



Burl's Guide to Lineage 2 Revolution PVP



Hello, I am Burl. Welcome to my guide to PVP in the “popular” videogame, Lineage 2 Revolution.



PVP stands for “player versus player.” PVP is cool, you should try it.



There are many modes of PVP, but the only ones that you should care about are

- Open Siege
- 3v3
- Castle Siege
- Fortress Siege
- Ganking Fools



There are many modes of PVP, but the only ones that you should care about are

- Open Siege
- 3v3
- Castle Siege
- Fortress Siege
- Ganking Fools

The rest are stupid and for babies.



Lettuce get started!

A large, realistic-looking shark, possibly a Great White, is swimming towards the right side of the frame. It has a greyish-brown upper body and a lighter, almost white underbelly. Its mouth is slightly open, revealing sharp teeth. The background is a deep blue ocean with some smaller fish visible in the distance. The word "Classes" is written in a large, black, sans-serif font across the middle of the shark's body.

Classes

Know your role



Your class is important in PVP. Not knowing what the hell you are doing can result in you having a bad time, and many people will laugh at you.



The most important factor is to understand in to which category your class falls in to.



In general, classes can be broken down in to

- Ranged DPS
- Midranged DPS
- Melee DPS
- Tanks
- Healers
- Dwarves



You do not want to be dwarves, it's going to result in a bad time for everyone involved.



We will go through that list in the order that I put them, because I am lazy.



We will go through that list in the order that I put them, because I am lazy.

I will also use the old class names because I don't know the new ones.



Ranged DPS

- Hakweye
- Sorcerer
- Silver Ranger (best ranged)
- Fandom Ranger
- Spellhowler



Your job as ranged DPS is to shoot dudes until they die.



You can do this with magic stuff or with arrows, either way works.

Maintaining proper spacing is key to victor.



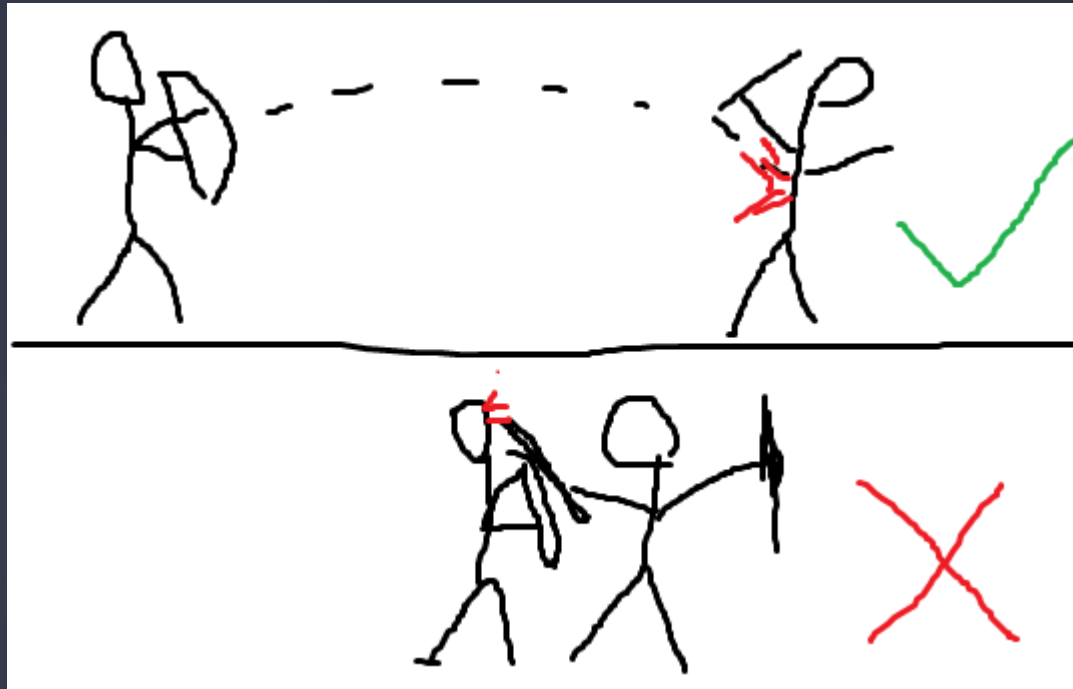


Maintaining proper spacing is key to victory.

As can be seen with this photorealistic drawing.



As you can clearly see here, being far away from the bad people is your safest bet. Too close, and they will stab you (you don't want that).





Midranged DPS

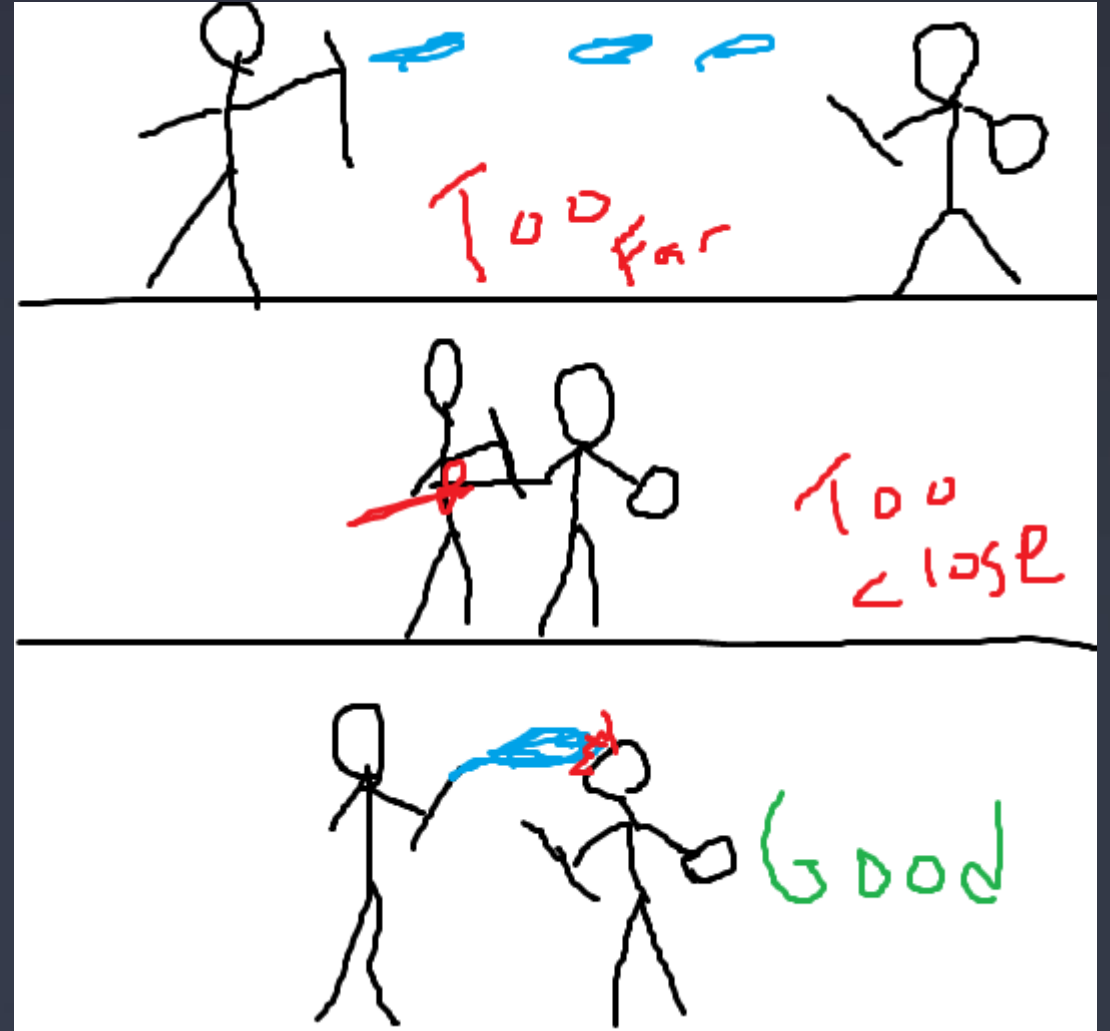
- Emree
- Warcryer
- Probably another class?



