster is because most of the travelling is done in hallways for all dungeons, but a double line cluster can easily surround a room, which as mentioned earlier, is less laggy, and gives an upper hand in confusing enemy defences. This formation is better known as the pincer formation in real life.

Keep thinking up your own formations! There are many to use for special situations, just remember that wave after wave of brute force attacks are very ineffective.

Some guidelines for making formations:

- Keep in mind that people aren't always able to stay in formation
- Create ways for enemies to come to you
- Give the enemies illusion of weaknesses in your design
- Barricades don't exist in Rappelz, but you can slow down their ability to click, and use snare/stun/petrify skills to stop enemies
- Every formation does have its weakness

Wall Formations

In lieu of actual shield wall formations, there are some tactics that can be used to have a similar effect. As aforementioned, snares make excellent walls, any impediment to enemy advances are considered walls. For that reason, a powerful “wall” is a group of archers, druids, and bishops. The purpose of this wall is not to kill, but to slow down the enemies so that people behind the wall (ranged DDs) can maximize their damage before they have to run back further. Disadvantages of this formation is that druids and bishops are quite easily killed, and so the wall can be penetrated by a strong presence of spam-combo DDs

However, because people tend to run in single file, there is another less trivial technique. People familiar with pkbball may know the power of chained knock-back skills. In this case, the “wall” can actually be a group of shielded knights/soldiers, backed by shadow hunters, sins, and archers using ranged attacks. This “wall” works great in keeping people pushed back (pushes through portals too *hint*). The ultimate goal of the push-backed wall is to put the enemies in a clustered state for you to unleash AoEs at. The advantage of this formation is that it’s pretty solid – most enemies attacks will be first up against shields. The disadvantage is the number of people needed, and the timing requirements (CM has to start casting dark spiral as soon as the 3rd or 4th person gets knocked back).

Wedge Formations

The wedge formation is very popular in real life combat – by concentrating attack on one area of enemy defence, it’s more likely to break through. However, I must say that in a system of tunnels as in the case of Rappelz, defences never get too long to warrant wedge formation. Having said that, it’s not always a bad idea to have a double wedge formation for attacking the core or dungeon stone room. The idea of a double wedge is to have two wedges for attacking two ends of an enemy line defence (it’s almost always a line defence in the core or stone room). Because of timing, one wedge will reach the enemy line sooner, causing them to all shift to one side, giving the other wedge an advantage in taking a defensive position in the room until reinforcements arrive (further off in a corner of the room, less noticeable, also to make enemies move away from blocking the entrance).

Small-scale Siege

An inherent assumption of formations is that you have enough people to organize a formation. This is not always the case in small-scale sieges, of siege parties less than 20 people. Suppose you are in a siege at moonlight dungeon, max 16 people per side, you happen to only have 10.

Morale / Psychological warfare

Fidelity is always a problem for doing siege. A person who isn’t having fun in a siege will probably not attend the siege. A guild forever losing sieges will also have low morale, and not be too interested in next siege. A terrible defeat can also lower morale, and cut people’s interest in siege. A long siege that is looking more and more hopeless with each moment is especially a kick to morale. If the leader, or someone thought was invincible dies, boom, there goes morale.

Morale is so important, because it makes people want to follow orders, it gives them the energy to forget about lag and do their part in siege. Creating positive morale is pretty simple: lots of encouragements, lots of hurrahs, lots of laughing, keeping spirits high, and looking united. How do you lower enemy's morale? This bit is tricky.

Tactic 1 – panic them. People hate getting hit, getting chipped, getting their pet killed, or seeing a bunch of red letters floating across their screen. It panics them. A lot of guilds I know say they only bring r5+ people to sieges, or r4+ people... personally, I think that is silly, even an r1 can use an r7 luna chip on an r7, causing that r7 a moment of panic.

Tactic 2 – Ambush them a lot. By leading an enemy into an ambush over and over again, they will hesitate an attack, or if they do attack, do so with very little morale. Speaking of morale and ambushes, it is an even bigger kick to their morale if you let them achieve a milestone easily, then quickly destroy their recent victory (If you are on the defensive side, let them get into the last controller room, or the final room, then quickly destroy them and retake it easily).

