

## Medium-sized WoE guide

In this *mini*-guide, I would like to briefly explain roles of characters (and their players) during medium-sized WoE. By saying medium sized, I mean WoE, where participating guilds have around 20 characters. Compare that to small-sized (~8 characters, sort of PVP) or large-sized (usually 36 characters). I came up with this terminology right now. It's not widespread or anything.

This does not attempt to be a comprehensive guide, because that would require much more work. Instead, it should give one a brief overview of how to play WoE on (not only) GW:RO.

Also, please note, that I sadly don't use stable skill name dialect and I have no problem mixing iRO and original skill names.

### Preparation

There are things that have to be considered by *leader* and by each *player*, before participating WoEs. First, we will take a look on leader's responsibilities.

#### Leader

Leader does not mean Guild Master. Leader is the guy (or group of guys), who organizes the guild, which consist of few jobs.

**1. Finding out who will attend.** While quite boring, stressful and hardly appreciated, it is required to know who will attend, what can or cannot the attendee play. There are o lot of tools available on-line, that can help the guild to get organized. One of those widely used by many guilds are *Google Sheets*.

**2. Creating a roster** for a given number of players. Once you know how many people will attend, you can create a *roster*, which is list of classes (possibly organized into parties). See below for information about classes and their combinations into a roster as an example.

**3. Assigning players to characters.** Once you know who will attend and what classes would you like to have, it is time for creating a mapping from players to classes. For that, you might want to know how dependable players are (for example to not assign player with low chance of actually attending to DLP Professor) and what (and how well) can they play.

#### Players

Please note, that the leader is also a player, so this section also covers their needs.

**1. Being able to communicate with leader.** Any means of communication is sufficient. It is mainly used for telling the leader whether or not you will attend. Writing that into Google Sheets might actually be more useful than message being lost in the Discord spam.

**2. Preparing your character.** Once you get to know what will you play, it is your duty to have such class prepared. This consist of many things to handle – skill build, stat build, equipment, AHK script, auto-pot options, battle mode, `@restock` settings – and maybe also something else. See below for more details about how to properly build your character.

**3. Learning how to play.** While this requires experience from the actual WoE, it can be helped a bit beforehand. For example by getting used to your battle mode and your AHK.

## Guild responsibilities

Once you are prepared and WoE begins, the guild enters the castle. Because any single character is weak, the guild moves as one, without people rushing forward or falling behind. Once enemy guild is encountered, GvG begins. GvG usually happens at long range. Most skills have 9 cells range, so there are at most 9 cells between players in the front. It is vital to position characters in such way, that they form an organized structure – *The first line* and *The stack*. The first line consists of characters, that stand in the front (thus the name) and they have means of surviving incoming damage and inflicting damage to, or de-supporting the enemy guild. The *stack* is the rest of the guild, that don't stand in the first line and they provide a support for first liners and rest of the guild.

It is good to have compressed first line and compressed stack, so that no one stands out and no one can be easily targeted and sniped. First line expands one to two cells ahead of the stack. Their primary goal is to soak incoming damage by making themselves targets of characters in first line of the enemy guild. Once again, character that stands out can be easily focused by many players of enemy guild and burned down. Characters in first line usually have higher survivability then the rest of the stack mainly because each of them have assigned devotion paladin. First liners should cooperate and focus on single player of enemy guild at the time. Name of such enemy player should be said repeatedly on Discord/TS.

That basically is the main principle of ranged GvG and most of the fights look like that. There might be some diversities (e.g. enemy guild trying to *rush* to your stack) that have to be handled a bit differently, but main principle still stays the same.

## Class responsibilities

This section will list all classes used on WoE with a brief description of how to play them, where to stand and what to be cautious about. It supposes that you have basic knowledge about in-game mechanics and skills. I will also add a number next to each character, that says how hard I think the character is. It is hard to compress such information into one number, so do not take it that seriously. 1 is the easiest, while 5 is the hardest. Also, please note, that I haven't had a chance to play every of those characters so some description might be a bit vague.