Midranged is like ranged, but it's a little closer.



Here are some real screenshots taken from the rapidly dying videogame, Lineage 2 Revolution, that will help you to picture this





As midranged DPS, you will want to run in, push all of your skill buttons, and then run away as fast as possible since you are as squishy as my gut.



The quickest way to get out of danger is by dying, which you will do a lot of as midranged DPS.



Melee DPS

- People with two swords
- People with poles
- People with daggers
- Orcs with fists
- Orcs with a big sword



Melee DPS can be divided in to two categories



Melee DPS can be divided in to two categories

1. Heavy DPS



Melee DPS can be divided in to two categories

1. Heavy DPS
2. Tender DPS



Now, you may be asking “Mr. Sharkington, how do I know which category I fall in to?”



Now, you may be asking “Mr. Sharkington, how do I know which category I fall in to?”

That is a very easy question to answer.



Do you have a dagger? If yes, then you are as tender as they come my friend.

I hope that you have been saving those red gems, because you will need them come siege time.



As melee DPS, your job is to run in to a group of people, and introduce them to death.



As melee, remember to always get as close to your target as possible.



When in doubt, remembers Burl's Rule:

If it's not close enough to kiss them, then
it's not close enough to kill them.



As melee DPS, you will want to carry as many stun and knockdown skills as you have, since that is the only chance you have of escaping that sweet, comforting embrace of death.



Tanks

- The ones with a shield
- Also, the orc with the long sword is kind of tanky



As a tank, your job is to annoy the shit out of people.



You cannot die, but you also hit like a small child.



You are the only class that can just toss on auto attack and go play a better game, so enjoy that privilege.



Here is a handy picture to remind you of how tanking works



Here is a handy picture to remind you of how tanking works





Don't be the idiot.





Healers

- Bishop
- Elder
- Shillien Elder
- That's it, there isn't a fourth



Your job as a healer is to run around in a circle and watch the other classes having fun.



On occasion, you will get to use a skill, but that is rare.



Put a heal, a buff skill, and a knockdown or DPS skill on your skill bar.

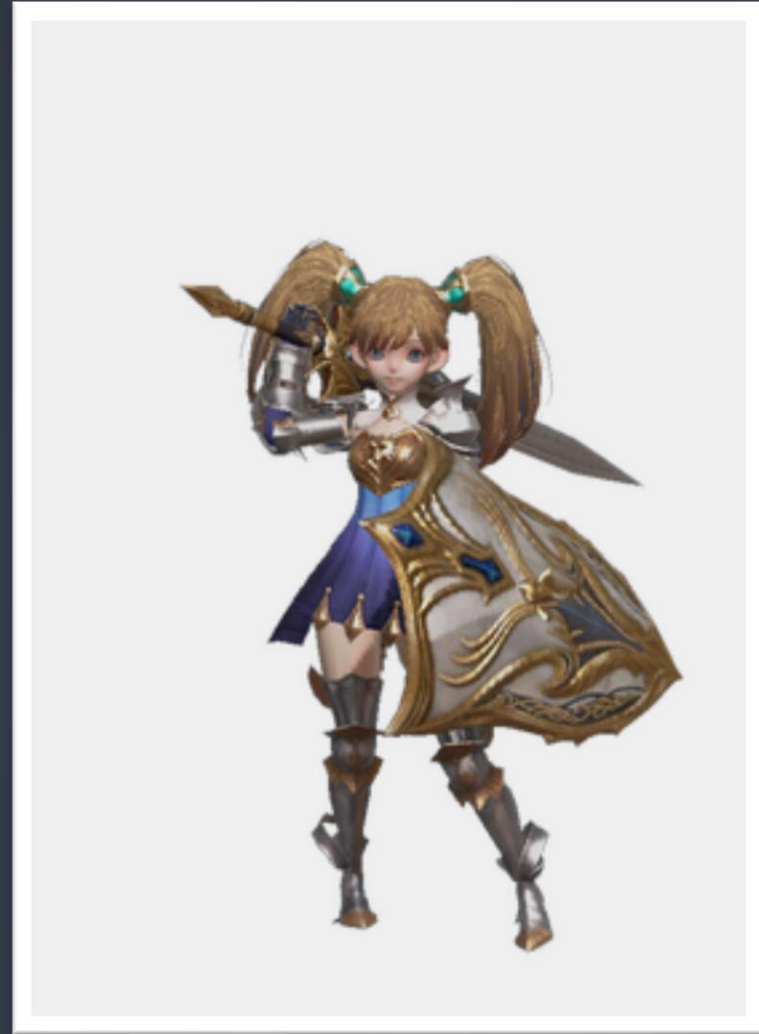


Put a heal, a buff skill, and a knockdown or DPS skill on your skill bar.