Tactic 3 – Talk calmly with the fallen enemies, joke with them, have some laughs. Even if you are losing, tell them to step up the challenge a little bit. This unnerves them.

Tactic 4 – Battlecry something absurd: like BOOOOOOOOOOBS!!!! (MythicalHeroes battlecry), it makes them wonder.

A soldier in the battlefield has some motivation to fight: protecting his country, serving his general, earning money, and in the case of games: because you want to kill people. However, being a game, there are many **real-life distractions**: food, sex, and other media, that can take away the motivation to feel lag, get killed, and waste chips. Protect your own troops from these distractions by always giving them something to do – an important mission such as capturing a controller, defending a choke point, or reinforcing an advancing team. Demoralize your enemies by talking about these distractions in front of them. Remind them that they're hungry, or sleepy, or that their partner is waiting in bed, or that there's a great movie out right now. A little unconventional, but this method of psychological attack can disarm many people – especially those who are getting a lot of lag.

Fighters, and holy warriors have a skill called **provoke**, which draws a mob's attention to attacking the tank. Now while the skill does not work on people, real provoking does. A general who is insecure, or facing tremendous stress, are more likely to respond to provocation, and make a mistake. Provoking the people at the front of a choke point barricade can get them to come out and face challenge away from the group. Provoking the healer will cause the healer to strike instead of heal; provoking the mightiest warrior of the enemy will cause him to hunt you down, which in turn you can lead him away from his group.

A very powerful technique quite frequently overlooked is the tactic of **waiting**. Waiting makes the enemies restless, you know when to launch the attack, they don't know when you will attack, keeping them constantly on guard. Waiting can destroy a perfectly built formation.

Building Troops

Can't go into a siege without people to fight... so, how do you build an army? In this section we look at the process of training people to fight as a unit, gathering people to fight as a unit, creating alliances to increase shared manpower, and getting mercenaries.

With increasing amount of soloers – people with high level pets generally, there has been general decrease in **party cohesion**. As we all should know by now, poor party cohesion is quite hellish. I have some tips for creating party cohesion:

- 1) Get the party to DP together more. Encourage people who will be in a siege party together to be together for as much as possible.
- 2) At the beginning of siege, give each party simple tasks – running to a spot together, buffing each other, and killing controller guards together – then reward them with encouragement and compliments
- 3) Similar guild icons – make an alliance icon of some sort, and make every guild in the alliance use that icon. This creates a powerful feeling of unity. This would also help everyone pool together manpower, instead of having different parties each consisting only of their guild members.

Start gathering people for a siege from the moment you know somebody is going to be a siege.

Gathering people, making sure they will make it on time, and getting confirmation notices take time.

Many people may not want to come (time conflicts, family matters, upcoming exam, work, etc) so it will be up to the leader to **motivate** them to come. People are driven by a few simple things: Basic Needs (food, water, shelter, social interaction), Sexual needs, and feeling of importance. Since this is a game, the previous two cannot be offered, but people play games to feel important. Let the person you want to come know how important they are to the siege effort. Let them know how fun and meaningful it will be. Don't forget to reward them by letting them know how happy you are that they do decide to come.

If your guild is small, you may not be able to win sieges on your own. Even larger guilds, with over 150 people, may have merely 20 capable of going to a siege when they are called for. This is where forming an **alliance** is useful. Creating an alliance means going to the guild leader of the other guild and convincing him or her that you have a common goal, and by forming an alliance, can reach it. Typically this goal is to kick stronger opponents out of their dungeon.

When building a trustworthy army to siege, you may come across problems regarding motivation.

