



Tarnished Coast

[Comprehensive Borderlands]

[WvWvW Guide]

By Theongreyjoy

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Introduction

This guide will attempt to cover everything that is necessary for individual tarnished coast players to truly enjoy and make the most of our WvWvW environment. WvWvW at the very core of it is a game of knowledge and information, whether that be via communication, reading enemy movements, voip or otherwise. The purpose of creating this guide is to empower that core mechanic of WvWvW; to provide our entire player base with in-depth knowledge regarding WvWvW.

This guide consists of knowledge collected, researched, composed from various respected individuals in our community, experienced commanders from Tarnished Coast and other respected WvWvW servers (such as Blackgate, Stormbuff Isle and Vizunahs). A lot of hard work and time has gone into creating this document, do take it seriously and spread it wisely.

The guide will be divided into the following four sections which should in theory allow the progression of knowledge to be fairly moderate; as one progresses deeper into the guide the tactics and strategies will be of a more advanced level.

The four sections are:-

1. General

2. Commander

3. Borderlands

4. Advanced Strategies

GENERAL



Supply Camps

1.1 Supply

Supply is the lifeblood of WvWvW. It is required to upgrade towers and keeps, it is required to repair damaged walls and gates, it is required to build and complete siege machinery. This makes it the most valuable commodity in WvWvW. This supply originates from supply camps that exist in all the maps, every thirty seconds 10 supply is regenerated at these camps. These supply camps then send the supply to towers and keeps in the form of frustratingly slow moving yet loveable Dolyaks. Each regular Dolyak delivers 35/70 supply to its respective towers and keeps and an upgraded Dolyak delivers 70/140 supply. The map at the end of this section will showcase the supply routes of each supply camp.

Upgrading Supply Camps

Supply camps can be upgraded with little silver; the only requirement is the amount of supply present in the camp before the upgrade is purchased. For e.g. the two initial upgrades require that the camp is at full supply of 100/100 supply. If the camp is at 80/100 supply these upgrades will be greyed out. Each tier 1 upgrade that is successfully completed also adds an additional 25 supply to the total supply capacity of the camp whereas each tier 2 upgrades adds 50 supply i.e. when a camp is fully upgraded (all four upgrades) it can hold 250/250 supply.

The four upgrades that exist in supply camps are:-

:- Increased Supply Deliveries **[Requirement 100/100 Supply]** - Makes Dolyaks deliver 140 supply instead of 70 supply to towers and keeps.

:- Hire Caravan Guard **[Requirement 100/100 Supply]** - Spawns a Veteran Scout and a Veteran Guard that escort the Dolyak from the supply camp to its destination(s). They despawn if the Yak is killed.

:- Hire Additional Guards **[Requirement 150/150 Supply]** - Spawns painful Veteran Zealots and Cabalists to protect the camp.

:- Increase Guard Level [Requirement 150/150 Supply] - Increases the Guard Level from 80 to 82.

The typical upgrade order for camps is :-

Increased Supply Delivery > Hire Caravan Guard. > Hire Additional Guards > Increase Guard Level

However, this is very circumstantial. This is the order to follow if the camps can be protected until they are fully upgraded, i.e. there is Siege placed, sentries posted to spot enemy movements or our main zerg is near enough to respond to defend it quickly.

TIP In enemy borderlands when disrupting their supply a great thing to do if you have silver to spare is to hire the additional guards. Since you do not own any towers or keeps on the map the yaks will stay put on the supply camp which means when a small group of enemies say two to three come to take the camp they have to deal with two extra veteran scouts and veteran guards who have spawned with the Yaks.

Capturing Supply Camps

When you turn a supply camp to your server's color the guild claiming has a four minute invulnerability buff on it. This buff allows him to practically take no damage and hit twice as hard. The main way to kill an invulnerable guild claiming is to stack conditions and vulnerability on him. Vulnerability stacks is the most efficient way to kill him as this allows for non-conditioned based classes to still do damage on him. Either way it is NOT RECOMMENDED to try to take a camp when the buff timer is there with a small party.

TIP If you are attempting to solo a supply camp I recommend taking out the Veteran Scouts first then the Guard and lastly the Supervisor, this is because scouts have cripple and blinds that they apply regularly which limits your movement and damage output on top of that they are ranged and difficult to kite as opposed to the Guard and Supervisor. I typically kill one scout, run out lose agro, run back in and kill everything.

What to look out for when trying to capture camps:-

1. Constantly keep checking the map to see which camps are flipping when, make a mental note on the 15 min. clock to get an idea of when the invulnerability buff will wear out.
2. Play the clock; scores are calculated at the end of every 15 min cycle therefore it is important to capture a cap or two that will stay your servers color until the cycle ends.

3. Prioritize Camp; Prioritize those camps that are potentially supplying to towers and keeps that need upgrading.

4. Use misdirection; Do not go for the camp closest to spawn, bypass it and cap camps further north then port back and cap the close one under the 15 minute timer.

TIP If the timer just started my recommendation is to bypass both the SE/SW and NE/NW camps and go straight for the north camp. Capture that then go back and cap a NE/NW camp and port back and get a SE/SW camp. When the fifteen minute timer ends you should have two camps that are red. Another thing to do is to flip sentries and contest towers to confuse the enemy. For e.g. You capture a NE camp, typically enemies expect you to go for the northernmost camp but the most effective thing to do here, is send one person to go flip the sentry next to the NE tower while the rest goes across the water to get the NW camp.

Protecting the Dolyaks

This is an important meta-game aspect of running supply. You can use haste/swiftness to speed up the Dolyaks, click on the Dolyak to notice when his swiftness is about to run out and apply your swiftness. Secondaly, any group stealth ability can also stealth the Yak from potential invaders. When you are standing next to a Yak, its destination will be shown on the main map in the form of a 'circular lemon slicey symbol'. Make sure you are escorting the Yak with more priority for e.g. Escort the Yak from Faithleap to Bay when Bay needs a couple more supply to get upgraded walls instead of the Yak from Faithleap to Garrison when Garrison is already fully upgraded.

A flipped sentry (enemy sentry) can not kill a Yak on its own, it usually brings the Yak down to 40% health. However, if you are under leveled teaming up with a sentry to take out a Yak is quite easy. Taking out enemy Yaks and flipping sentries adds minimum 5 points to the total score. The closer you are to the Yak's destination the more points it supposedly gives.

Defending a camp

In order to defend a camp that is upgrading or upgraded it is a good idea to place some arrow carts or ballista in smart positions. Defending a camp is as important as protecting the Dolyaks. If they kill all the NPCs they still can't capture the camp if at least ONE person is in the capture zone. Therefore it is recommended for camps right next to spawn for e.g. Godsword in Home Borderland, Redwater in Hills Borderland, Greenvale in Bay Borderland to keep respawning and running back to the camp, eventually it is possible to grind them down and overwhelm them.

TIP If the Guild Supervisor is downed, it is a good idea to attempt to revive him instead of killing the enemy, if the supervisor is revived in time then the capture meter will stop and the enemies will have to kill the supervisor again. If you are a thief, you should try shadow refuging a couple of teammates to the guild supervisor to revive. If you are a mesmer utilizing a timewarp to revive makes it really quick. Note* If you are stealthed the camp cap meter will continue to progress therefore there still needs to be a few visible teammates kiting the enemies.

Map of Supply Routes





Tower Upgrade Order

1.2 Tower Upgrade Orders

Upgrading a tower depends on two variables, some upgrades require existing supply for e.g. second worker, others require potential supply cost for e.g. a 1000 supply or 1500 supply. The personal upgrades require existing supply whereas the structural upgrades require potential supply. You can purchase one structural and one personal upgrade to run simultaneously. Each upgrade also adds to the max supply capacity in the tower by 50.

The upgrades are as follows

Structural

Reinforced Walls - [Requires 200 potential supply]

Reinforced Gates - [Requires 400 potential supply]

Fortified Walls - [Requires 800 potential Supply]

Pot of Oil - [Requires 100 potential Supply]

Cannon - [Requires 200 potential Supply]

Mortars - [Requires 400 potential Supply]

Personal

Second Worker - [Requires 100 existing Supply]

Additional Guards- [Requires 200 existing Supply]

Guard Level - [Requires 400 existing Supply]

Hire Outfitter - [Requires 75 existing Supply]

Hire Siegemaster - [Requires 150 existing Supply]

Hire Patrol -[Requires 300 existing Supply]

What to look out for before ordering an upgrade?

These are things which will help you judge when to initiate the upgrade, these things can be crucial between keeping an objective and losing it. Often people lose towers because someone unknowingly started an upgrade and depleted the supply which could have been used to build counter siege to repel the enemy zerg.

1. Buffer objective :- Is there an objective that the enemy zerg will likely hit before they make a move for this tower. If there is a buffer objective it is recommended to start upgrading towers. An example of a buffer objective is that if you intend to upgrade one of the north towers, see if we still hold the southern keep on the respective side of the map (east or west), if we do then its likely the enemy will go for that first before making a move on your tower.

2. Defensive Siege :- Note if there is enough defensive siege in the tower, if the gate and the walls that can be hit by various tactics are protected by well placed defensive arrow carts, catapults etc.. then it means you can probably repel enemies as long as the siege is manned and therefore the upgrade can be finished. If there is zero defensive siege in the tower it is recommended to run supply from the camps to first place defensive siege before starting an upgrade because if the enemy is to attack that tower you might need the supply in the tower to protect it.

3. Supply Camps :- Take a note of how many supply camps are supplying to the tower and are the routes protected. If more than one supply camp is supplying to the tower (South Towers) then it is a good idea to upgrade it as the supply will be consistently replenished provided the Dolyaks are protected. If only one camp is providing supply to the tower (North Towers) then make sure the camp is at least upgraded.

4. Supply Camp Upgrade Status :- Make sure that all the supply camps that are sending Dolyaks to your target tower have at least the increased supply upgrade on them, this will allow for the upgrade to complete faster.

5. Current Supply in Tower :- If the supply in the tower currently is zero, it means a few things, either you recently got the tower or that some enemies are cutting of the Dolyak supply to the tower, it is imperative to first secure the supply lines before issuing an upgrade. The opportunity cost of personal upgrades vs. structural upgrades is a no brainer; it should always be structural priority. Here you need to really think about how much supply is existing and coming to the tower. The second worker is the most essential personal upgrade and it should only be ordered once reinforced walls are at least complete and the tower has a minimum of 200 supply. If a structural upgrade is almost complete its not a good idea to start second worker as well as it might halt the structural upgrade from finishing.

The typical upgrade order for towers is:-

Reinforced Walls > Reinforced Gates + Second Worker > Pot of Oil > Cannon > Mortar > Fortification

Once again this is circumstantial, circumstantial in the sense one had to judge how safe the tower is before issuing upgrades. This is because when under heavy attack the same supply existing in the tower should be used to build siege or repair damaged gates and walls therefore it is opportunity cost of upgrades vs. other objectives.

The most important upgrade in my opinion is the mortar. The mortar is the best weapon to take out enemy siege such as catapults and trebuchets. Which is why sometimes it makes sense to switch the upgrade status around depending on where the mortar spawns in the tower. In some towers the mortar spawns in a spot that is easy to take out using AOE therefore in these towers Mortar is not of as high priority as other towers. Typically the SE and NW tower have poorly located mortar sites where as the SW and NE tower have mortar sites that can't be taken out by AOE. Therefore for the SE and NW tower the upgrade order mentioned above is the best way to go. In the case of the SW and NE towers this upgrade order is recommended to get the mortar up earlier.

Reinforced Walls > Second Worker + Pot of Oil > Cannon > Mortar > Reinforced Gates > Fortification

The pot of oil and cannons act as 'extra health' for the gate as the enemies are required to take those out before they can siege the gate. Whereas the mortar can take out anything that could potentially hit the walls or gate from range (catapults and trebuchets). The pot of oil and cannons also act as a buffer against getting towers ninjaded as unless the enemy is smart and slow they will pop orange swords trying to take these out, giving us a warning ahead of time to go defend that tower.