It's not like you will ever get to use these skills, but just having them there will make you feel like you are contributing.



Dwarves





As a dwarves, your job is to reroll a better race*. I recommend elf.

*With exemption to ZZK, Magixs, and Karmadion



3v3

Bullshit laggy garbage. This mode sucks and is broken.



3v3 is a bad PVP mode that you will put up with because you need tomes and blue diamonds.

For some reason, people enjoy 3v3.





For some reason, people enjoy 3v3.

Those people are dumb.



The general rules of threevthree are as follows

- Both teams have 3 players, except when they don't
- The first team to 10 kills will win
- Each kill is worth 1 point – killing all three opponents gives double points (that means 6).
- There is a three minute timer



Do not que alone, unless you like AFK orcs and morons.



Do not que alone, unless you like AFK orcs and morons.

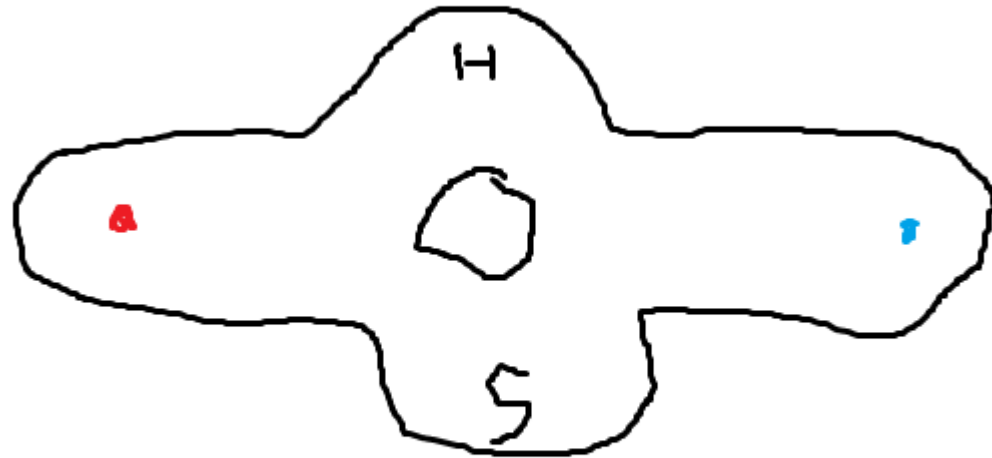
Get some buffs, find two clanmates to que with, and get ready to get stomped on by a bunch of whales.



I could not find a picture of the 3v3 map, so I made my own.



I could not find a picture of the 3v3 map, so I made my own.





I think that I did a good job.





H and S are the Heal and Speed buffs. One of these will spawn every 30 seconds. Designate one person to get buffs, as it's a bad idea for all three people to go for the buff.



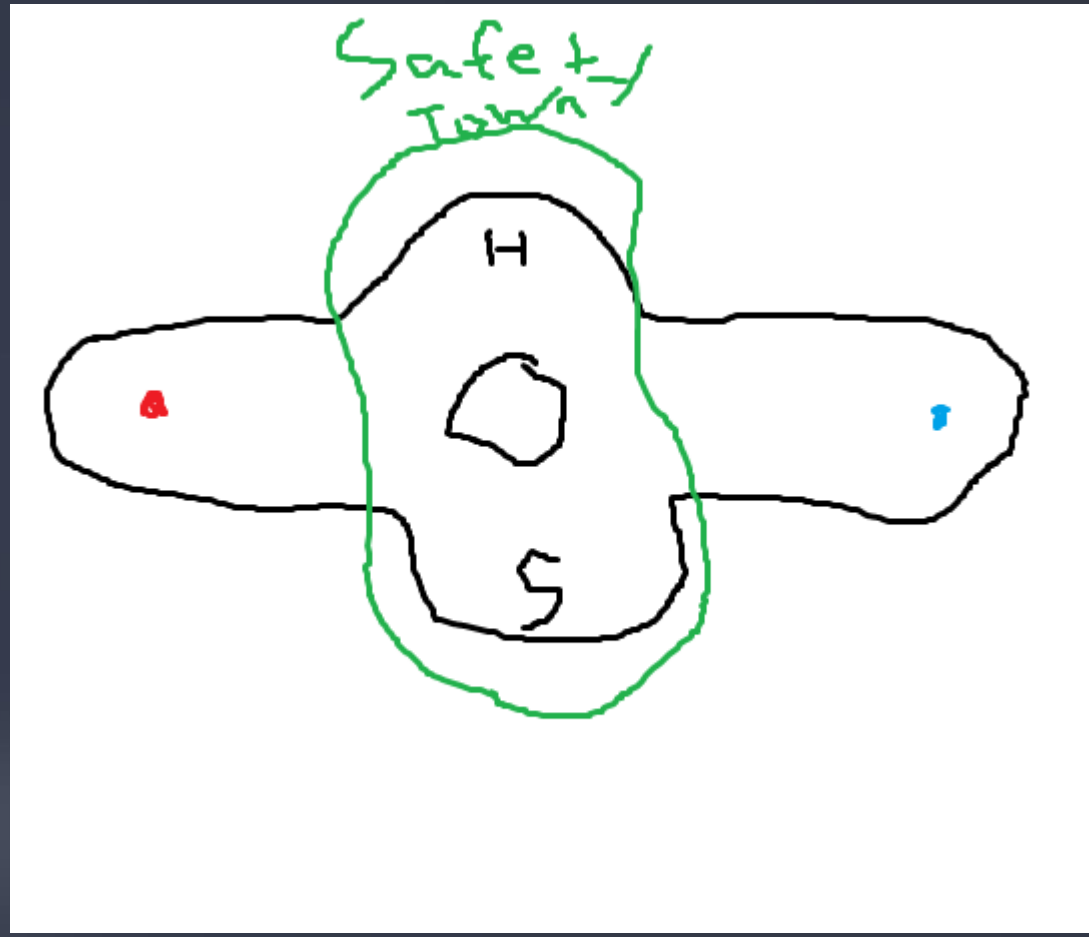


For arguments' sake, lettuce be the red team.