Usually, people are willing to siege – they want to have the exhilarating experience, however there are time zone differences, real life distractions, and there's the problem of getting people to work together. I've noticed something that happens repeatedly in siege: people are excited for siege, they come in, and they **want to be the hero**. They run out, not following orders, not staying coordinated. They quickly get lagged out and die, or get disconnected, or are unable to do anything for such a long time that they get frustrated and start to resent siege. Sound familiar? What happened is that there was high motivation to siege, but low motivation to siege as a group. Each person wants to be the hero so they can brag to their

friends about how many people they killed in the siege; however, what most people fail to see is that siege is a group effort. So, how do you get people to perform as a group? Unfortunately, I don't have the answer. I've tried countless things: motivational speeches, warning about being separated from group, and tried to have some organizational structure. Looking at real life industry, there are monetary motivation techniques that I haven't really tested in game to know if it works well or not:

- 1) Piece-wise pay: most prominent for factory jobs – workers get paid a certain amount for each item they produce/process. Unfortunately I can't see any use for piece-wise payment in siege; however that doesn't mean there isn't any use. Perhaps you can think of a way to use this strategy effectively.
- 2) Profit sharing: many guild leaders use this, sharing the tax money earned with their guild members who attended the siege. Personally, I split tax money evenly among the alliance guilds, and have each guild leader do what they want with their share.
- 3) Merit-based pay: in real life, this would be paying employees based on how many positive behaviours they have applied in the workplace. In siege, this could be compared to paying people based on how many missions they take on and succeed. Again, you can think of other ways to apply these motivational techniques
- 4) Skill-based pay: a form of payment that has a base pay, and then additional pay for each skill learned and applied in the workplace. In siege, this can be something like level-based pay, higher levels get paid more.

In general, I am somewhat opposed to monetary rewards. My reasoning is that in a siege, there can be many, often 50+ people attending, yet each week on average a dungeon makes roughly 50mil. So that means each person on average is going to get about 1million rupees. That is something like two hours of DPing, or half an hour of farming moonlight dungeon with a high level pet. Also, by the time people are high level enough to siege effectively, 1million rupees is not a substantial amount. Personally, I favour intrinsic rewards, which are rewards that make people feel good, but cannot be bought, and have to be earned (sincere compliment, sense of camaraderie, feeling of importance, bragging rights, etc.).

Sticky Situations

There's no doubt you will sometimes be under sticky situations, I have this section here as a first hand advice on how to minimize or make best use of the problematic state.

You're getting spawn killed in the core/lobby – I must say this one is the absolute worst. It means you are pretty much incapable of combat because as soon as you respawn, you will be killed again. However, depending on the classes you have around you, and number of attackers, you can have a decent chance of getting back up. Everybody should understand by now that the key to winning anything is teamwork and timing. You'll want to all get up at exactly the same time, so have a sort of counter.. 3... 2... 1. As soon as you're all up, the priest, the druid, the battle huna must all use their AOE heals. Priest : Mass heal, touch of goddess, then miracle. Druid: spirit of restoration. Battle Huna: Rain of Spirits. This

combo should give everyone around you roughly 4 – 5k of hp. CMs and warlocks have to cast their meteor shower and fear traps around the perimeter of the spawn area to keep attackers away while everyone is rebuffed. Yes, a lot of things can go wrong in this move, and you probably won't get it right the first time either, but it's always worth a shot.

You're getting spawn killed at a controller room – If there's no chance of rescue, then just relog. The thing is you've already lost the controller room, but if the enemy doesn't take the controller room (so that you'll spawn there later), then you want to relog to get back to where you started off. While this could be a pain in the ass for PP, for all other dungeons it's relatively easy to find your way back to the action.

Server goes boom – Unfortunately there's nothing you can do during the siege, however this complication can be reduced earlier on through smart planning. When a server goes down, only the parties that were created by members of the alliance lead guild will remain in the siege. So, that means all other parties are destroyed and people are out. A simple way to defend against this is to make sure that every party is led by someone in the guild of the lead. However, if this option does not apply, then you'll need some pretty good communication off game, and remember who's in your party, etc. What I normally do is stay in touch with everyone via msn if I suspect server instability (msn causes lag on my laptop).