TIP If a tower is upgraded to mortar status and the enemy has successfully taken out the mortar and are hitting it from long range, it is better to timewarp rebuild the mortar build site rather than put a trebuchet up (80 supply vs. 100 supply). Mortars also do more damage to siege than trebuchets do.

TIP Mesmer timewarps are very effective in tower defense more so than in field combat, you can timewarp build siege quickly such as mortars, trebuchets, arrow carts or timewarp repair gates and walls quicker than they can damage it. Learn to ask people to gather supply to repair a gate/wall before you time warp it, its a wasted timewarp if only one person utilizes it.



Keep Upgrade Order

1.2 Keep Upgrade Orders

Keeps are the bread and butter of WvWvW in terms of points. Not only are they difficult to take but they also require a lot of knowledge in terms of defending as unlike towers there aren't just one set of cannons and mortars there are multiple cannon and mortar sites both on the outer and inner walls. The keep upgrade order varies depending on each keep as each keep has its own unique scenarios of attacking. Similar to towers the keep upgrades are divided into two categories Structural (potential supply) and Personal (existing supply).

The keep upgrades require a lot more supply to be completed and this is simply because it is effecting a lot more walls, gates, cannons, mortars, workers etc. However, at the same time most Keeps get supply from at least two supply camps if not more.

The upgrades are as follows

Structural

Reinforced Walls - [Requires 500 potential supply]

Reinforced Gates - [Requires 1000 potential supply]

Fortified Walls - [Requires 2000 potential Supply]

Cannon - [Requires 400 potential Supply]

Mortars - [Requires 800 potential Supply]

Waypoint - [Requires 1600 potential Supply]

Personal

Second Worker - [Requires 300 existing Supply]

Additional Guards- [Requires 6200 existing Supply]

Guard Level - [Requires 1200 existing Supply]

Hire Outfitter - [Requires 300 existing Supply]

Hire Siegemaster - [Requires 600 existing Supply]

Hire Patrol -[Requires 900 existing Supply]

What to look out for before ordering an upgrade?

These are things which will help you judge when to initiate the upgrade, these things can be crucial between keeping an objective and losing it. Often people lose keeps because someone unknowingly started an upgrade and depleted the supply which could have been used to build counter siege to repel the enemy zerg.

1. Buffer objective :- Is there an objective that the enemy zerg will likely hit before they make a move for this keep. If there is a buffer objective it is recommended to start upgrading keeps. An example of a buffer objective is that if you intend to upgrade the garrison, see if we still hold the southern keeps on the respective side of the map (east or west), if we do then it is likely the enemy will go for that first before making a move on your keep. Do note that since Keeps are such a prized asset that more often than not a buffer objective for Keeps will typically be another Keep as enemies do tend to bypass towards in order to go for a Keep often.

2. Defensive Siege & Most Viable Offense :- Note if there is enough defensive siege in the Keep, if the gate and the walls that can be hit by various tactics are protected by well placed defensive arrow carts, catapults etc.. then it means you can probably repel enemies as long as the siege is manned and therefore the upgrade can be finished. Now it is ridiculous to expect all outer and inner gates and walls to be sieged up in an unupgraded Keep. Therefore it is important to prioritize siege placement based on viable offense. For e.g. if you hold all three keeps in the borderlands the most viable offense for the enemy is to approach via the water gate therefore thats the one that needs siege on it. Typically its best to siege all the inner gates of the Keep and then the one Outer gate that you calculate they are most likely to hit.

3. Supply Camps :- Take a note of how many supply camps are supplying to the keep and are the routes protected. Most keeps take supply from two camps at least with the exception of the Garrison that gets supply from three camps. In the case of keeps it is fine as long as one upgraded supply camp is sending Dolyaks to it to start the upgrade.

4. Supply Camp Upgrade Status :- Make sure that all the supply camps that are sending Dolyaks to your target keep have at least the increased supply upgrade on them, this will allow for the upgrade to complete faster.

5. Current Supply in Keep :- This is the most important statistic when deciding whether to upgrade the keep. Keep supply is replenished much quicker than tower supply but at the same time it also costs a lot more supply to complete the upgrades. However because of the increased supply capacity it allows for the placement and completion of a lot of defensive siege. Basically the rule of thumb is that you do not want to Q a personal upgrade that directly eats up supply (even second worker) without leaving at least 100-150 supply in the keep to setup a counter trebuchet or rebuild a mortar site.

The other rule of thumb to go by is that the final structural upgrades that cost 2000 and 1600 supply respectively should only be Q-ed if second worker is already available and at least a quarter of the supply is in the keep (500 and 400 supply).

There is no typical upgrade order for Keeps due to the versatility and adaptability required to defend such a structure. However, there are highly recommended upgrade orders determined out of experience. Each Keep has a slightly different build order and I will explain it below.

Westernmost Keep (Bay Keep)

The recommended upgrade order for the Bay Keep is:-

Reinforced Walls > Second Worker + Reinforced Gates > Cannon > Mortar > Fortification > Waypoint

This is the only keep where fortification is a priority over waypoint. The reason for this is that Bay Keep is mostly assaulted using long range Trebuchets. These Trebuchets are placed in Greenvale, Greenbriar and Garrison. The Trebuchet and Counter-Trebuchet meta game is essential to defending and attacking Bay Keep, which is why fortification if achieved nullifies them considerably.

Easternmost Keep (Hills Keep)

The recommended upgrade order for the Hills Keep is :-

Reinforced Walls > Second Worker + Cannon > Reinforced Gates > Mortar > Waypoint > Fortification

The reason for getting cannons before gates in this keep is because it has several well placed cannons. For e.g. the cannon at inner center can hit the north outer gate and destroy any rams that might be placed there. This means that there is no need to siege up north outer to counter rams (catapults) instead you can just fully focus on sieging up the inner gates. Similarly on the south outer gate there is a cannon extremely high up that is only in range of certain classes AOE making it difficult to take out without a ballista. These well placed cannons allow for good defense of outer gates and are quicker in completion than Reinforced Gates. The waypoint is the most essential upgrade in Keeps and it is superior to Fortification in most cases (exception Bay Keep). Having a quick travel point in the map does wonders for strategies and tactics.

Center Keep (Garrison)

The recommended upgrade order for the Garrison is :-

Reinforced Walls > Second Worker + Cannon > Mortar > Reinforced Gates > Waypoint > Fortification

The reason for getting cannons before gates in this keep is similar to the one mentioned above, the cannons are well placed and require less supply than reinforced gates. In this instance specifically the solitary cannon at inner water gate is able to destroy any siege (Golems, Catapults, Flame Rams) that the enemy might try to use on the outer water gate. There is another reason why mortars (800 supply) are preferred to reinforced gates as well (1000 supply), this is because the inner water gate does not upgrade. It stays a tier one gate (wooden) and therefore is the prime viable offensive route for the enemy. However, if Mortars are up it can be used to defend against enemies at outer water gate extremely easy as well at inner water gate. The extra 200 supply can be used to siege up the lords room with two to three catapults to hit any siege attempting to damage the inner water gate.

TIP Mortar placed on the south eastern wall of Garrison (which is difficult to AOE) can be turned 180degrees and tapped to directly hit the outer water gate. This concept that I have titled 'opposite mortaring' is extremely effective in all keeps. Just turn the mortar around on the gate opposite of the one getting sieged and use it effectively to destroy their siege.

TIP The Hills Keep is the most difficult keep to take, even more so than Garrison and Bay Keep. There is a reason for this and that is that there is no exposed water gate in Hills Keep, it only has two gates one in the south and one in the north. Secondly, people who might consider Garrison to be easier to defend than Hills must recognize that the inner water gate is never upgraded. The only plausible positives of garrison being easier to defend is a) Its closer to the citadel spawnpoint and b) It gains supply from three supply camps instead of two. However a Hills Keep with a waypoint and some supply in it is much harder to take therefore if we have an upgraded hills it should be prioritized above Bay Keep and in my opinion sometimes even more so than Garrison.



Siege Blueprints

1.3 Siege Blueprints

Blueprints can be purchased from merchants across the battlefield like Siegemasters and other NPCs, found as rewards for completing jumping puzzles in the Mists or as drops from otherplayers, guards and dolyaks.

Blueprint	Coin	Badges	Supplies required
Alpha Siege Golem	1	100	100
Arrow cart	6	6	30
Ballista	10	10	30
Catapult	12	12	50
Flame Ram	6	6	40
Trebuchet	24	24	100

While Soulbound, Blueprints may currently be given to other players by placing the bundle in your hands while in a Borderland (double-click the desired Blueprint) and dropping the bundle (e.g. by using the weapon swap key). This will create an object on the ground that can be picked up by anyone as the originally used Blueprint. Just make sure there are no enemies nearby!

Superior Siege weapons

Not everyone knows (outside of the wvw crowd) but you can upgrade siege blueprints in the mystic forge to create superior siege blueprints. Superior siege equipment has the same stats as the regular, except that they have higher power and require a bit more supply to build. I think that as time goes by, superior siege is going to become more the norm, especially when it comes to flame rams and catapults as they can take down gates/walls faster and when you are raiding a keep or a tower speed is of the essence. The siege master's guides used in the recipes can be purchased off of Miyani by the mystic forge at the rate of 1 skill point per guide.

The recipes for superior siege are as follows:

Superior Flame Ram

5 Mithril Ore

5 Elder Wood Logs

2 Flame Ram Blueprints

1 Seige Master's Guide

The recipes for superior ballistas, catapults, and arrow carts are the same -- just sub in the appropriate blueprints.

Superior Trebuchet

10 Mithril Ore

10 Elder Wood Logs

2 Trebuchet Blueprints

1 Siege Master's Guide

Omega Siege Golem

10 Mithril Ore

10 Elder Wood Logs

5 Alpha Siege Golem Blueprints

3 Siege Master's Guides

(Note: The Omega Golem, aside from hitting for more damage, has the added bonuses of faster movement speed and ranged attacks.)

Superior Arrow Cart
30 > 40 Supply (+33% Supply)
635 > 952 Damage (+50% Damage)

Superior Ballista
30 > 40 Supply (+33% Supply)
5,080 > 7,620 Damage (+50% Damage)

Superior Flame Ram
40 > 50 Supply (+25% Supply)
8,019 > 12,027 Gate Damage (+50% Damage)

Superior Catapult
50 > 60 Supply (+20% Supply)
7,710 > 11,564 Wall Damage (+50% Damage)

Superior Trebuchet
100 > 120 Supply (+20% Supply)
9,715 > 14,571 Wall Damage (+50% Damage)

Guild Siege Equipment

A "guild" version of the catapult and the Alpha Siege Golem exists. These have to be produced by the guild, using influence. Unlike normal siege weapons, they are not activated via blueprints, but directly from the guild upgrade tab. The main advantage is a lower supply requirement of the resulting build site.