### First-liners

(4) **DD Creator** is the **Damage Dealer**. While in combat, they use **Acid Demonstration** to inflict damage to players with high VIT stat. They stand in the first line and are on devotion. Once out of combat, it is their duty to buff-up everyone with **Full Chemical Protection**. Their main priority target is enemy's dispel professor, another high vitality character in the first line or even character that for some reason stands out, especially devotion paladins. Use **Berserk Potion** and **Box of Gloom** once you are dispelled to keep your damage high.

(4) **Dispel Professor** 's job is to keep dispelling enemy's first liners. Mainly creators – to temporarily decrease their damage and survivability – or target being focused by other players (gypsy, dispel prof). They also might want to use **Heavens Drive** to reveal players hiding outside the LP or use **Spider Web** to catch players outside

the guild, in order to help DPSers to burn them down. Remember that the Spider Web is canceled by the first incoming fire damage and this damage is doubled. They stand in the first line to provide body shield for other first-liners.

(2) **Stalker** 's best advantage is immunity to dispel (while soul linked), which makes him the perfect first liner. They inflict damage via magic skill copied via **Plagiarism** – usually **Dragon Fire Formation** or **North Wind**, but some others can also be used in certain circumstances. Keep **Preserve** up and be aware, that Soul Link does not last forever.

(3) **Tarot Gypsy** is the last character usually seen in first line. They spam **Tarot Card of Fate** on players in first line. This skill can counter enemy's stalker, because one of the cards can dispel the otherwise non-dispelable stalker. But there are other useful cards that might proc. Coma card or 6666 card is one of those. Other role of the gypsy is to force enemy players having stun-proof, since **Scream** can stun enemy and party players (for that reason, gypsy is usually without a party). Gypsies have other useful skill – **Slow Grace**, which temporarily decreases ASPD (and thus damage) and movement speed of affected players. Because slow grace has melee range, the gypsy has to rush towards enemy stack to place such debuff on them and because of being in enemy's stack, the gypsy usually dies afterwards. But it can change the outcome of GvG.

## The stack

(1) **DLP Professor** is the core of the stack. Their main and only responsibility is to stand in the middle, unseen and spam **Land Protector** below the guild. That is mainly because of enemy's high wizard (to nullify their high damage and to prevent them to use **Quagmire** on your guild). Once there is no wizard in enemy guild, you should turn the LP off (i.e. by casting **Volcano** instead) and have acolyte classes set up **Pneumas** instead.

(4) **DD High Wizard** 's job is to have ground control. That means to cast spells (mainly **Lord of Vermilion**) around the guild to prevent rushes (of cloaked champions, random SinXes or gypsies) into your guild - this can be also done by GBT High wizard (see below). Once the ground control is set (or once you are sure that there is a little chance of those rushes), you try to do damage by stacking **Meteor Storm** under enemy's stack (in the worst case under the first liners) and then using few **Ganbanteins** (only in absence of GBT High Wizard) to temporarily remove LP under them. LP will be reapplied immediately, but some meteors (due to the stacking) might hit the players and inflict some damage. If you see a hole in enemy's LP, it is wise to place **Quagmire** there.

(2) **Devotion Paladin** is there to serve as a health pool for some first liners and characters in stack vulnerable to **Falcon Assaults**. You stand in the back and keep spamming **Devotion** on your assigned targets in the first line. One paladin's health can usually handle two to three characters, but the paladin itself is not usually fast enough to keep up **Devotion** on all of them, so it is wise to carry two characters that are being dispelled (Dispел Professor, Creator) and one extra, that is not (HW, Stalker).

(5) **Champion** serves as *stack cleaner*. Their job is to kill anything that wanders in, or tries to rush towards your stack. They also provide support in form of **Blessing** and optionally **Agi Up** for players, that are being dispelled in the first line. **Blessing** has much higher priority (because +10DEX can even double the throughput!) and characters prone to dispel should not count with permanent **Agi Up**. They can also use **Pneumas** to close

temporary holes in LP, or to save someone who accidentally walked outside the stack (towards the enemy). Note that it is very important to intercept some characters before they reach your stack (especially gypsy).