You're lost in PP – What can I say, get a map... It's easy to get lost in PP because of all the crazy portals, so don't blame yourself. Best thing you can do is try to figure out where you are and how to get to your party as quickly as you can. If you're absolutely lost and have no clue how to get to your party, then relog and help defend your core/stone.

Real Life events – Understandably, people may have to leave during the siege. The truth is, you can't really do anything about it, except make sure they know to partition the time ahead of schedule and have backup plans for when people leave. Making sure that people know about a siege 2 days ahead of time is crucial to making sure you have a good turn-out.

Classes in Siege

Here I have just some of my thoughts on different classes in a siege. These are all my opinion and what I've seen work, they are not solid facts, and depending on who you talk to, they may have very different views. Keep in mind this is only my opinion, what I've seen.

Classification of jobs in Siege:

Crowd Control: Druid, Archer, Warlock, CM, Battle Kahuna, Bishop

Damage Dealers: Soldier, Warlock, CM, Champ, BS, Evoker, Archer, SH, SB, Assassin, Knight, Battle Kahuna

AoEs: CM, Warlock, Druid, Soldier, Battle Kahuna, Archer, SH

Healers: Priest, Bishop, SB, Druid, Battle Kahuna

Scouts: Assassin, SH, Evoker*

- 1) Archer – One of the least utilized classes in siege, Archers are powerful choke-point guardians. Their superior skill attacks and ensnaring abilities make them great for slowing down any melee attackers. In addition, Archers can detect invisible assassins; preventing people from sneaking past choke points.
- 2) Assassin – When used well, a powerful force for ambush and causing chaos within enemy's ranks. Assassins also have enough stuns to keep a caster from doing anything and often able to kill someone within their combo. Their ability to stay hidden indefinitely also makes them excellent for resurrecting dead party members.
- 3) Battle Kahuna – A well rounded attacker, can pull off extremely deadly combo when the need arises to kill an enemy mage. Their healing and AoE abilities make them very useful in large battles (their AoE Heal/Damage heals every person and pet in the alliance within range). Battle kahuna using Recklessness of Earth makes them quite capable of breaking portal camps and running through blockades.
- 4) Battle Summoner – A multi-capable class in siege, able to use range attacks with fire arrow and other magic spells until the enemy is within melee range. Their auras are very useful in siege, it's always a good idea to have a battle summoner in a party of mostly pet classes.
- 5) Bishop – Powerful DD, decent disabler, it's very difficult to kill a bishop in siege, as they are often heavily protected and fully buffed, and capable of healing themselves more than most hits can hurt them for. Being extremely powerful with attack spells, bishops make great DD against soldiers and knights
- 6) Champion – Straight out berserker DD. Essence of invincibility makes them a primary forward attacker, also has many ranged/bow skills at their disposal for badly hurting an enemy before finishing them off with a combo. Ideal for targeting opponent casters such as druids, cm, warlock, bishop
- 7) Chaos Magician – Meteor Shower, Dark Spiral, Fireblast, all powerful spells on the arena, and in siege. Chaos Magicians also have at their disposal a variety of area stuns, slows, and fears. A must-have for advancing parties to break enemy defences.
- 8) Druid – often overlooked in siege for their lack of DDing abilities, however druids have an extraordinary number of ways to disable an opponent: Mass petrify, mass ensnare, move speed debuff, petrification, yak-transformation, seal, and mass silence. In addition, they also have a wide-area heal that works similar to the battle kahuna's. Druid AoE abilities are less powerful admittedly, but they are strong in offering indirect damage (Buffing allies with reflection skills, using support of gust on a powerful DDer)
- 9) Evoker – Similar to champ, they have the ability to be very powerful DDs, furthermore though, they are capable of transforming into their pet. With this comes the advantage of being less targeted, and thus

excellent in vanguard. After all, how many of us are going to try to click on the scurrying little evo 1 sala? Whether solo or in a group, Evokers are deadly when using their combos, Evokers are well suited versus other melee attackers. In addition, evokers are fairly well suited versus magical attacks, being a pet class they have higher m def than warriors.

*In above, evokers were listed under scouts. While they are capable of scouting due to their speed and less targeting, and natural difficulty to kill, they are better suited to fight with a group.