NPC's and Quaggan Nodes

1.4 NPCs and Quaggan Nodes

a) Water Combat – Water combat is your friend. Most people ignore this aspect of PvP and as a result it is more of an even playing field. You will survive more against an opponent and can run a lot more.

b) Battle Axes in the water – In the battle land near the southern half of the map, you may see three different battle axes in the water and one on the island. If it is grey or not your worlds color, go for it!

c) Grey Battle Axes – If it is grey, then you have some work to do. Go towards it. It will show your server's affinity. If it is starting to be filled up, then that means another player is working on it as well. There are three ways to help them.

c.1) Pearls – On the ocean floor there are pearls. If you use the reveal tool (defaulted to control), you will see yellow highlighted pearls. Collect as many as you can and have at least 15 on you at all times. Go to one of the villagers that is near the giant pearl at the bottom of the ocean and in the middle of the orange circle on your mini map. Give them 15 pearls and you have succeeded. Note: he will still ask you for more pearls. Do not waste them, it does nothing else after you have succeeded the event.

c.2) Pearl Locations – In the south and north portion of the water area are the most heavily concentrated, but they are also in the west and east. Explore and you will find them. I like to collect them for fun at times and get a good stockpile.

c.3) Killing Krait – Killing krait in the area can also raise the bar. You need to kill 15, just like the pearls. If you want to do this quick, find that roving squad of krait, they go in packs and hit them. Be prepared because you get new roaming krait every 10-15 seconds if you stay in that area. This is difficult to do on your first time, so just try to hit the ones on the edges.

c.4) Rezzing Villagers – Rezzing 8 villagers fills the bar. Fastest way to do it. The only way they will be dead however, is if a player killed them or a krait did. If you have a friend, if you raise the same one, you actually both get credit and will fill that bar up twice as fast!!!

c.5) Death and Pearls – Even during a downed state, you can still give pearls to a quaggan. This has saved my bacon a couple of times because a player was attacking me and all of a sudden I finished filling the bar by contributing pearls. Also have done this when a zerg hit me just to get a parting shot at them. It at least meant that my repair costs were covered and a little extra in the kitty.

c.6) Quaggans to the rescue – Finishing a grey battle axe will turn it your color and will release a veteran shaman and a few general quaggans. Very helpful if you are being attacked by another player and want to get him off your back.

c.7) WvWvW Benifit, Destroys siege – The Quaggans go to the nearest keep and summons a storm. That storm actually hurts the siege in that keep. Plus it prevents players from using that waypoint for a bit. This is where you are helpful to the war effort!

c.8) Rewards – Just shy of 2 silver and a handful of XP and Karma

d) Your Color Battle Axes – Move along, it has already been done.

e) Opponent's Color Battle Axes – If it is near one of your color's keep, you need to stop that shaman! Your World will thank you! Very easy, run up and start attacking the "Power Node." It is the giant pearl. If you hit from right above it, you do not have to worry about enemies. There are quaggans that may attack you, but they are very easy.

Temple of Storms

a) Center Island – In the middle of the water is an island. It will only every be grey. It resets every 5-10 minutes.

b) Solo Beware – It can be hard for players to solo, but it is entirely possible. Expect a LOT of krait there, and a couple of veterans. Great place to farm some armored scales. You do get a couple of quaggans that will rush the island to help.

c) Occupying the Island – Occupy the island by removing all of the Krait. They may spawn a couple of times while you are there so it may take a few minutes.

d) WvWvW Benifit, Camp assistance – The three camps in the south (looks like camps) will be given some aid in a couple of minutes. About 8 Quaggans will be sent there to backup the camps (if it is your color) or attack it (if it is not). They will not be enough to take a camp, but can help if timed right. They take a minute to get there. Do not worry if they die on the way there, they will spawn up to the eight eventually when they get there. Can be helpful keeping a camp, however.

e) Reset – This will reset on its own every 10 minutes (approximately), so you can farm this one.

TIP Everytime you are in the water zone of the borderlands going towards an objective whether it be to join up with the commander icon or to solo capture a supply camp you should swim near the lakebed and hold ctrl (unless previously binded) and grab pearls. These pearls exist in your inventory even after you log out this way you will always have plentiful supply of pearls to flip quaggan weather nodes.



Guild Claiming

1.5 Guild Claiming and Upgrades

This is an aspect of WvWvW that Tarnished Coast is exceptionally weak at. The reason for this is not enough decent to large sized WvWvW guilds. If you will notice when we are fighting Blackgate or Sanctum of Rall nearly all their Keeps and even some key towers have a lot of buffs running. This is something we as a server need to drastically improve. After capturing any objective (camps, towers, keeps) a guild representative that has the ability to claim enabled can claim that objective. This puts the guild emblem on the flags over the objective and then allows him/her to start the guild buffs.

The buffs last for 12 hours and are required to be bought using guild karma that your guild has accumulated via all your members representing the guild and capping objectives. Once these buffs are active they affect all friendly members in or around that objective (tower, keep, supply). One guild can claim one objective per borderland and all the active buffs apply to all their claimed structures.

The WvWvW Guild Buffs are as follows:-

WvWvW Fort +10% Experience - [Requirement 200 Karma] [Lasts 12 hours]

WvWvW Fort +10% Health - [Requirement 200 Karma] [Lasts 12 hours]

WvWvW Fort +10% Healing - [Requirement 200 Karma] [Lasts 12 hours]

WvWvW Fort + 5% Swiftess - [Requirement 500 Karma] [Lasts 12 hours]

WvWvW Fort + 5 Supply - [Requirement 200 Karma] [Lasts 12 hours]

WvWvW Fort + 40 Power - [Requirement 200 Karma] [Lasts 12 hours]

WvWvW Fort + 40 Precision - [Requirement 200 Karma] [Lasts 12 hours]

WvWvW Fort + 40 Vitality - [Requirement 200 Karma] [Lasts 12 hours]

WvWvW Fort + 40 Toughness - [Requirement 200 Karma] [Lasts 12 hours]

When all these buffs are active it can help defend objectives and repel a superior number of enemies. Do not claim a keep/tower if your guild does not have buffs bought that can be applied or if you do not have buffs in que.

How to prioritize guild claiming?

People think that the prioritization of guild claiming is a straight forward affair i.e. Keeps then Towers then Camps, this is incorrect as it is completely situational. Why claim and use up all your buffs on an unupgraded Garrison when you can apply it to one of the NE and NW towers that are fully upgraded? There are many things to look out for when choosing what structure to claim and buff.

1. 1-5 points regarding upgrading: All the points regarding upgrading such as supply route security, number of upgraded supply camps, existing supply, existing defensive siege etc are all a factor in determining what to claim and activate buffs in.

2. Understanding Enemy Preferences: What I mean by this is using experience of facing the same server multiple times to determine which targets they like to hit in which order and therefore creating a foundation at a key structure on their road of targets and stopping their progress there. If for example a particular structure likes to take a Northern Tower and then setting up Trebuchets for a move on garrison then it is better to claim and upgrade these towers instead of the Garrison itself; this halts their progress

3. Claim Supply Camps in other Borderlands: If you have the +5 supply buff activated it is essential that your guild goes and claims a nearby supply camp in another borderland so that the buff applies there as well. For e.g. If you have a waypoint in Hills in TCBL and its claimed go cap Greenwater in BGBL and activate it as well. This will allow you to waypoint grab 15 supplies from Greenwater when Hills is running low on supply.

Why +5 supply is the best buff in the game?

As I mentioned above the lifeblood of WvWvW is supply, everything requires it. The +5 Supply buff allows for people to carry 15 supply instead of 10. This is an insane advantage. This means that now a group of two people can setup a balista or an arrow cart to take out enemy siege (30 supply) instead of requiring three, that third person is now freed up to put his supply on something else. This creates a domino effect of efficiency that is extremely advantageous. This buff if applied on the go offensively can allow for a group of 10 to take a fully fortified keep instead of requiring a group of 20 as now the same 10 people are able to build the required siege (catapults, flame rams, trebuchets, superior siege etc) to break down the gates and walls. Its a numbers game and no one ability in the game improves the numbers game to our favor other than the +5 Supply.

TIP An advanced tactic known as balista flanking is a very effective way to clear enemy siege that is out of range of our defensive siege, such as catapults and trebuchets. With the +5 supply, two people can grab 15 supply each and then waypoint to spawn flank around the enemy and quickly setup a balista which can then take out their catapults and trebuchets with ease. Using timewarp to setup a balista (mesmer) or shadow refuge (thief) is insanely effective as well. This form of siege destruction is much more effective than portal bombs and requires less people and less resources.

TIP If your guild just lost a claimed keep or tower to an enemy server it does not mean your lost all your buffs. Your buffs are still actively running until they expire therefore you can move along to the next structure and claim that. If it is already claimed ask in map chat to which guild it belongs and ask them to reset their claim by claiming a supply camp or otherwise so you can apply the already activated buffs.

TIP Once you have 10 or 15 supply it stays with you until you use it, this can be after you relogin the next day or even after reset. Yes, supply stays with you post rest. A very good thing to do is ask your guild or an allied guild to claim something and activate the buff before reset so everyone can be ready with 15 supply as soon as reset hits which allows for more efficient offense and defense.



Contesting and Swords

1.6 Contesting and Swords

This is a foreign concept for more inexperienced and even experienced WvWvW-ers; so many times I have noticed commanders attempt to take an objective with full blown orange swords and obviously failing.

There are two types of swords that pop up when something is attacked:

White Swords : These can occur due to various mechanics in the game therefore they are considered 'low threat' by enemies. White Swords i.e. Contested appears when

- a) Quaggan Weather Node hits a keep
- b) Quaggans / Skritt / Centaurs attack a camp
- c) Four or less people attack a gate/cannon/pot of oil or guards in front of gate
- d) Bugged NPC guards spawning (Hills Keep)

Orange Swords: These only occur when more than four people attack a supply camp npc, guards in front of gate, cannon/oil/gate of tower or keep. Typically a zerg will drop orange swords unless managed very well.

Why should one try to avoid orange swords most of the time?

It is really simple, it has to do with enemy response time. If an enemy only spots white swords at hills, they will send one or two people to go check it out, sometimes they will not send anyone and just jump to assumptions "Oh It must be the Quaggan weather node" or "Its probably the bugged guard." This allows for seamless execution of set offense before the enemy is even onto your plans. Think of white swords like the story about the boy who cried wolf, the first time the white sword pops a defender goes then and finds out its just a bugged guard, 2nd time its quaggan, eventually they are just going to assume and not go check. This time you are actually executing your plan.

There are times when orange swords are viable, this is as a misdirection i.e. to cause the enemy to look elsewhere an example of this is to start a breakout event which pops orange swords at a tower while an efficient large group of people go and hit a keep without dropping orange swords. The enemy is more likely to try to check out and stop the breakout event before they go check out the keep (unless its on the way).

Why should someone contest waypoints?

When a waypoint is contested an enemy can't use that fast travel location for a total of three minutes. This means that they have to run a longer distance to reach their defensive target. This 'Repel the enemy attacker' timer is created to give defensive rewards (karma, gold, experience). This is a very efficient way to cut off enemy reinforcements for example if you have breached outer gate of the hills keep and are moving towards inner you just need to send one player to go attack the gate of a waypointed garrison, now enemies will have to run all the way from citadel or bay to defend hills.

What is the repel timer?

The repel timer is a timer of three minutes that pops up when a tower or keep is attacked. As mentioned above when this is contested there is no way for people to fast travel here, however when the timer winds down to zero there are a few seconds when the keep becomes uncontested allowing people to spam the waypoint and make it into the keep instead of having to run through hordes of enemies.

TIP When defending a waypointed keep it is always good to constantly update map chat with the repel timer and inform people when it is nearing zero so they can waypoint in and help man additional defensive siege or increase our defensive numbers to make a push on their zerg.

TIP If you want to suicide rush their siege i.e. catapults or trebuchets then it is a good idea to do it when the repel timer is at 45 or 30 seconds because after you die you can instantly respawn back at the keep.



Following Commander

1.7 Rules when following commander

These are the set of rules that you as a PUG should follow to make the commanders job easier and less stressful:-

Number 1 Rule: Always Bring Supply

Number 2 Rule: Always Bring Supply

Number 3 Rule: Always Bring Supply

#4 Pay close attention to /say and /team

#5 React immediately to commander's gathers

#6 Do not chase the shineys (enemies) too far from the commander

#7 Try to stay as close to commander as possible (even during combat)

#8 Relay any information that you think the commander might have missed in /say (camp just flipped or orange swords at position X)

#9 Ask sensible questions such as "Are we going to Ram gate or Cata the SE wall?"

#10 Link your superior blueprints in /say if you want to help the commander

#11 Respond when he asks for an Elementalist Check, Mesmer Check, Ram Check, Cata Check

#12 Constantly REVIVE downed teammates (not dead) but downed ones.

#13 Repeat the commanders messages in /say to help him out if people are not listening.