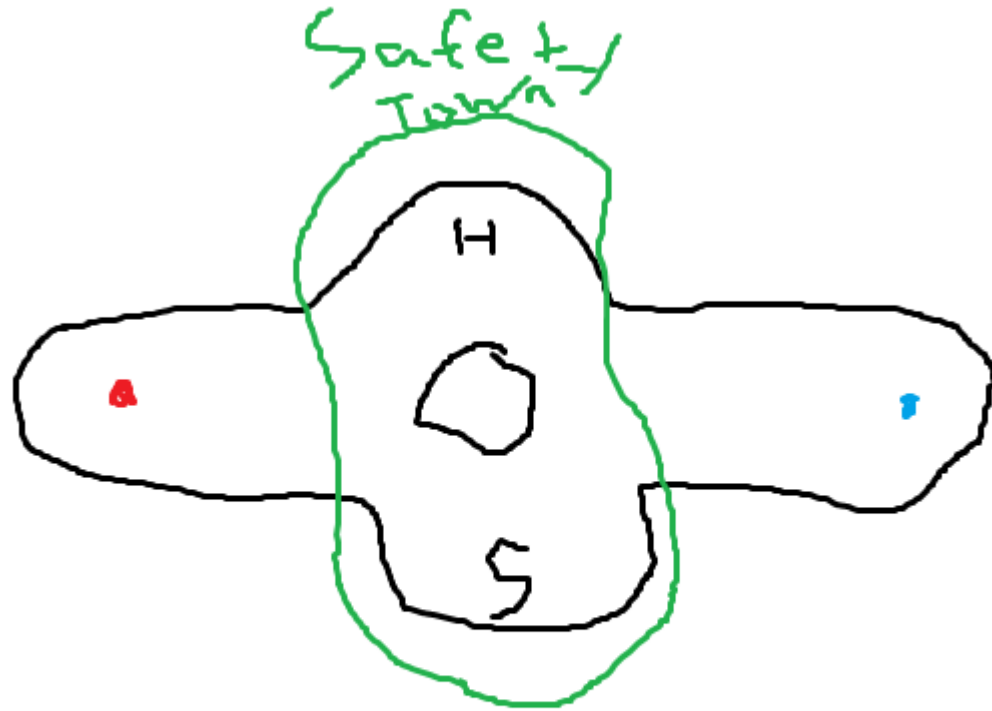
You will want to remain in Safety Town for the majority of the match.





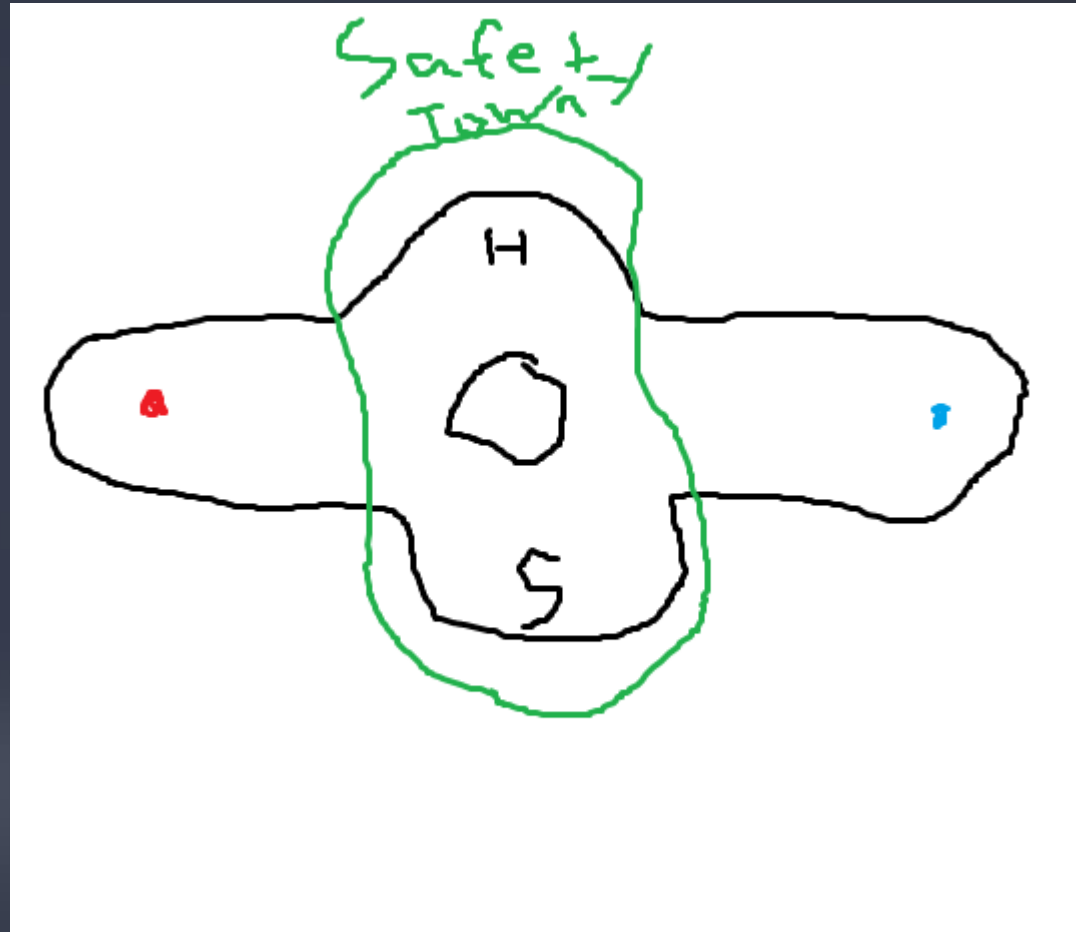
You will want to remain in Safety Town for the majority of the match.