- 10) Knight – if anyone is going to get the award for taking hits, it will have to be the knight. Knights are blessed with extra HP, their handy shield, an array of debuff spams, and seemingly endless HP. Knights are good for pretty much all occasions, however they are most useful in breaking camps by being a distraction. Knights also work well in the vanguard
- 11) Shadow Hunter – a true squishy-defender, meaning they defend squishies. Shadow Hunters have a number of knock-back skills that keeps the nasty assassin away from healers. Shadow Hunters also have a variety of skills aimed to killing opponents slowly but surely. Did I mention shadow hunters have the best accuracy? Yep, a level 115 shadow hunter has a greater chance at hitting a level 150 than a level 130 knight. The speed at which a shadow hunter moves also makes them excellent scouts. It's too bad there isn't too many shadow hunters in the game. Shadow Hunters are excellent for mid- guard or hind-guard in static formations.
- 12) Soldier – knights get the award for taking hits, soldiers get the award for dealing hits. Soldiers can dish out enough damage to bring a fully buffed assassin from full to half within the first spam wave. Imagine that kind of damage on a squishy! In addition, soldiers command the ability to catch up to enemies with little effort, and demolishing them within seconds. In a siege, I like having soldiers go after pet classes. Soldiers are a must in offensives.
- 13) Soul Breeder – a healer, a DD, and a class whose BP never ever runs out of mana. Soul Breeders, like Battle Summoners, can use ranged as well as melee combat. However I think the strength of a soul breeder lies in his or her pets. SBs are great for cluster formation and cluster defence. Because of the extraordinary amount of HP their pets have, SBs are also one of the few classes that can survive a Dark Spiral combo relatively unscathed. In siege, SBs are better off using Energy Beat for damage than melee
- 14) Warlock – the underdog of sieges, Warlock skills are often overlooked because their corpse skills do not work in siege. Warlocks still have at their disposal their traps, their mass nightmare, mass stun, and their ability to dish out more damage with spams over a longer period of time. Warlocks are excellent against all classes. Typically in a siege, I would put warlock in an ambushing party, or defence party.

Pets in Siege

This section is on its own because the pet people use is typically what they would use in a DP, and therefore difficult to manage. People severely underestimate the power of pets in siege. A player-pet fit pretty much tells you what that person's job should be. Therefore it is difficult to specifically say what pet a player should have in siege. However, I have divided pets into a few groups, and from the groups it follows what suits what job.

Physical DD: Cerebrus, Koala, Hawkman, Harpy, Salamander, Orc, Yeti, Skeleton, Pantera, Tortus, Poultry, Genie, Wolf, Octopus

Magic DD: White Dragon, Red Pixie, Angel, Salamander, Naga

Healer: Blue Pixie, Angel, Octopus*

Debuffer: Siren, Naga

Accuracy Buffer: Siren, Cerebrus

Defense Buffer: White Dragon, Angel, Hawkman, Yeti, Orc, Tortus

Personally, I haven't used all pets in siege, but of the ones I have used, I have some perhaps valuable advice.

In my experience, people truly underestimate the power of Blue Pixies in siege. Here's a demonstration of what a BP can do: A heal combo that will keep a squishy alive even with a soldier combo or a dark spiral, a resurrection skill that works on anyone in the alliance not just people in your party (also, recovers 60% hp, mp – much better than any other res skill), an MP regen unity, so that you can keep using skills. Pretty useful in my mind, actually a simple test showed that mp healing is superior to having a yeti pdef unity for surviving soldier combos (chips, buffs and pots included).