Class Tactics

1.8 Class Tactics

There are a few classes in the game that have abilities that tactically assist in WvWvW. All classes bring something to the table in terms of WvWvW but some classes bring aspects that have become part of the meta game of WvWvW. These classes are specifically:- Elementalist, Mesmer and Guardian



ELEMENTALIST

Swirling Winds - Having focus equipped and casting the number four skill which is swirling winds allows elementalists to destroy enemy catapults and trebuchets that are hitting our walls/gates and siege.



MESMER

Portals - Portal bombing has become an extremely effective tactic in WvWvW.

Timewarp - Timewarp ultimate is really great for a lot of tactical aspects, things such as timewarp building siege, repairing and speeding up golems.



GUARDIAN

Sanctuary - Sanctuary can be used to block trebuchets as well and they are extremely effective in countering portal bombs.



Golden List of Do's and Don'ts

1.8 Golden List of Do's and Don'ts

General:

DO:

- Report any enemy movement and their rough numbers to team chat.
- Report own movement if moving in an organized party or squad.
- Call for reinforcement where required.
- Respond to reinforcement calls if at all possible. This is something that we are VERY weak on and need to improve.
- Have supply at all times if at all possible.
- Have at least one siege blueprint, more suggested.
- Fall back to a defensive position when outnumbered or outflanked.
- Push through AoE walls and attack on the other side. Dodgeroll as required.
- Revive downed but not defeated allies when engaging the enemy.
- Stall enemy captures by getting into the circle. Any one allied person stops capture progress entirely. Do this to stall for tick, or stall for reinforcements to arrive.
- When running in a group, stick together until the fight fully breaks out. It keeps everyone safe from getting straggler-sniped, as well as presents a formidable wall of red text for our enemy to worry about.
- Take any arguments to whisper. Teamchat arguments both clutter the screen and weaken the morale of the people reading it. It's okay to disagree, it's not okay to be public about it.

DO NOT:

- Take supply from a keep or tower unless...
 - It is under heavy concerted attack and siege or repair needs to happen now.
 - It is fully upgraded and supply is within 100 of max (1,600+ of 1,700 in the case of a keep)
- Clutter team chat with random talk
- Insult other people who you disagree with
- Get wiped out attacking an objective
- Claim a location for your guild when you do not intend to stay and defend that location.
- Get stalled at a chokepoint. Any numbers advantage disappears if they can just AoE everyone at once.
- Revive defeated players when engaging the enemy. Takes way too long and removes

too many people from the fight. Also makes the reviver a sitting duck.

- Call an objective lost, ever, for any reason. We'll all know when it's gone for good when it changes color. Stating it any time before then in chat typically causes people to quit trying to stop it.

- Attack a force that is clearly superior. If they've got an arrow cart and 5 people defending a supply camp and it's just you, don't attack. Report what you see, fall back to somewhere safe, and wait for reinforcements.

Assault

Dolyaks:

DO:

- Always attempt to deny the enemy dolyaks. No dolyaks making it to their structures means no upgrades.

- Use 1-3 people to snipe a dolyak.

- Never be afraid to suicide to kill the dolyak. What your repair bill costs is nothing compared to the upgrade that just got stalled.

- Force the enemy to station full groups as escort just to keep you from killing them.

DO NOT:

- Let dolyaks supply run unimpeded. This is especially true on enemy borderlands where the northern routes out of North Supply are extremely long.

- Worry about numbers defending if you can wipe out the dolyak fast enough. Again, the cost to the enemy is far higher than the cost to you.

Supply Camp:

DO:

- Consider building siege equipment like ballistas and arrow carts to counter enemy defenders.

- Attempt to take with groups of 5 or less.

- Attempt to take when less than 5 minutes are remaining before score tick.

- Pick up all available supply if we do not intend to hold onto it.

- Spam vulnerability and conditions against supervisors who have the Righteous Indignation buff. Vulnerability lowers the effectiveness of RI, and conditions are only wiped every second. With enough spam of both it's possible to take down a supervisor in only slightly less time than if they didn't have the buff on.

DO NOT:

- Attack a supply camp with less than 20 people if the Righteous Indignation buff is up on the supervisor.

- Have 20 people or more attacking a supply camp unless a tower or keep assault is

about to occur.

- Take all available supply when someone intends to upgrade it. Upgrades require supply to be there already, and typically max supply at that.

Tower:

DO:

- Have siege equipment and supply. Rams are good on lightly or undefended towers. Catapults are better for a heavily defended one. Ballistas and arrow carts may be necessary for defending the catapults.

- Wipe out all enemy siege equipment that can counter you. Oil drops before rams are placed, cannons drop before people commit to the gate.

- Prioritize enemy players over any NPCs or structures (not including enemy siege in use). If all the defenders are dead, taking a tower is easy.

- Reassess the situation if defense is tougher than expected.

DO NOT:

- Melee the door. Don't range-attack it for that matter if there are defenders you can be keeping off the walls. The amount of damage done is pathetic and hitting a door tunnel visions you against any flanking enemy forces.

- Stick around when clearly outnumbered. Abandon the assault and regroup somewhere else to figure out what to do.

- Ignore attackable siege. If they have a treb up on the outer wall, hit that first. If their arrow carts and ballistas are poorly positioned, wipe them out.

- Be a sitting duck target for enemy siege. If ballistas are present, continually move around to make them hitting you much harder. If arrow carts are around, try to avoid their range.

Keep: NOTE: All tower assault Do's and Don'ts also apply

DO:

- Prevent the enemy from getting a superior position. If there is high ground, take it. If there is a kill-room of defensive siege, put up offensive siege to remove it.

- Consider using a trebuchet to breach the walls and defending the trebuchet instead of attacking the gate head-on.

- Be ready for the long haul. A defended keep takes a while to capture, and if time is of the essence, wailing at it is a waste.

- Take advantage of hard-to-reach gates and walls. Why attack the NE Gate of West Keep when you could attack the NW one? It's much harder to defend.

- Try to exploit any holes in the enemy defense. If they are too strong at gate defense, build a trebuchet and shoot from range. If they are occupied somewhere else, zerg up some siege golems and speed-cap.

- Build siege on the outer wall once breached to support an inner wall assault. At worst, the enemy's own reinforcements are cut off by the built siege. At best, it's critical to taking the inner wall. Repeat for inner to lord's room if necessary.

- Be ready for warning signals that it's time to leave to defend an already-owned objective.

DO NOT:

- Keep on attacking a keep that is getting more and more defensive forces. Any repel or wipe will immediately cause an organized counter-push into the nearest thing we own. Fall back to a defensive position and wipe out any who decide to chase before that happens.

- Expect a keep to be easy. Even the speed-caps required a lot of coordination to be possible, and the enemy was thoroughly occupied elsewhere.

- Leave a keep to go to the next objective after capturing. Any taken keep needs to be immediately defended against an attempted counter-push from whoever you took it from. Remember that it's for the long haul that a keep is taken.

- Focus on the keep at exception to anything already held. A fully-focused assault on a keep can cause half the map to be lost and the taken keep not held.

Defense:

Dolyaks:

DO:

- Realize the importance of dolyaks successfully making it to our towers and keeps. Upgrades don't happen without them.

- Know the routes that our dolyaks take.

- Be paying attention to whether a dolyak icon suddenly disappears from the map.

- Act as impromptu caravan guard if the enemy is attempting to snipe them.

- Remove any enemy snipers from the north of the map.

- Keep attacking enemies from actually reaching the dolyak. CC as required to keep them away.

DO NOT:

- Ignore our dolyaks. Ever.

- Complain about no supply in a keep or tower without making sure the dolyaks are making it.

- Think that because there is no escort reward that the job isn't important.

Supply Camps:

DO:

- Build siege equipment to defend the location. With ballistas and arrow carts (and

sometimes even a catapult), 5 can hold off 15 without breaking a sweat.

- Have a dedicated defensive force of at least 5 if we intend to hold onto the supply camp.

- Be looking in all directions for approaching enemies and engaging them before they can rush the siege.

- Upgrade the supply camp as able, prioritizing Increase Supply Deliveries first.

- Resurrect the Supervisor as able. When the circle disappears all capture progress is reset, and they have to kill the Supervisor all over again. This is especially effective if they pulled the NPC to the edge of the circle.

DO NOT:

- Leave a supply camp undefended. They're too easy to take if no one is there, and they are a requirement to any serious assault by the enemy on our keeps and towers.

- Leave a supply camp underdefended. If zergs of 20+ have been seen taking supply camps, station 10 or more to counter them with siege to match.

- Think that because the enemy isn't attacking now they won't be in the future. Most supply camp takes are either tick-caps (less than 5 minutes on the clock) or deliberate setups for assaulting.

- Think that you are "missing out on the fun" at a supply camp. The enemy will come to you, guaranteed. And when they do you can relish the sweet smell of victory and badges of honor.

Towers:

DO:

- Upgrade the tower. Boiling Oil shuts down speed-rams hard, cannons shut down small party caps, reinforced walls shut down a quick catapult wall break, and so on. Ask for donations if funds are tight.

- Build up defensive siege in unhittable locations. This includes catapults facing the gate, arrow carts on the very inner edge of the wall, ballistas placed back from the edge at a height advantage.

- Have a standing defensive force of at least 5 ready to man the siege when attackers come. They can double as stallers against a concerted zerg, or breakers of a speed-cap with a small party.

- Have a scout or two handy to call out approaching attackers to the tower and their numbers.

- Call for pre-emptive defense if it's known that the enemy is heading to you. Defenders already there are far more effective than defenders who still need to get there.

- Repair any damage done to walls or gates during or after the attack.

DO NOT:

- Leave a tower undefended. Enemies can drop down 3 rams and be in your tower and captured in less than 3 minutes, even with upgrades. Towers can be so ludicrously well-defended that there is no reason not to.
- Ignore the warning signs of an impending zerg when the nearest supply camp gets captured.
- Fail to adjust siege defense to what the enemy is doing. If they're wailing on the gate with rams, break the rams. If they're using catapults, attempt to destroy them from range, or get people together to push into them. If a trebuchet is sieging, get a group together to wipe it out.
- Think that there is no hope when heavily outnumbered. Stalling out the enemy as long as possible almost assures that enough defenders arrive to wipe them out.
- Think that you are "missing out on the fun" while defending a tower. The enemy will eventually arrive, and you can laugh as they get broken into little pieces before you.
- Chase retreating enemies so far away that you don't make it back to the tower.

Keeps: NOTE: All tower defense Do's and Don'ts also apply

DO:

- Make the keep a hard target. Nothing will scare the enemy from doing anything to you than to break them into bits the second they try to arrive. Man the siege, destroy theirs, chase them away for a short distance. If they can't even approach the nearest gate without you already attacking them, you're doing it right.
- Have a standing defense force of at least 10 ready to repel or stall any attack.
- Build defensive siege in unhittable locations.
- Abuse height or terrain advantages to the maximum extent possible.
- Discourage the enemy from pushing in by creating AoE walls of death.
- Resurrect the Keep Lord as able. It resets capture progress, disappears the circle, and forces them to kill the Lord all over again. This is especially effective if they pulled the Lord to the edge of the room.

DO NOT:

- Leave a keep undefended. With enough people, a keep can be speedcapped in 3 minutes or less (we've got proof on this very forum).
- Leave a keep under-defended. This is especially true with garrison. If both teams have zergs handy, it might be necessary to put more people in the keep to defend a two-front assault.
- Prioritize defending other objectives over a keep (unless it's Stonemist). Supply camps can be recaptured quickly by a small force. Keeps cannot and earn far more points per tick.
- Let the enemy get the drop on you. See the warning signs of an attack and be ready.

for it.

- Assume that because the Keep Lord is dead that all is lost. Numerous keep attacks have been defeated after both gates are down and the lord is a corpse on the floor.

COMMANDER



Supply Management

2.1 Supply Management

The commander has to know in advance how to manage his groups supply, whether that be trying to setup a counter-trebuchet on defense or to build multiple rams to zerg a gate down quickly. Supply management is at the core of a successful offense.