This will allow you to challenge both buffs, give the shortest trip for those respawning, and will protect your spawn from the Blue team



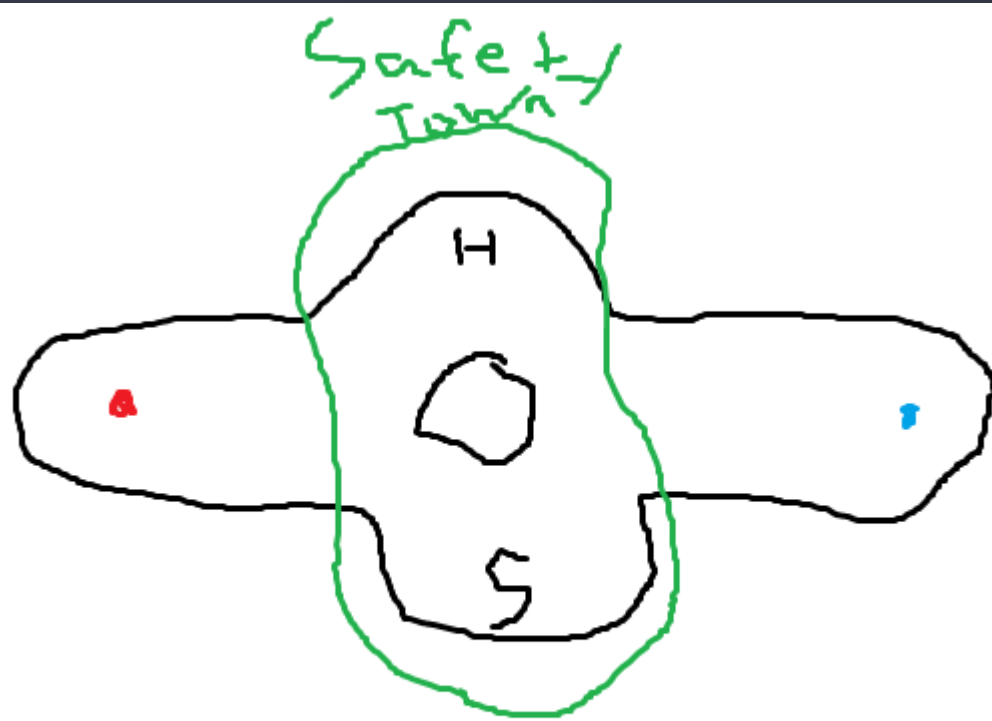


In general, you will never want to fight outside of Safety Town.



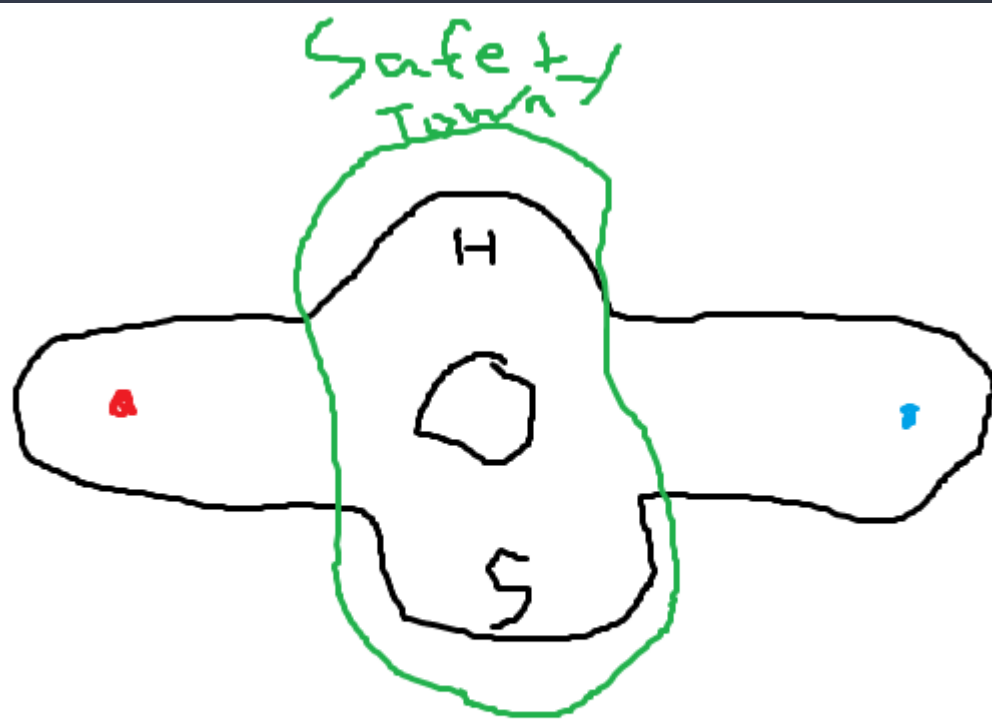


Venturing too close to the enemy spawn can string your team out, making you an easy target and increasing the odds of giving up 6 points.





You also do not want to let your opponent wall you off from Safety Town, since that will just let them control the buffs.





Now lettuce explore some class roles in tree
v tree!



Tanks, your job is to annoy the shit out of healers.



Tanks, your job is to annoy the shit out of healers.

Melee, go after healers and other robe wearing bastards.



Tanks, your job is to annoy the shit out of healers.

Melee, go after healers and other robe wearing bastards.

Ranged and midranged, just kill whomever isn't dead yet.



Tanks, your job is to annoy the shit out of healers.

Melee, go after healers and other robe wearing bastards.

Ranged and midranged, just kill whomever isn't dead yet.

Healers, stay out of the action and watch those HP bars.



In general, you will want to prevent fighting solo at all times. Tanks are slight exemption to this as they take a lifetime to kill.



For teams with 2 DPS, you will want your DPS to get as many 2v1 fights as possible. Have your healers and tanks assist the DPS.



For an all DPS squad, have your lowest CP member, or your tender melee, stay back while the beef twins pound on some fools.



For an all DPS squad, have your lowest CP member, or your tender melee, stay back while the beef twins pound on some fools.

The low CP and/or tender friend can jump on the healer, or just wait until it's 3v2 or 3v1 to join in on the killing fun.

For an all tank or all healer squad: why?



And remember, the #1 job of everyone is:





And remember, the #1 job of everyone is:

STAY AWAY FROM THE SR WHEN IT IS USING
IT'S ULTIMATE SKILL



Some general tips:

Look at the makeup of your opponent on the loading screen. If you see a healer, that needs to be your primary target. If you see an SR, SpS, or Scav, avoid that motherfucker like the plague.

Use discord voice to communicate while fighting

Use MS and HS as rares, and make sure that all skills are off of auto usage except for heals.