Unlike the blue pixie, I find sirens are overused in sieges. While they are great in one-vs-one combat, they are horribly ineffective for certain classes. Sirens are excellent at giving someone with low accuracy to hit someone higher level, sirens are also great at making someone lower level than you hit you less. However, those are targeted attacks, only affects one person, and barely matters actually. Think about this: every 8 seconds, sirens can debuff the accuracy of someone else, effect lasts 10 seconds. Excellent, somebody can always have -30% accuracy (evo3 siren). Here's the catch, if they're higher levelled than you, this hardly matters, but if they are lower levelled, this matters quite a bit. Catch 2, it affects only one person. Since when does an r7 go into siege without at least 3 or 4 people trying to kill him at the same time? On one hand, one person has been slightly disabled, but on the other hand, you're still being attacked by many others. However, the siren unity is without doubt the most valuable in siege. Invest some money in siren potions for sieges, I highly advise it.

Hawkman is like the trendiest pet these days, and everyone loves to show off their hawkman in siege. Here's the catch: hawkman is close range melee, and so it takes time for a hawkman to chase its target. While devastating when they finally reach their target, hawkman is notorious for their low accuracy, so what often happens is quite a bit of missing. A DD pet that miss against people 10 levels higher than it is a gimped pet in siege. Of course, if your hawkman is r7, or you have a battle summoner in your party, this doesn't apply. Hawkman does have the teleport-stun, which is helpful when it hits. Great for when you spot a CM/bishop/Druid among enemy ranks.

Coming from much experience with having trouble hitting my opponents because of level differences, I've come to value accuracy, and ability to kill quickly. Different people have different opinions on what is important and what isn't; base your strategy on your opponents' beliefs. For example, facing a highly-confident opponent who values ability to last long and high damage is most prone to small attacks that distracts them from their main goal (such as taking one of their important controllers). An opponent who focuses on speed and strength probably has a great number of high-speed killers, but they will be most easily thwarted by a tactic that focuses on snares and crowd controls. An opponent who values strength in numbers is easily disoriented from lack of coordination, and prone to psychological attacks. Fighting someone with slow and steady techniques may be bested with a swift attack style. Every class can be adapted to fighting with each style; it is up to the players and their leader to shape their style.

Philosophy of Combat

We fight for many reasons: resource, respect, honour, fun. Depending on which reason for entering combat, we may want to uphold a different strategy.

Resource – This is the biggest reason for sieging for many people. They want to hold a “lak mine” for its monetary value. Therefore to siege to protect resource, it would make sense to want to minimize conflict, target short siege tactics (more economical), and use the safest method (avoid risking loss).

Respect – Whether intentional or accidental, people earn respect through siege. In these fights, the party would want a more or less fair fight, and winning is up to the side that can utilize their available forces the best. It is therefore wise to play fair and avoid tactics that would put opponents at a far disadvantage (like completely overpowering them with high levels and sheer size)

Honour - There are such things as honour fights, where a guild or alliance seeks to uphold its reputation or to earn a reputation. By entering the siege there is a risk already. However, to honour fights are trickier than purely earning respect. In order to gain honour, it is more likely that the guild with something to lose is the larger one and the guild with something to gain is the smaller one. The guild fighting to gain honour has to utilize every trick they have to overcome a challenge. Similarly, the larger guild would have to take the less risky route because their reputation is on the line.

Fun – Well, we're playing a game, so fighting may as well be fun! People enjoy the excitement of mass PvP, especially since exp is not at risk. As a result, the guild fighting for fun may want to prolong the siege. Why end it so early, right? Beware, the side not having fun could end up with some very bad impressions of you.

So there you have it, just because there are tactics presented in this guide doesn't mean you should necessarily employ them all at every siege. Siege to the best of your ability, and remember to think of the other side as well!

Final Remarks

It's understandable that you will never use any of these because they require quite a bit of clear thinking and effort to carry out. You probably have used many of these tactics already, if so, I hope they are working as well for as they have for me. These guidelines are only guidelines, they are not telling you what to do, or specific formations/strategies that work 100% of the time. Actually, I would be happy to come up with a strategy that works more than 60% of the time. Several pages have been left blank for you to take notes.

Always try to have fun in siege, it is about fun after all. Often times, just going out and slaughtering everyone and getting killed is fun, but if you are looking for a challenge, or have to defend against something seemingly impossible, what you've learned in this guide may help.

Good luck, and have fun with siege!

~Ildirrey

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