The first thing to do when trying to keep track of supplies is to use the command **/supplyinfo**, it gives the total supply count of everyone in the commanders vicinity (extremely small radius). The best way to do it is for the commander to "Gather" his numbers into a small pocket, corner, area and then type this command. This is recommended every time before an attack.

How to always keep the zerg supplied?

There are many ways to supply up a zerg, it could mean flipping enemy camps, taking from upgraded camps that we own or to switch borderlands and flip a camp near the spawn (if the offensive target is next to a fast travel point). For e.g. If we intend to take our garrison back in TCBL, taking supply from Redwater in BGBL or Greenvale in SORBL is an alternative source of supply.

A commander that is running with a lot of PUGS cant expect to hop borderlands and not expect to lose a few numbers in the process, therefore it is always best for him to send his guildies to another borderland to flip it and supply up there while he takes the zerg to a supply camp in the current borderland. It is inefficient to have his guild run with the PUGs in a large zerg and expect to have everyone supplied, especially if the zerg is of a considerable size.

1. Flip enemy supply camps with PUGs and drain the supply.
2. Send guildies to enemy borderland to flip a camp and drain supply.
3. Constantly type **/supplyinfo** after gathering the numbers to get an account of the supply.

How supply management leads to successful Keep captures?

Supply usually does not factor in when taking a tower unless it is very well sieged up and defended. It is in Keeps where you have to deal with two sets of doors and gates where supply management is essential. This means that while the outer gate offensive siege (Rams, Catapults) are built the commander should already be thinking about where to resupply from.

The biggest mistake commanders make is that they use their icon to go resupply leaving a few people behind to defend the siege, if something unexpected happens such as heavy resistance or a nearby camp just flipping before they get there then it leads to chaos. The commander should never leave the offensive point unless there is another commander Icon there to control things.

The recommended strategy instead is for him to clearly type out in /say about where to go resupply from if the person has 0 supply. The commander himself should always save his 10 or 15 supply for the inner walls and gates. This way he does not have to make the run and scatter the group.

1. Make sure the commander saves his supply for inner gate and walls unless absolutely necessary.
2. Only leave the outer gate with icon if another commander is there to maintain order
3. After breaking outer gate or as the gate is about to fall do another /supplyinfo to get an idea of what can be efficiently built inside.
4. When initial supply is used on outer gate supply, send one or two guildies to the nearest camp to supply up but tell them to guard the camp until the main resupply group has joined up and resupplied then come back together.

How to keep track of enemy supply?

It is important to not only keep an account of your own supply but also that of the enemies. This is where it is important to make sure that supply is cut of to the target objective, i.e. there is a couple guildies flipping camps, killing yaks and contesting waypoints (supply runners).



Effective Communication

2.2 Effective Communication

This section will deal with mainly /say, /map and /team communication. Effective communication is the difference between a motivated and understanding zerg with clear organization and a scattered group of misfits trying to accomplish various tasks across the map with little success. First of all the difference between the three types of communication

/say - Should be utilized only for micro organization, it should be used to organize whatever is happening with the people around you. Commands like "build this catapult" or "kill the thief" or "suppress the portal bomb" should all be done in /say and nowhere else.

/team - This is the main mode of serious macro communication, if the commander needs information on a certain incident happening on another part of the map he can inquire about it in /team, any scouts want to report information the map or commander should do so in /team.

/map - This is the 'general communication' channel, people can talk about anything on /map, whether it be about builds, about something funny happening to that one blackgate invader or how awesome he/she are at jumping puzzles. Do not bring these unnecessary topics into /team.

What is the difference between an effective leader and a wannabe?

Many commanders do not realize that a key way to make the PUGs listen to you is perception. They need to perceive that you have your shit together, you can't be second guessing your commands or instructions. You have to delegate and lead with complete certainty. Even though in the back of your mind you recognize the scenarios in which your command might be a bad one you do not let that out in /say or /team, you can communicate about your concerns with guildies and or with other commanders over whispers.

- Avoid any questions when commanding in /say or /team for e.g. Should we take X? What do you think about Y?

- Avoid terms of vagueness such as "I think", "Maybe" "Lets TRY to", "It could work"

Does this mean that all effective leaders have to be stern and douchebaggy?

Absolutely not. The best leaders are ones who can find a balance between being stern and sensible. Its fine to crack jokes and do fun stuff while leading and make a fool of yourself, it helps increase morale. However, at the crux of it the perception to the PUGs should be one where they feel like you know what you are talking about. A commander that is constantly joking and not taking things seriously will not be taken seriously by the PUGs in return. The important thing is to find a balance and understand how to turn on/off the serious mode depending on the scenario.

How to negate spies?

In Tier 2 and Tier 1, spies are a necessity according to other servers that have been here before which means that drawing out our grand plans and announcing it in /team is probably not the way to go. However, the other extreme which is complete lack of written communication and only VOIP which also many other servers end up doing is the wrong thing to do. The solution is to use more whispers.

As a commander you should not be the only person expecting to be fed information until you are fat, it is your responsibility to whisper other individuals whether they be known WvWvWers or not and inquire information. Simply stating something such as this in /team "Anybody in Cliffside?" When someone replies send him a whisper. Meanwhile when dictating the plan out keep it within your zerg numbers and do it in /say.

How to stop your zerg from scattering?

Other than the obvious which is constant communication the more necessary thing is to give all the PUGs in your group a not so detailed account of what you are planning. "We want to take camp X and move for Keep Y". Many commanders simply say "Gather. Foghaven" and if they have built a reputation then the zerg dutifully follows behind however this is only recommended for commanders who have build a reputation within TC (very few), commanders who are still earning their street credits need to outline their plans out.

Commander Communication Terms

"Gather" - This has to be consistently used, the more times gathering is used the better. It is important not only for /supplyinfo but also to keep the group intact.

"Siege Check" - This is something very few commanders do effectively, basically a commander should type out "Ram Check type 1" or "Cata check type 1" then he chooses three people to put down the Rams and Catas. This enables this mode of constantly listening to chat for the PUGs as well, a skill that is important. He can then say Player X---Y---Z place rams from left to right.

"Portal on me" - "Mesmer check type 1" when mesmers types one ask ONE mesmer to portal on you, often a commander just types portal on me and three mesmer drop portals and portal the zerg to various spot and end up scattering them.

"Flank incoming" - It is important for the commander to not get tunnelvisioned on the gates or walls he is attacking and keep a lookout, know when to move his group to gather up and fight the flank, its silly when a Zerg gets hit from behind without any notice beforehand.

"Fall back & Gather" - Instead of constantly spamming in chat "Fall back, or retreat", calm down, take a chill pill and give the destination and to fall back and gather to. Otherwise this leads to zergs getting scattered as well, a better form of communication would be "Fall back to Garrison Outer and Gather" and copy paste that into /team or /say a few times.

"Stick together" - This is important for turtle strategies, not recommended to use with PUGs and only with guildies. It encourages staying on the icon at all times.

"Hold/Stay here" - This is important to make sure that one does not get spotted in advance or that the zerg does not accidentally pop orange swords and give away their position

"Move away from door for timewarp" - Any golem strategy requires mesmer timewarps, mesmer timewarps only affects up to 5 people at a time therefore for it to be effective on golems people cant be hugging the gates.

"If you have 0 supply---" - Instead of simply stating go resupply it is better for the commander to state the destination so "If you have 0 supply go resupply at Faithleap"



Using Zerg Numbers

2.3 Utilizing Zerg Numbers

Many commanders are still getting used to coordinating and organizing really big zergs (30+). Combined with effective communication between guildies, whispers, other commanders, veterans its quite easy to utilize the zerg numbers accurately. Mainly this topic refers to opportunity cost, everything a zerg is doing is probably helping the server but they could be choosing better tasks to do that can help the server more.

In order to explain this better I will give examples of bad utilization of Zerg Numbers.

1. Using a Zerg to go flip an undefended enemy camp that is fairly close to our spawnpoint/towers instead of going for one that is more in the enemy territory. (Lazyness)
2. Using a Zerg to go scout out a keep because the commander wants to know the status of the upgrades etc (instead of sending one guildmate to do it).
3. Using a Zerg to go destroy a weather node and pop orange swords

There are many other examples but you get the gist of it.

On the other hand if the commander opted to say go capture Greenwater supply camp instead of Stargrove in option A, decided to send a scout or a party ahead of time and then bought the zerg in to clear mortars and cannons or send his current party to go clear out weather nodes then it frees up the zerg to do more effective things.

What are these effective things you speak of?

A lot of these effective objectives are based on reading of enemy movements, getting solid intelligence by your guildies and effective communication over whispers. For e.g. many commanders do not realize that when two servers are fighting each other over simply a tower it is a good idea to use our zerg to flank them with no intention of taking that tower.

1. **Flanking an ongoing battle between the two rival servers:** Many commanders think short term and figure "hey those guys are busy with each other, lets go capture something on this side of the map", this is short term thinking. If you are able to flank an offensive enemy zerg and delay their capture then it simply means that combat is going to last longer than it already is. Let me give you an example

a) In BGBL, we have taken south tower and hills keep, SOR has taken south tower and Bay keep but are now getting pushed by BG, BG has broken through outer Bay and have sieged the inner walls down to a certain %. The timing of these flanks are imperative, too early and you might just anger them to attack your side of the map, too late and they will capture the keep. Therefore its up to your scout to give a good read of the situation "I think BG will break within the next two minutes", this is the best time for you as a commander to lead the zerg capture the nearest supply camp therefore cutting off their supply and then flanking and wiping their offensive siege.

What does this do? Well now BG has to take their camp back, the outer gate is probably still open or damaged so they will be encouraged to go for Bay again and will start sieging it again (as it still seems like a weaker target than our keep). But this buys us the extra ten minutes that we need to now move north on the east side of the map to take the NE tower.

2. **Defending our key camps and trebuchets**

Instead of taking a zerg to flip an undefended camp that zerg could be used to protect important upgraded camps such as the northernmost camp in TCBL for e.g. or to protect our trebuchets at Garrison hitting Bay as BG are trying to clear them with arrow carts. You can always take the zerg back to the camp (you still have roughly three minutes) to resupply up there. Defense with zerg numbers is never ineffective.

3. **Attacking / Taking back a Keep or Tower**

After your party has flipped the camp you can take zerg there to supply up and then go for a tower or keep. You need to understand that every time you take a zerg to flip a camp you are dropping orange swords and declaring to the enemies clearly where you are.



Capturing Enemy Keeps

2.4 Rules for Capturing Enemy Keeps

There is no set way to capture an enemy keep, there are way too many variables to consider such as defensive siege placement, number of defenders, the keep that you are targeting (each keep has its own unique characteristics), however, following the rules below will increase the chances of success no matter what tactic you employ.

In order to explain this better we will need to split the keeps into four types:-

Type a) Heavily Fortified, Heavily Defended

Type b) Heavily Fortified, Lightly Defended

Type c) Unupgraded, Heavily Defended

Type d) Unupgraded, Lightly Defended

Now a commander needs to decide a couple of things before every Keep hit no matter which type it is, he/she needs to decide a) The Speed of Capture, b) The Stealth of Capture, c) The duration of capture.

The speed of capture simply means how quickly you want to break the outer and inner walls to make a quick push for the keep or a slow one, this is determined by the use of siege; how many rams/catas used for outer and inner and how much superior siege is employed. This is also determined by the strength of the zerg following him and how much total supply they have.

The stealth of capture is deciding between popping orange swords or not, being safe or full on aggression (clear cannons, oil etc). In nearly every case (a,b,c and d) stealth should be important. Yes you can get away with popping orange swords but its better not to.

The duration of capture really depends on the supply in the keep, if the keep is type a) that it is fully upgraded, stocked in supply and heavily defended you need to get used to the fact that is going to be a couple hours long siege take and not a quick one. On the other hand if its Type b, then it can still be taken quickly with superior siege as long as you don't get spotted early.