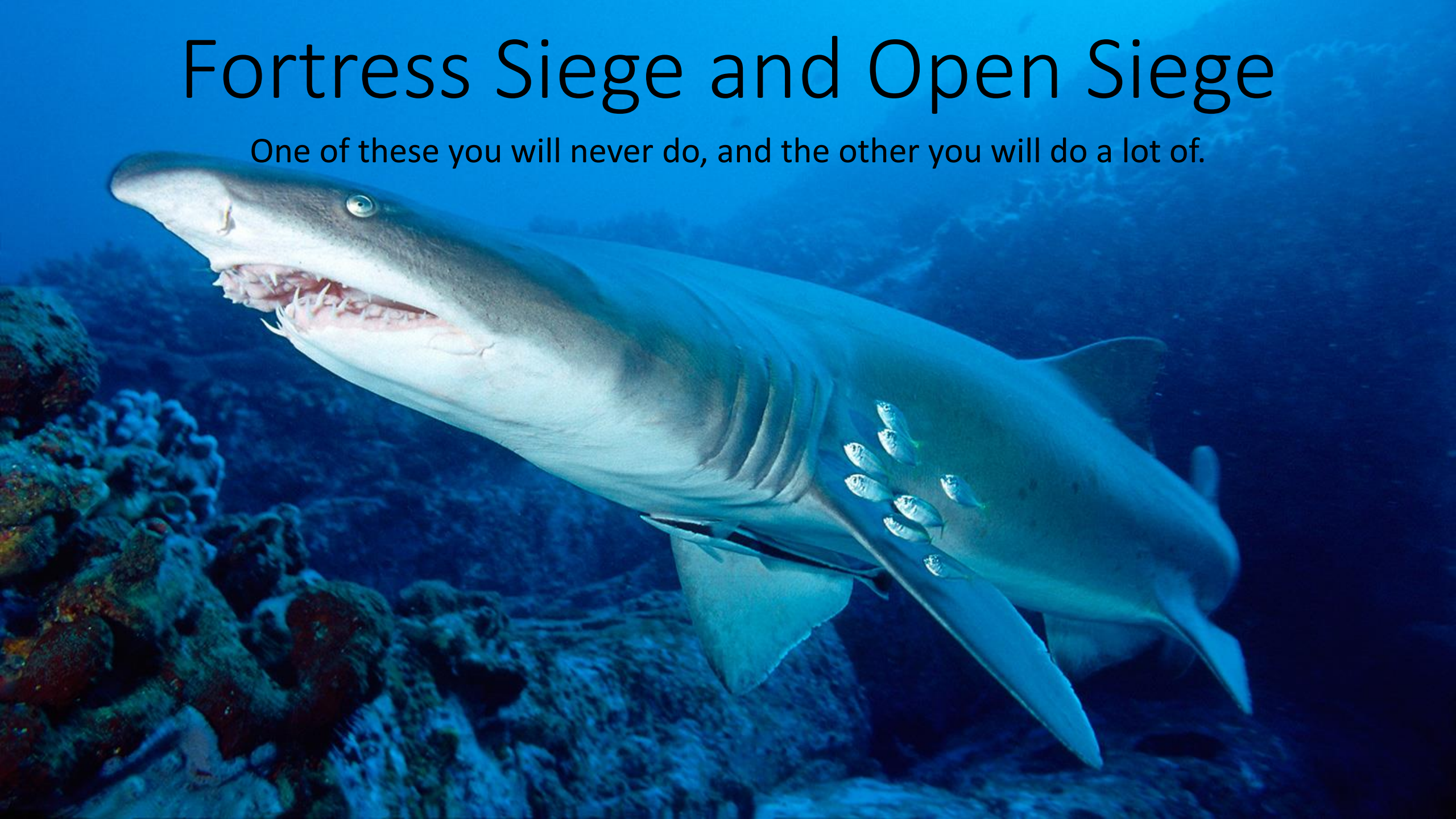
Never use auto attack

Learn to kite

Let the healer grab buffs, it makes them feel like they're helping.

Fortress Siege and Open Siege

One of these you will never do, and the other you will do a lot of.





Fortress siege was fun, but then Netmarble got lazy and never updated it.



Fortress siege was fun, but then Netmarble got lazy and never updated it.

Now fortress siege is boring and most clans never do it.



Rules:

Each team has artifact within their base. The first team to successfully imprint this artifact wins.

There is a 30 minute timer. If neither side has imprint after 30 minutes, then whichever side has the most “imprint time” is declared the winner.

If neither side has successfully imprinted AND neither side has any imprint time, then the siege is a draw.

The Rules for Open Siege and Fortress Siege are identical.



The only major difference between OS and FS is that you can select your class in OS – always pick SR – and CP is equalized between the teams.