**(3) High priest** has the same job as Champion. To provide support for players being dispelled in the first line. They also use **Sanctuary** or even **Heal** to heal damaged castle structures (barricades, guardian stones, or emperium – only **Sanctuary** works on emperium). Since their reductions can be very high, they also can stand in the first line and use **Lex Aeterna** on player being targeted by other first liners to increase damage by a bit.

**(1) Clown** is the core of the support for the guild. Their job is to keep everyone buffed with **Poem of Bragi** (cast time & delay song), **Assassin Cross of Sunset** (ASPD song), **Apple of Idun** (HP song) and optionally even **Service For You** (SP dance) if they are soul linked. Songs can be dispelled, so quickly cycling through them is vital for guild's performance and survival. This can be easily achieved by alternating skills and weapon switch, which cancels the song without any delay.

**(2) FA Sniper** has an advantage over other DPS characters, and that is the range of their DPS spell – **Falcon Assault** – which is, for some reason, bonused via **Vulture's Eye** and thus its range is the whole screen. The damage of FA is not that high, but it is spamable and when combined with other DPS and well aimed **Dispel**, it can be deadly. They should also use **Detect** to reveal someone hiding in the first line (they are hiding to minimize the incoming damage while usually having low HP, so it is important to reveal them before they are restored by SPP).

**(1) SPP Creator** has the ability to keep the guild alive through **Slim Potion Pitcher**. The job of SPP Creator is to spam this skill on their guild, which increases the survivability of Devotion paladin and of people in the first line. The range of SPP is the same as of clown's songs. Your goal is to support your devotion paladins and first line at the same time and you have to be able to do that. If you notice, that you can't cover the whole guild via SPP, that means your guild is too spread and has to be compressed. Tell that on Discord/TS immediately.

**(2) Soul Linker** is usually underestimated class. They are able to buff HWs, Stalkers and other linkers with **Soul Link**, which is a vital buff for those characters. If the linker is soul linked (they can't cast that on themselves), he is able to buff other players with **Kaupe** or **Kaite**, which decreases overall damage received by those characters. **Kaite** can even kill enemy stalkers when placed on multiple players.

**(2) GBT High Wizard** , where GBT stands for **Ganbantein**. If your guild wants to maximize the damage of their DD High Wizard, it is wise to bring GBT HW as well, since DD HW can focus only on stacking MS and rely on GBT HW to use **Ganbantein**, **LoV** and **Quagmire** instead of them.

That was a really brief description of jobs of each character participating in WoE. As you've probably noticed, not all Ragnarok characters are listed here. That is because not all characters are suitable for WoE, or their usage is highly complicated for beginners.

## Building your character

This section won't list any concrete builds, it is meant for tips on how to actually build a character.

First of all, get yourself a proper simulator/calculator. One really good and up to date is IROWiki Skill Simulator (for skills) and ROCalc (for everything else). Most of the classes have straightforward skill builds, based on their job during WoE. Stat build and proper equipment is harder to get perfect on first attempt. Here is sort of approach that I use and that gives quality results:

1. Think about your job during GvG and what do you need to survive (what type of damage you will be receiving) and perform (i.e. what stats do you need).
2. Think about skills first. Some give passive bonuses, or active buffs that should be considered.
3. Turn on buffs in the calculator – **Poem of Bragi**, **Assassin Cross of Sunset**, **Blessing**, your passive skills, etc. You should not always count with **Increase AGI** if you are first liner (see *Champion's* and *High Priest's* job above).
4. Think about how to achieve stun-proof and what is better way to obtaining it (equipment vs. VIT stat).
5. Think about how to survive based on your position – you need reductions if you are first liner.
6. Consider alternatives. Sacrificing survivability and getting only little DPS boost might not always be the best thing to do.