These are the rules commanders should follow when taking keeps:-

1) Misdirection

- Using Supply Camps: Do not be so obvious with your point of attack, taking the camp next to the keep and then going straight for it is pretty obvious transparency regarding your movements. Therefore maybe it is better to flip the camp on the NW (Arahs for e.g.) If you intend to hills keep.

- Using Orange Swords: Orange Swords can be used as misdirection and it is easy to take advantage of, for e.g. if you want to hit the south gate of hills keep you can send 5 players to the north gate and ask them to clear out cannons or oil and pop orange swords in the process (after they have dumped their supply on the south). This means that enemies running in to check on the keep status will first prioritize the north orange swords before checking on south. You can also pop orange swords at water gate garrison to get a similar result.

- Using Quaggan Weather Nodes: If you flip the weather node to your servers color not only does it contest the keep but it also destroys their siege over time. This is a must as the enemies typically won't send too many people to check on the keep because of the weather node (they will just assume).

2) Supply Draining

- Multiple Outer Breaks: If the keep is Type A or Type B it is a good idea to break down two outer doors or walls, not only does this drain supply faster than anything else but it also gives you options for future attacks once you get repelled.

- Clear Siege on Outer Walls: This means destroying mortars, cannons, oil all around the outer keep. This is important because a lot of this siege can be turned around (mortars) to hit you while you are targeting inner. This is another source of draining supply and increases your chances of success the next time around. For type C and D keeps this is not an issue.

- Cut off their reinforcements / supply: Send a guild group to go kill dolyaks, flip supply camps and contest waypoints to cut off their supply and reinforcements running back with supply.

3) Take The Path of Least Resistance

This means once breaking outer to quickly gauge the siege placement in inner and determine which gate/wall would be the best target with least siege resistance. This will help you decide which siege strategy to go with on hitting inner. Some commanders get this moment of excitement when they break the outer gate and they go for the nearest inner gate even though it might be poor decision making. Chill out, take a few seconds to understand the environment you are dealing with and make the best decision.

- Determine if you want to Cata/Treb or Ram Inner: This is based on if oil/cannons is up or if the walls are reinforced or fortified. Lastly, it is also determined on if they have cata's behind the gate and how many arrow carts on the wall.

- Determine if you want to 'sneaky cat' right next to wall: This is a very effective tier 2 strategy of building superior catapults right next to the wall, they hit the wall quicker (simply tapping the #2 skill) and they usually do not have counter siege to clear them out. (Need multiple arrow carts to make a dent on these cata's).

4) Do not force the capture

Knowing when to disengage is as important as knowing how to engage. Just because you have outer down on a Type A or Type B keep does not mean you are going to get the keep especially when you previously decided that is going to take a couple of hours anyway. Knowing to disengage to defend another important objective is equally useful.

5) Always Portal Bomb Lords Room

This only applies to keep Type A or Type C, any keep with a lot of defenders will make a last stand at the Lord Room. Always portal bomb it, do not run in 1by1 or all that hard work you did taking out outer and inner doors/walls will be a waste as you can be easily wiped with siege + numbers + lord.

6) Siege After Capture from INNER to OUTER

After you capture a keep immediately place build sites on the inner gates/walls and flip a few camps to get them built. ALWAYS, ALWAYS, ALWAYS siege from inner to outer, an upgraded keep in tier2 and tier1 you need to expect outer to fall, its a waste of supply on our part.

- They waste supply on outer, they have less siege for inner, once you destroy inner siege they have to run to resupply.

- Inner gates are closer together so running between them to repair or man siege is easier.



Supply in Defense

2.5 Using Supply During Defense

#1 Priority is always enemy siege: This has to be common sense by now. Commanders asking to utilize supply on repairs when the enemy trebuchets and catapults are still up are wasting supply. The objective of using supply is primarily to build counter-siege to take out their siege first.

#2 Priority is understanding enemy supply: You as a commander need to calculate how much supply they have already exhausted, what is their nearest route to resupply and to cut that off. For e.g. if they are attacking Longview, Arah's and Gods are their two nearest supply camps if you flip Arah's and defend Gods with small squads then they won't have any place to resupply anytime soon.

#3 Timewarp build counter-siege: Always build counter-siege using mesmer timewarp as this increases the chance of it actually going up without running out of supply. If you want to for e.g. build a counter trebuchet to take out their trebuchet and catapults then gather people and do a /supplyinfo, if you have enough supply ask your mesmer to drop a timewarp and immediately get it up.

#4 Elementalists should always protect Siege then Walls: Ask any elementalists in your party or in the area to protect the counter-siege rather than the wall. Once their siege is down then you can worry about repairing the wall.

#5 It is OK to leave the defensive objective: Some commanders have this fear of leaving a defensive objective for fear of losing it when often leaving the objective to hit the enemy from somewhere else will save that tower.

#6 L2Flank: This is important, instead of telegraphing your portal bomb from inside the tower/keep to their siege you need to teach your mesmer to use alternate routes (he has 60 seconds) and you need to be willing to fast travel to a waypoint and hit them from another side. Learn the ways to flank for each tower and each keep and utilize them wisely.

TIP: You can timewarp rebuild a mortar build site on an upgraded tower or keep (which requires 80 supply) over building a trebuchet (100 supply) if it is capable of hitting their siege. Mortars do way more damage to Siege than Trebuchets do.



Party Composition

2.6 Commander Party Composition

If you are a commander with your icon on you want to have a full party. This is a must. This increases your effective communication as it provides you another route of communication (party chat) along with /say and /team. It is up to the commander to ask for the correct people and classes he will need in his party for obvious tactical purposes. It is my belief that the commander should always have one of these three in his party.



ELEMENTALIST

Elementalist is necessary to protect any counter-siege he might be dropping or offensive trebuchets/catapults. Its a must to have an Elementalist that can swirling winds.



MESMER

This ones obvious you need his timewarp for building siege and repairing walls and gates but you also need him for portal bombing.



THIEF

He is your eyes and ears. He can go ahead and scout for you, he can snipe dolyaks, he can contest waypoints and still survive. He is feeding you constant strong intelligence.

BORDERLANDS



Prioritizing Defensive Targets

3.1 Prioritizing Defensive Targets

The prioritization of defensive targets depends on many variables but it is divided into two groups. The first is if we only control the north half of our TCBL, i.e. only the two north towers and the garrison. The other is if we also have control of Bay and Hills Keep.

This is the order of prioritization

1. Garrison
2. North Camp
3. NE Tower
4. Hills Keep
5. NW Tower
6. NE Camp
7. SE Camp
8. NW Camp
9. Bay Keep
10. SW Camp

You guys might be scratching your heads and stating why I am prioritizing some camps over towers and keeps, the reason for this is simple; without constant supply our towers and keeps are useless and also those same camps are used to supply enemy zergs and their siege. If we can make sure we defend these camps then the supply to enemy zergs will be limited. Some of you also might be surprised by how far down the list the Bay keep is, the reason for this is that it is the easiest keep to take with smart trebuchet positions and similarly it is easy to get back by placing trebuchets in Garrison. The NE tower gets priority over NW tower because it is easier to defend.



Tower Guides

3.2 Tower Defense Guides

SE TOWER [Lake Tower] - Scenarios



I have numbered the various scenarios of hitting the lake tower according to difficulty to counter siege. The most difficult one being the 'sneaky cat' or sneaky catapults right next to the NW wall as no siege on our supply roof or outside lords room (catapults, trebuchets) can hit that. The second most difficult one is the catapult that is next to the lord room the reason again being that because there is no way to hit that from the supply roof. Number three are the same catapults facing the NW wall but they are typically out of catapult range. Number four are catapults that are in the underpass between Lake Tower and Water Supply Camp. Number five is the easiest one to tackle.

1. Sneaky Catapults NW Wall: There are a few ways to counter this, building arrow carts helps but only so much specially since in Tier 2 and Tier 1 people put a lot of superior catapults in this strategy and huddle up on it. There is constant AOE pressure and AOE heals. Balista flanking is also not an ideal solution here because most of the flanks are exposed and the enemies will probably notice you before you execute it. The best solution to destroying these catapults would be to grab 10 people go all the way around the water and timewarp build a trebuchet on the NE part of THE RUINS.

2. Under Lord Room Catas: Smart guilds will place these out of arrow cart range therefore the way to counter these is setting up a ballista or catapult next to the lord room. These catapults are also a great target for portal bombing as long as the mesmer takes an alternate route instead of going straight out the gate. (Remember you have 60 seconds).

3. Beached Catas: These can be mortar-ed pretty easily if the keep is upgraded and mortar is up. Otherwise the best way to take out these catapults is with a ballista flanking team that goes to Heroes Lodge, supplies up and runs around, timewarp sets up a balista and then takes it out.

4. Tunnel Catas: Arrow carts, lots of arrow carts. Arrow carts in the lord room as well as well placed ones on the gate wall.

5. Gate Facing Catas: These are easy to take out, if you are losing tower to these catapults you are clearly doing a lot of things wrong. They can be trebuchet or catapulted from on top of supply roof as well as mortared and portal bombed.

Below I am going to add another guide made by another fellow Tarnished Coaster that he posted on the TCGW2 forums. I might not completely agree with some of his placement as I feel they can be positioned better but it is still a useful way to siege up the tower. My comments will be in red.

Phantoms Siege Guide - SE Tower



Take note of the exact locations of the arrow carts. they're on that back railing. this lets them avoid most AoE damage, while still being able to fire on the zerg at the door.

These are effective but its also a good idea to place one or two in the lords room which are more effective.



This is one of the tools i was using to determine where to place the carts on the wall:

This is a must have arrow cart spot to counter the #1 sneaky catapult strategy, should have more than one AC here.



This mortar should be facing the water body.



This trebuchet can be placed slightly deeper but it is a good spot to build the trebuchet. Its also a good idea to protect the trebuchets with arrow carts.



Having one arrow cart here is a good idea as it can maybe take out a catapult build site that is in range, the other should be in the lords room.

The catapult should be further back so it can hear catapults that are under the lords room.

There should be a ballista on the left edge behind the catapult .

SW Tower [Briar Tower] - Scenarios



You guys might be recognizing a theme now, in tier 1 and 2 the sneaky catapults are one of the most effective strategies and the hardest to counter. Number one is the most dangerous scenario here. The second and third difficult places to take out are trebuchets from ruins vista and vale supply camp respectively. Number four difficult spot to take out is catapults in the ruins and number 5 is the gate facing catapults. Number 6 is typically only used for ninja attempts and is a silly way to take the tower with a zerg (very easy to counter).

TIP: The wall under the bridge stays tier 1 until fortification occurs so it is a weak spot of this tower

1. Sneaky Catapults on E Wall.- Ballista flanking from water or ruins, lots of arrow carts.
2. Trebuchet at Vista - Ballista flanking from heroes supply camp.
3. Trebuchet at Vale - Portal bombing by going up the hill or counter-treb from lords room / mortar.
4. Catapults at Ruins - Portal Bomb and Ballista on E wall.
5. Catapults facing gate. - Catapult/Trebuchet on Supply Roof, Trebuchet in Lords Room, Portal Bombing.

Phantoms Siege Guide - SW Tower



That little hill is where siege is built. The catapult in this picture should be placed forward a bit more, but the ballista is in a pretty good spot, both pieces are capable of wiping out anything built there.



Great catapult location to counter their catapults in the field.

Arrow cart is not necessary over here as the same can be done by building it behind the door and to the side.

That arrow cart can be better spent on the east wall to cover the sneaky catapult attack.



Good counter-trebuchet placement to hit anything built in vale and can also be used as an offensive trebuchet on Bay Keep.

Mortar is facing the correct direction but can also be used to take out catapults elsewhere.

NE Tower [Cliffside] - Scenarios



Trebuchets at Sentry: This one is not easy to do, yes you can flank ballista it but you require both a mesmer and a thief (shadow refuge) to pull it off without getting spotted and you need to know how to get right behind the trebuchets (you need to jump up). However, its not easy to simply flank ballista them in this scenario. You need people to distract their main forces via portal bomb or rushing them and lead a small group to flank ballista. However, I have found the ultimate counter-trebuchet spot in Cliffside on the supply roof that should be able to hit both trebs.[MORTAR, FLANK BALISTA WITH DISTRACTION, COUNTER-TREB ON SUPPLY ROOF] The screenshot below shows the trebuchet placement spot.