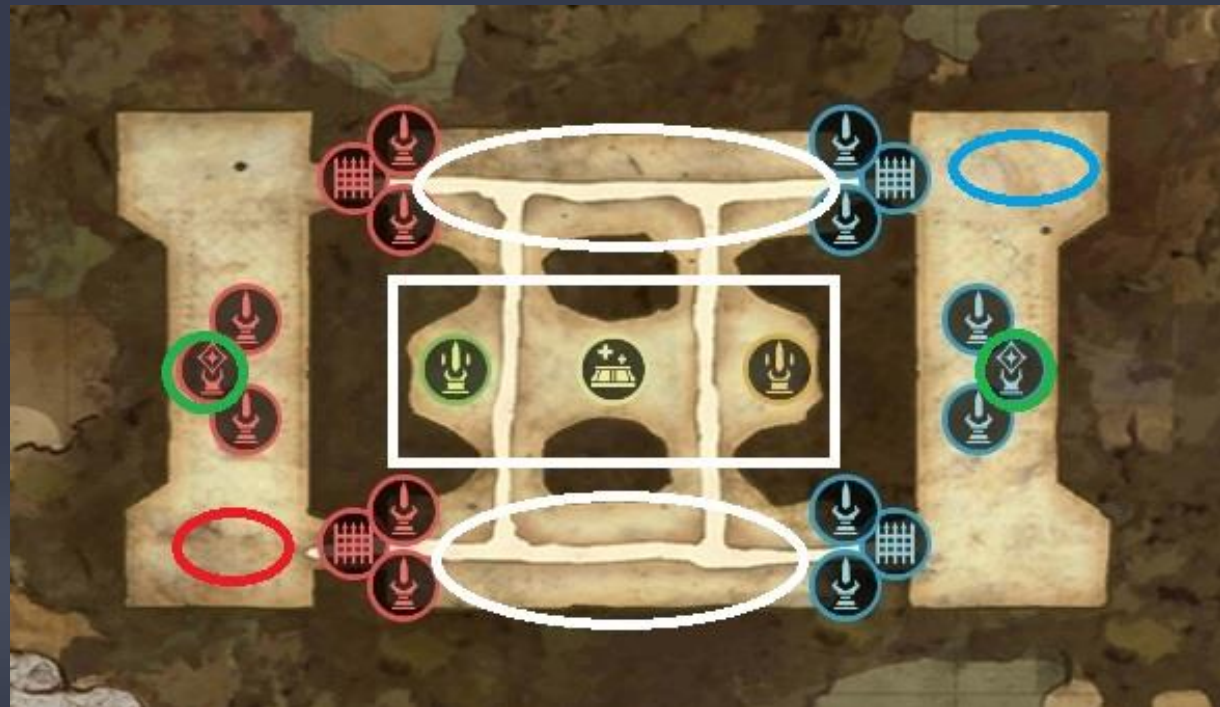
Here is a nice map

The red and blue ovals are team spawn points

White ovals are lanes

White square is mid

Green circles are the artifacts





Each base is protected by two sets of towers: spawn side and opposite side

The artifact is also protected by a pair of towers

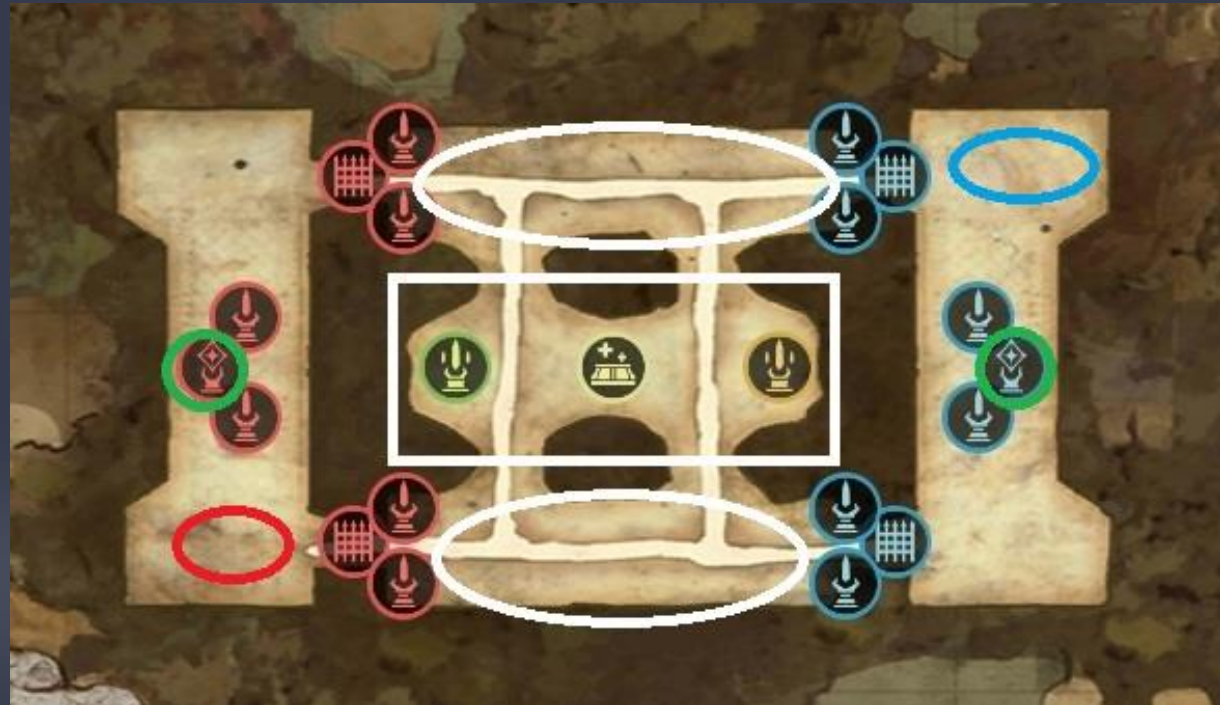
There towers are useless in FS but can be a small obstacle in OS.





Mid is a focal point in OS and FS. It is home to two “imprints” that provide buffs. Holding both of these imprints will give a significant advantage to your team.

Mid is also home to the healy pool. It heals whichever side it likes more.





Tanks, you will be tasked with hitting towers and attacking/defending imprints.



Tanks, you will be tasked with hitting towers and attacking/defending imprints.

Heavy melee, you will live in mid, mostly between an imprint and the pool.



Tanks, you will be tasked with hitting towers and attacking/defending imprints.

Heavy melee, you will live in mid, mostly between an imprint and the pool.

Ranged, towers and mid will be your home.



Tanks, you will be tasked with hitting towers and attacking/defending imprints.

Heavy melee, you will live in mid, mostly between an imprint and the pool.

Ranged, towers and mid will be your home.

Tender melee, you will live in the lanes, but will want to jump in to the enemy's side of mid from time to time.



Tanks, you will be tasked with hitting towers and attacking/defending imprints.

Heavy melee, you will live in mid, mostly between an imprint and the pool.

Ranged, towers and mid will be your home.

Tender melee, you will live in the lanes, but will want to jump in to the enemy's side of mid from time to time.

Healers, just hide until someone needs you.



Tanks, you will be tasked with hitting towers and attacking/defending imprints.

Heavy melee, you will live in mid, mostly between an imprint and the pool.

Ranged, towers and mid will be your home.

Tender melee, you will live in the lanes, but will want to jump in to the enemy's side of mid from time to time.

Healers, just hide until someone needs you.

Dwarves, your job is to absorb rare skills so a less creepy race can live. Your sacrifice does not go unnoticed.



Tactics wise, you will want to keep the imprints split and to focus on the towers directly opposite your spawn.

Once you are through those towers, kill the artifact tower nearest your spawn, then retreat to mid.

Try to cap both imprints, then push on to your enemy's spawn side towers.

Kill those towers, camp the enemy spawn, and imprint the artifact.





Using these tactics will give a bit of flexibility.





Using these tactics will give a bit of flexibility.

If you cannot cap both imprints and move on the enemy spawn, then just go heavy on defending your base and imprint while tossing tanks at your opponent's artifact.