This should give you brief overview on how to build your character. Once it's done, test it. Use your other characters to test damage, delay, SP consumption. This can catch some flaws in your build (for example weight limit). Don't forget to set up restock and prepare AHK spam scripts if required.

During WoE, focus on doing your job, but after WoE ends, take your time and recall what issues you've encountered with your character and think of ways of minimizing impacts. Use WoE stats and compare yourself with other players from other guilds. Check Kills, Deaths, DamageTaken/Death ratio, Skill Count, Skill Distribution ratio. This should give you quite detailed information about your performance. If you are unsure about your conclusion, feel free to ask other players. It is extra work after WoE, but definitely worth it.

If you still feel confused about certain mechanics, feel free to contact me. I am even willing to help you make a build for certain character or share some of my builds.

## GvG Strategies

In this last section, I will present two examples of rosters for fewer or more players with strategies used. Both rosters suppose fighting against a guild with similar number of players in similar roster.

### 8v8

First Party	No Party
Dispell Prof	Tarot Gypsy
Creator	
HW	
Clown	
DLP Prof	
Paladin	
Champion	

With 8 people, the roster is highly limited. 6 characters are mandatory – Prof, Creator, HW, Clown, Cham- pion, Paladin – so there are only two slots left. One is taken by Tarot Gypsy, which is there for two reasons –

one is to help the Creator with DPS, the second is to force the enemy to maintain stun-proof. Last free slot in the roster is given to second professor, to again provide more support to DD crea, who is the only real DPS character there. They could be replaced by second DD Creator instead, but your single professor, who have to take care of both DLP and dispels will have a time. The goal with this roster is to kill enemy's professor. Once they are dead, enemy's DLP prof will usually becomes first liner, but he has hard time of doing so, because they have to deal with your HW, who keeps using Ganbantein to deal damage with previously stacked MS, or to place Quagmire there. If you manage to kill their second prof, it's usually game over. They will switch to Pneumas to protect themselves (Devotion, Champion and Clown) agains DD Crea, but your HW's damage is high, the hit lock is strong and enemy's HW will probably die really quickly, thanks to your dispels. That is a disadvantage of GvG in that small numbers. First death usually determines the winner. The advantage is, that skill and experience of players matters more than it does in larger GvG.

## 15v15

First Party	Second Party	No Party
Dispell Prof	Dispell Prof	Tarot Gypsy
DD Creator	DD Creator	
HW	Stalker	
Clown	Sniper	
DLP Prof	SPP Creator	
Paladin	Paladin	
Champion	High Priest	

Once there are more players available, the roster is not that strict anymore and there is a place for creativity. You could add additional DD creator, Dispell Prof or HW or even bring Soul Linkers to play, while sacrificing Sniper, Stalker or one Dispell prof and vice versa. The core is still there, and is actually there twice (with exception of Clown and HW and Champion is replaced with HP). Strategy is a bit complicated there. Defenders always have better positioning, because they don't have to move. Your job is to slowly get at 9 cell range, by sticking out Stalker and two Dispell Profs and slowly move with DD Creators towards them. The point of GvG is still the same. Use DD creators to bring down Dispell profs. Snipers/Stalkers/Tarot Gypsies will help you with that. Once Dispell Profs are down, DD creators can stick out more and target Paladins, Clown, Champion easily, which is game over.

## More guilds

When there are more than two guilds in the castle, some things change. Once two guilds engage each other, third guild can interfere. There is a notion called *sandwich*, which is a situation, where a guild becomes trapped between two other guilds and both of sandiwicing guilds attack sandwiched guild. The guild being sadwiched have no means of defending themselves, because first liners cannot be present at both sides at the same time. Because of that, many guilds do not support sandwiching and they will wait few screens behind for GvG to end and then engage the winner. This might not apply to defending guilds, that have an advantage of being able to return faster, so cooperating, in order to push defending guild outside of *perfect* defending spot, is perfectly valid.