Trebuchets at Supply:[MORTAR, COUNTER-TREB ON SUPPLY ROOF, PORTAL BOMB]

Sneaky Catapults on East Wall: [Lots of AC, Flank Ballista with Distraction]

Catapults under bridge: [AC on lord room bridge]

Phantoms Siege Guide - NE Tower



Catapult used to hit front door flame rams as well as any catapults facing the front door. Ballista used to clear them as well.

Mortar should be facing the other way for the trebuchet sentry spot or towards supply camp for the trebuchet at supply.



Great placement of arrow carts to counter the sneaky catapult strategy on the wall, these arrow carts should do the job.



Secret weapon, main purpose is to bottleneck them once the wall/gate is down its for 'helms deep' defense purposes.

NW TOWER [Longview] - Scenarios



The most difficult one to take out in this is the trebuchet outside of bay as it can clear all our siege and hit wall and gate at the same time. It is too close to be hit by the mortar. The next one is the sneaky catapult facing the north wall after that is the trebuchet that is out of mortar range further north. The sneaky catapults on the south wall are also difficult to counter and lastly the catapults facing the north wall but further up are the easiest ones to counter.

Trebuchet Outside Bay: Mortar from Garrison / Portal Bomb. There is no feasible way to hit that trebuchet from longview therefore if we want to counter it we HAVE to own garrison, there is a mortar on the NW wall of Garrison that can hit it pretty easily, if we do not own Garrison then it is really tricky.

Sneaky Catapult North Wall : AC's and Flank Ballista from Citadel. Flank will require thief and mesmer to shadow refuge and timewarp build. The arrow carts have to be in the lords room. The flank can also occur from longview itself by going under the bridge behind the lords room (but needs distraction from citadel)

Trebuchet North : Flank Ballista + Distraction. Needs a portal bomb as distraction, however, this flank is not as difficult as other flanks.

Sneaky Catapult South Wall: AC's and Trebuchet behind house near citadel. There can be a trebuchet build behind the house at citadel, screenshot below to counter these.



Catapults Facing North Wall: Mortar from Longview and Catapult/Trebuchet on supply roof.



Catapult on supply roof is a good counter for most in range catapults and balistas.



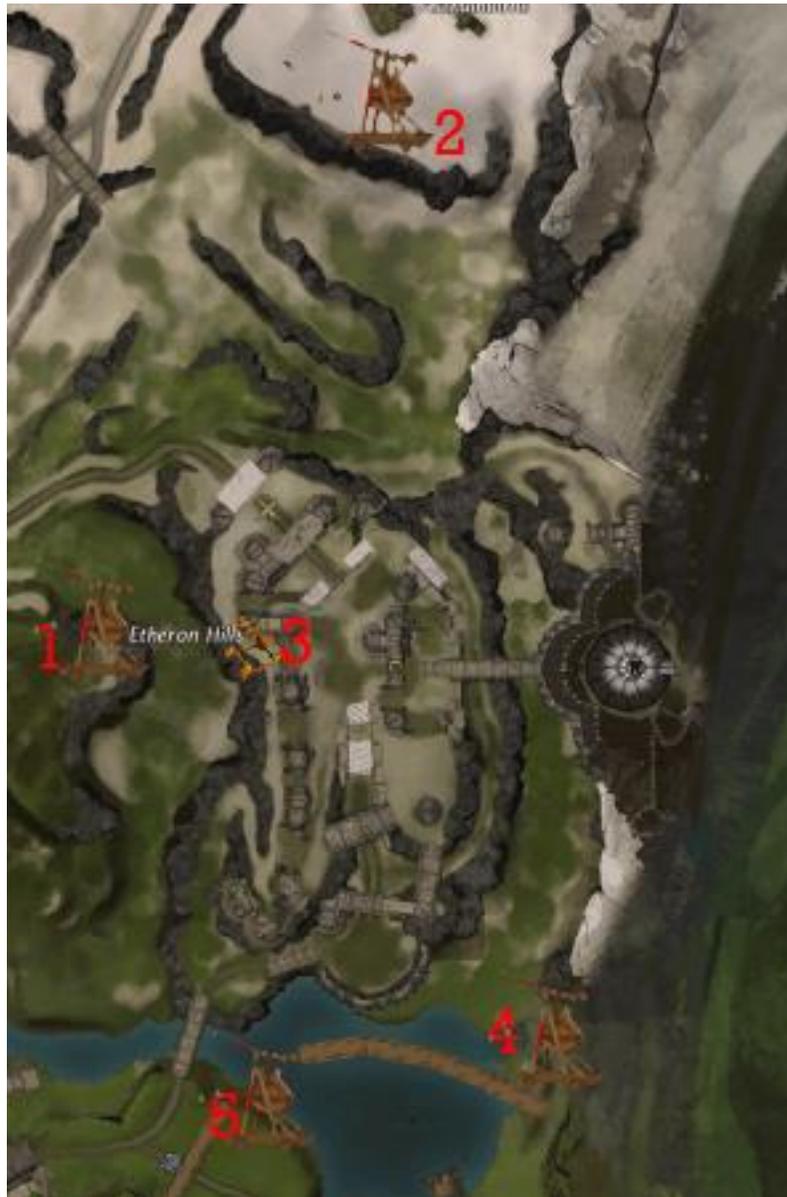
One Catapult and Ballista build next to the Vista here allows for an easy way to counter catapults facing the north wall.



Keep Guides

3.3 Keep Defense Guides

Hills Keep [Outer] - Scenarios



The most difficult one are the trebuchets / catapults on the mountain to the west, the trebuchets can hit both outer wall and inner gate/wall which is why they are so useful. You can only escalate that mountain from the south side which makes it even more of a bottleneck for the enemies to defend easily. The second one would be the trebuchets from the NE supply camp, there are easy counters for these but often people do not build them. Number three is the sneaky catapults on the west wall strategy, this is probably the most common tactic to take Hills, it can be difficult to counter if people do not know how to use mortars. Number four and five respectively are very easy to counter with mortars.

Mountain Trebuchets: Inner mortar can take these out but it is difficult to hit them without having a spotter and if they have enough elementalists blocking then it can be nullified quite easily. A counter trebuchet on inner bridge can also hit these but it can be wasted supply as its sole purpose would be to hit these. Portal Bombing and Flank Ballista can be easily stopped by the right guild group defending the trebuchet.

NE Camp Trebuchet: If they have not taken out the mortars on the outer north gate then it can be taken down quite easily, otherwise the best counter is a trebuchet on the vista.

Sneaky Catapult West Wall: You need to have a lot of arrow carts to hit these catapults but most of the time the angle is pretty difficult. Best way to counter this is to let the wall break and then use cannon's / mortars / trebuchets from inner to clear them out.

SE Camp Trebuchet: Mortar / Catapult / Flank Ballista / Portal Bomb

Harpy Trebuchet: Mortar / Catapult / Flank Ballista / Portal Bomb

Hills Keep [Inner] - Scenarios



The most popular BG strategy and the hardest thing to stop is the sneaky catapults on the south wall, it is tremendously difficult to take these out as there are no good arrow cart placements here. You guys might be somewhat surprised by the number two pick but once outer is captured by the enemy it is very difficult to get to that trebuchet and take it out especially if they have taken out the inner mortar sites. Only solution is to rebuild the mortar site and take it out. The next one that is difficult to take out is the trebuchet on the very south corner of the outer west wall, this one can only be counter-trebbed and its dangerous because it can take out all the siege inside inner. Lastly the vista spots and the ones facing the gate are very easy to take out.

Sneaky Catapults South Wall: In order to take these out one has to build counter an addition counter-trebuchet or counter-catapult just for them. There is no real way to arrow cart them. A ballista sneak team that can get on the outer west wall can also take it out.



North Mountain Trebuchet: Only way to take these out is with the mortar next to the north gate, it will require timewarp rebuilding the mortar up and protecting it long enough to take out their trebuchet.



Outer Wall Trebuchet: This will be a competition between who has more elementalists, as the trebuchet outside the lords room can hit this one at max power but whoever has more elementalists will win the battle.

Vista Trebuchet and Catapult: Build a catapult on top of the supply roof behind the north gate to take this out with ease, also the counter-trebuchet outside lord room can hit this with 50% power.



Gate Facing Catapults: Counter-trebuchet outside bridge room takes these out easily as well as any mortar left at the north (outer or inner)

Bay Keep [Outer] - Scenarios



Bay is easily the hardest keep to defend. It can be trebbed from virtually anywhere on the map and most of these trebuchet spots are quite hard to counter. The most difficult one is the one in greenvale supply camp. This trebuchet can hit both outer and inner walls and greenvale by its nature is the hardest camp to take against enemy forces. Number two is going to be trebuchets from Garrison Keep, these ones if placed well can only be arrow carted, if placed poorly can be hit by ballista. However, it is quite easy to build protective siege for these trebuchets. Number three would be the SW tower (Greenbriar), these trebuchets can be arrow carted but are usually well guarded. Number four is the trebuchet at the north west camp, this is very easy to counter and is usually used for ninja attempts only.

SW Camp Trebuchet: Honestly, this one can't be taken out without superior numbers on our side or having really organized guild groups. The best bet to taking out these trebuchets is to wait until the outer wall is down and most of the enemy zerg is trying to siege inner and then come here and overpower them. Best way to go about is to shadow refuge up the hill and go around behind them to take out trebuchet.

Garrison Trebuchet: Shadow Refuge and get a Mesmer on the garrison side of Longview, he then ports up the zerg and they quickly build a counter trebuchet to take those trebuchets out. Otherwise AC right next to the cliff below the trebuchets or a ballista slightly off the cliff as long as the trebuchet is able to get selected.

Greenbriar Trebuchet: This one can be arrow carted from below but is usually guarded so you might have to do multiple suicide attempts with small parties to have success here. Otherwise it will be a competition of who has more elementalists and you can try to timewarp build a trebuchet on the outer wall of Bay and try to hit theirs.

NW Camp Trebuchet: Very easy to flank, can be counter-trebbed from the mound inside Bay (between the North and NE gates).

Bay Keep [Inner] - Scenarios



You will notice that the numbering starts from two and this is because still the biggest threat to bay is the trebuchets at the SW supply camp that can hit both outer and inner. The sneaky catapult strategy on the south west wall is extremely effective and hard to counter as well. Following that any trebuchets on the mound are difficult to counter without mortars. That small land patch north of the north gate is another difficult trebuchet to counter but can be cleared with a good portal bomb. Lastly, anything near the outer walls and gates are extremely easy to take out.

Sneaky Catapults West Wall: There is only one way to effectively take these catapults out and that is to build at least three to four arrow carts. Repeatedly suicide portal bombing them will work as well. No other siege can hit it. There is not enough land to flank and ballista from. Screens below show AC and counter trebuchet placement.



Trebuchets on Mound: These can be mortared therefore if they have taken out mortar the best bet is to quickly rebuild the mortar build site and use it to take the trebuchets out. Another counter to these is to go outside bay and go behind these trebuchets and setup a counter catapult or trebuchet behind them. It will take too long for them to turn to be effective.

Trebuchets North of North Gate: Effective portal bomb combined with a facial is the best counter to this (Check: Advanced Strategy)

Trebuchets and Catapults near South Outer Gate: A counter-trebuchet on the supply roof or a rebuilt mortar can counter these very easily.

Garrison Keep [Outer] - Scenarios



The biggest threat to the garrison is if we lose one of the north towers. People think water gate is the most difficult thing to stop because its constantly tier 1 but its actually quite easy to siege water gate properly and counter them. The hardest one is NE tower as this tower is typically considered the hardest tower to take so it makes it quite difficult to take out their trebuchets. The second one would be the NW tower followed by a trebuchet that is underneath cliffside. This trebuchet is actually quite hard to spot and we have to run an awful long way to get to it, it has a great bottleneck in the form of a bridge so enemies can easily defend it. Number four is a trebuchet at the center Quaggan island but since there is so little land here its easy to push them of and destroy this trebuchet (not easy to defend) and lastly in the case of Garrison the sneaky catapult strategy is not that great because the outer walls are wide enough to place a lot of smart arrow carts.

NE Tower Trebuchets: We need to build counter-trebuchets on supply roof and take out their tier 1 walls before they take out our tier 3 walls, once that is done best way to take out those trebuchets is to portal bomb them or to portal bomb to a spot where you can quickly setup arrow carts under the trebuchets and take them out.

NW Tower Trebuchets: Same rule as above, however you can actually go to citadel and build behind the house and take out their trebuchets without them realizing what is hitting them.

Bridge Trebuchets: Mortar on east gate can take this out so its best to rebuild mortar if its down otherwise just mortar it.

Quaggan Trebuchet: Simply overwhelm them, time it with when the quaggan event resets (every ten minutes, they will pop orange swords).

Sneaky Catapult West: Arrow carts, lots of them and easily placed out of AOE range.

Garrison Keep [Inner] - Scenarios



Unlike the Bay Keep, Garrison Inner unless they are coming from water gate is extremely hard to breach, there are very few vulnerable walls where they can sneaky catapult it and it does not have the type of space for them to setup trebuchets to hit us without being in range of our catapults or trebuchets. There is also tonnes of mortars and mortar build sites (both on outer and inner). that can be easily rebuilt to hit multiple common siege spots.

Enclave Catapults facing center: Counter-Trebuchet on second level of lords room.



Catapults on outer wall facing center: Counter-Trebuchet on second level of lords room.

Catapults facing West gate: Mortar / Catapult on bridge connecting west gate to lords room or a ballista from center inner.

Trebuchet on the mountain side: This one can just be arrow carted from the outer wall or portal bombed extremely easily from water gate.

Additionally here is an old guide I wrote about defending water gate, most of it still applies.



The same catapult that is placed on top for offense (screenshot above) can be utilized for defending the water gate as well and it is practically impossible for the enemies to AOE it from below

Arrow carts placed in the cliff above and next to the inner water gate can also hit siege.



The second obvious and often utilized piece of siege is the cannon on the inner water gate, it has crazy vertical range and people should use it even more than they do.



The third very important but often underutilized siege for outer water gate is the MORTAR on the South East gate. This mortar will devastate any Rams, Golems, Catapults they might try to build.



Building baiting siege here, so the enemies go straight for it, an arrow cart or two on top of the stairs to cripple them while they are destroying this they can be cannoned from inner as well. As enemies have a tendency to bring golems via water gate this is useful.

The biggest mistake is let go of all this map control and run straight to inner.



Build two ballistas that will shoot everything in the back (golems and people) while they are going for the bait siege up ahead.



A catapult here can hit rams (splash damage) but is mainly there to take out any catapults they might build next to the vista.

CAEN's FANTASTIC YOUTUBE GUIDES

TACTICS VOLUME 1:

<http://www.youtube.com/watch?v=4P1SRJMPNa0>

TREB AND COUNTER-TREB PLACEMENT

http://www.youtube.com/watch?v=R4ti2d_kNww

SIEGE PLACEMENT BORDERLANDS

<http://www.youtube.com/watch?v=cgoTT3yWSXw>

ADVANCED TACTICS

Portal Bombing - Portal bombing have become a meta aspect of WvWvW and combined with the culling that already exists in the game engine results in devastating results. There are a few keys to knowing how to successfully portal bomb. First off the mesmer has to have the correct utilities equipped.

Recommended Utilities for Mesmer: Portal, Blink, Decoy/Feedback: The Blink is essentially on a shorter cool down than decoy and it is a gap closer as well therefore it helps in getting to the designated spot to throw the exit portal. The choice between decoy and feedback depends on if there is a thief to shadow refuge the mesmer or not, if there is a thief to shadow refuge him then he can opt for feedback which will enable him to drop it on the enemies and reduce chances of getting cut down by AOE while running to the designated spot.

Partner with a thief: Partnering with a thief brings wonders to portal bombing. It allows for four seconds of stealth due to shadow refuge and allows the mesmer to get much further or get behind enemy zergs with smart movement.

Understanding the duration: Understanding that a mesmer has 60 seconds since his opening portal to get to his destination is something many mesmers do not grasp, they try to run straight through the enemy zerg to get to their destination quickly, 60 seconds is a lot of time to get to your destination and you can take your time to get there.

Take the path of least resistance: Due to having 60 seconds the mesmer should often try to take the path of least resistance for e.g. If Greenlake (SE Tower) is being trebbled from hills it will open two breaks in the wall, the mesmer can drop his entry portal on the group next to the front wall (next to gate) but go around the back and enter from the other hole in the wall (least resistance) and get off a successful portal bomb. Similarly in Stonemist Inner, a mesmer does not have to go to the lord room from the inner gate/wall they broke through, he can drop his entry there but can run around and use another entrance with the help of a thief and make it in.

Understanding the Distance: Portal distance are measured in straight lines, does not matter if they are going through mountains / keeps / towers, its a straight distance, therefore understand that you can have shortcuts with portal bombing by utilizing this. There is no vertical limit to the portals.

Facials - Facials are a tactic developed by Pink Commanders (Jadon specifically) which are utilized very efficiently in certain instances. The whole logic behind the facial is to gather behind a gate and rush out into the enemy zerg catching them by surprise (opposite of portal bomb) instead of attacking from the back they get hit from the front again taking advantage of the culling.

When are they effective? - They are effective to do when the enemy has little land to play with for e.g. at Inner gates of Bay Keep they are very effective as the enemy is usually repelled into the water rendering them useless. Similarly, Inner Water Gate of Garrison also has very little land for the enemy to utilize so it can result in them scattering quite easily and if organized throw quite a few of them off the cliffs.

When to do them? - The best way to maximize facials is to do it in Waypointed Keeps with the repel timer in mind, once the repel timer is <1minute then its a great time to do a facial tactic and if we do get wiped by superior zerg numbers we can instantly respawn at the keep again and attempt it again. Repeated facials can easily clear out siege. Another thing to have in mind when to opt for the facial strategy is if you are drained from supply and are unable to build counter-siege. Its a last ditch effort to take out their siege.

Ballista Flanking - Ballista flanking is personally my favorite strategy, it is by far the most effective way to take out enemy trebuchets and catapults that are attacking our towers/keeps. In order to do it efficiently one has to always be supplied up and understand how to flank the enemy without getting noticed. It is essential to have a mesmer to do this effectively as his timewarp allows to build the ballista up successfully without the enemy taking notice. Combining a mesmer with a thief increase the chance of success because it allows to build the ballista in stealth.

Turtling Tactics - Turtling tactics can only be employed by guild groups as they require a lot of coordination and definitely require VOIP communication. The idea of turtle tactics is to take advantage of the AOE mechanic which can't hit more than five targets and consistently focus fire while still sharing boons, AOE heals and stability.

Countering turtle tactics are not harder, the importance is not to go for straight damage as retaliation and other boon stacks like aegis can completely nullify it. The key is to utilize any knockdowns, knockbacks, pulls, pushes and combine that with on the fly siege placement; specifically arrow carts and ballistas in open field combat to wipe them.

Foreplay - Foreplay is utilized only on upgraded keeps and towers. The idea of foreplay is to send a small team with supply ahead of time and setup a ballista to take out their cannons and oil. This means that when the main zerg comes to hit that target there is very little chance of popping orange swords or worrying about someone manning the siege. It is best used ahead of any golem portaling attacks.

TIP: If you leave the cannon and oil at a sliver of health and then clear it out when the zerg finally arrives their build sites won't respawn so there is no chance for the enemy to quickly rebuild them and use them. If you completely destroy them and the zerg is delayed for some reason or the other the build sites might be back by the time you actually hit the destination.

Sealing The Breach - Sealing the breach is essentially utilized in Keeps. Once the enemy has gotten through the outer walls or gates and are pushing hard on inner it is a good idea to go behind them and repair the gate/walls to at least 10% and destroy the siege they used to destroy said wall/gate, now the enemy has to fully commit to inner and their reinforcements have been cut off as well. If we managed to wipe them successfully then it's a successful keep defense and they have to start the whole process all over again.

Rez The Claimer - This is utilized in supply camps most of the time and sometimes in Keeps, the idea is to reset the capture timer by resurrecting the veteran claimer (camps) or the champion lord (keeps). This can buy your main zerg precious seconds to come defend and wipe the enemies. A thief is able to revive the claimer while stealthed and a mesmer can timewarp revive the claimer quite quickly, combining the two again makes it seamless.

Enjoy Your Walk - This tactic refers to contesting waypointed keeps where reinforcements might arrive from, any class is capable of doing this all it takes is to hit any outer gate once or twice. For e.g, when trying to take Hills Keep in an enemy borderland if one person goes and tags the water gate of garrison now the enemies cant fast travel to garrison for a total of 3 minutes. (Repel Timer).

[Golem Portaling](#) - Something tarnished coast prides itself in is their personal relationship with the golem god, i.e. we love our golems and we love to take things with golem rushes. Similar to how Elementalists and Trebuchets are married to each other, mesmers and golems are engaged as well. Without having a couple of Mesmers any golem rush is extremely inefficient in this tier. Mesmers are required to quickly portal golems and are also essential in stacking timewarps on golems which rapidly quickens the rate at which the gate goes down. Below you will find a complex golem portaling guide (with screenshots) made by Jalan Durant and myself for two Keeps in the borderlands.

Hills Keep - Outer South Gate to Inner North Gate

The idea behind this strategy is to normally portal golems up from GW/RW/BW supply camp to south gate to break that down, send the zergmander with pugs to 'clear cannons out' cause a distraction etc while the Golems sneak underneath the hills Valley in a quick succession of three portals and hit north gate.

Once south gate is down the thief-mesmer party shadow refugees and runs to the right in an attempt to get to the north gate with him, at the same time a Mesmer that is part of the Golem commanders party drops these portals to get them under the valley.
BEWARE OF THE SHALLOW WATERS OF SKELKY DEATH



The thief and mesmer party at north inner gate have to make sure that they aggro guards while mesmer can simply one portal the golems straight to door from valley (like so).



Garrison - Outer East Gate to Outer Water Gate

This one a bit more high risk high reward, this strategy means basically taking out two outer gates in order to have access to the wooden inner at water. Going straight to outer water gate can lead to disaster especially against Tier 2 who know how to use the mortar on the east gate to hit water and have correctly Sieged up water. However, if we are able to break the east gate (considerably easier) and then port golems to water gate "without popping orange swords" we can be at inner water before they even realize what happened.

Again in this the zergmarder would want to lead the Pugs up to the center inner gate, cause a distraction by taking out cannons and maybe throwing in a few 'build sites' to make it more convincing for e.g. the catapult build sites in the enclave facing center inner.

The portal is door to door, i.e. from East Outer to Water Outer. Again the mesmer wants to run up the stairs past the South Outer Gate and then jump down onto water gate instead of going all the way around, (takes too long).



The Zergmander and Pug group can then join up with the golem group at inner water by being portaled up quite easily (this is just a mock portal, the range can be increased to actually portal them up from the stairs ahead in the second screenshot).



Garrison - Outer West Gate to Inner West Gate

This is not a full on strategy but it is possible to port door to door here and these screenshots show how, it is recommended for the mesmer to put the entry portal at the inner then drop down to Golems and pop the outer portal.



Credits

- Stormbuffisle Forums
- Caens Youtube Videos
- Pink
- TSL
- Kaeleth Aldren
- Commander Jadon
- Zudoari
- Deyja
- Rhongomyriad
- Kradelution
- Seksimentalist
- Lolclones
- Jalan Durant
- Phantom
- Madember