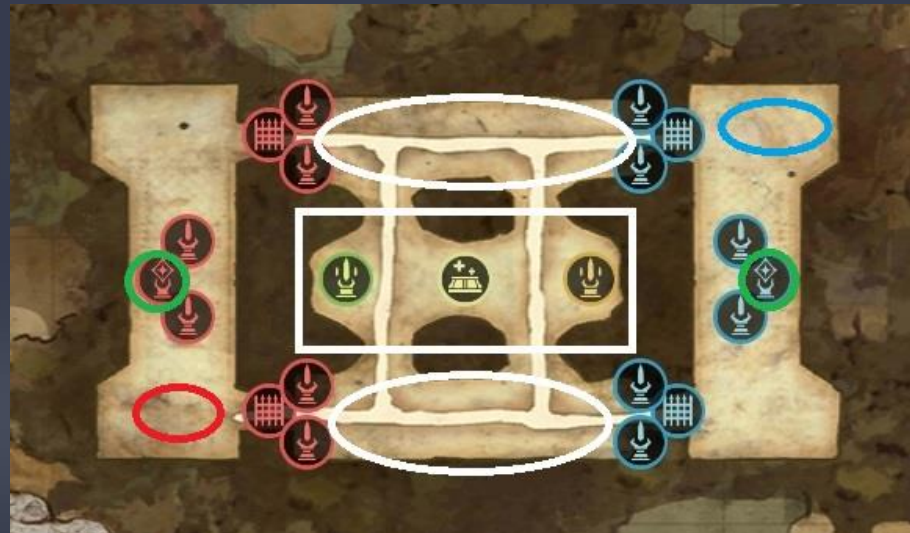




Using these tactics will give a bit of flexibility.

If you cannot cap both imprints and move on the enemy spawn, then just go heavy on defending your base and imprint while tossing tanks at your opponent's artifact.

This will let you build up imprint time and should result in a very boring win.



A close-up, underwater shot of a shark's head. The shark's mouth is slightly open, revealing rows of sharp, pointed teeth. The skin is a mottled grey and white, with some yellowish-brown spots. The background is a deep blue, with several small, silvery fish swimming in the distance.

Castle Siege

Not nearly as fun as you might think



Castle siege is cool because you can get a dragon mount and some red gems.



Unlike with forts, castles are typically rotated between clans in an alliance.



Unlike with forts, castles are typically rotated between clans in an alliance.

This is cool because it means that there are actually sieges every week, unlike with forts.



Rules

30 minute timer

3 clans attacking, 1 defending

All 3 attackers have a crystal. If this crystal is destroyed, then that attacker is eliminated.

If an attacker imprints the defending clan's artifact, that attacker wins.

If all attacking clans are eliminated, or the timer runs out before someone can imprint, then the defending clan wins.



Map time



Holy Artifact

The clan that imprints the Holy Artifact takes over the castle.
Only the Attacker's clan leader can imprint.



Inner Castle Gate

The inner castle gate that blocks the enemies from entering.
Only the Defenders can pass through.



Defense Tower

A tower that helps to thwart the enemy from entering.
The inner castle gate will open when the



Altar of Fire

Speed and Atk. Spd. increase when a clan member imprints and takes over an altar.



Altar of Water

Speed increases and Skill Cooldown decreases when a clan member imprints and takes over an



Siege Headquarters

Exists at the starting point of each attacking clan.
Once destroyed, the respective clan is out



Now, I don't have much castle siege experience because Saints always kicked me for mercs, but I do know that there aren't any real tactics to this mode.



-  **Holy Artifact**
The clan that imprints the Holy Artifact takes over the castle.
Only the Attacker's clan leader can imprint.
-  **Inner Castle Gate**
The inner castle gate that blocks the enemies from entering.
Only the Defenders can pass through.
-  **Defense Tower**
A tower that helps to thwart the enemy from entering.
The inner castle gate will open when the
-  **Altar of Fire**
Speed and Atk. Spd. increase when a clan member imprints and takes over an altar.
-  **Altar of Water**
Speed increases and Skill Cooldown decreases when a clan member imprints and takes over an
-  **Siege Headquarters**
Exists at the starting point of each attacking clan.
Once destroyed, the respective clan is out



The best tactic is “have the most whales and, at least, 2 clans” to win.
This works for defending or attacking a castle.



Holy Artifact

The clan that imprints the Holy Artifact takes over the castle.
Only the Attacker's clan leader can imprint.



Inner Castle Gate

The inner castle gate that blocks the enemies from entering.
Only the Defenders can pass through.



Defense Tower

A tower that helps to thwart the enemy from entering.
The inner castle gate will open when the



Altar of Fire

Speed and Atk. Spd. increase when a clan member imprints and takes over an altar.



Altar of Water

Speed increases and Skill Cooldown decreases when a clan member imprints and takes over an



Siege Headquarters

Exists at the starting point of each attacking clan.
Once destroyed, the respective clan is out



There is an order to how attacking clans are positioned. I believe it is first bidder in middle, second bidder top, and third bidder bottom. I would probably know this if Saints didn't hate me.



Holy Artifact

The clan that imprints the Holy Artifact takes over the castle.
Only the Attacker's clan leader can imprint.



Inner Castle Gate

The inner castle gate that blocks the enemies from entering.
Only the Defenders can pass through.



Defense Tower

A tower that helps to thwart the enemy from entering.
The inner castle gate will open when the



Altar of Fire

Speed and Atk. Spd. increase when a clan member imprints and takes over an altar.



Altar of Water

Speed increases and Skill Cooldown decreases when a clan member imprints and takes over an








Siege Headquarters

Exists at the starting point of each attacking clan.
Once destroyed, the respective clan is out



There are three ways to the artifact, which is neat.



-  **Holy Artifact**
The clan that imprints the Holy Artifact takes over the castle.
Only the Attacker's clan leader can imprint.
-  **Inner Castle Gate**
The inner castle gate that blocks the enemies from entering.
Only the Defenders can pass through.
-  **Defense Tower**
A tower that helps to thwart the enemy from entering.
The inner castle gate will open when the
-  **Altar of Fire**
Speed and Atk. Spd. increase when a clan member imprints and takes over an altar.
-  **Altar of Water**
Speed increases and Skill Cooldown decreases when a clan member imprints and takes over an
-  **Siege Headquarters**
Exists at the starting point of each attacking clan.
Once destroyed, the respective clan is out



There are three ways to the artifact, which is neat.

They are also choke points, which is probably helpful for defending.



Holy Artifact

The clan that imprints the Holy Artifact takes over the castle.
Only the Attacker's clan leader can imprint.



Inner Castle Gate

The inner castle gate that blocks the enemies from entering.
Only the Defenders can pass through.



Defense Tower

A tower that helps to thwart the enemy from entering.
The inner castle gate will open when the



Altar of Fire

Speed and Atk. Spd. increase when a clan member imprints and takes over an altar.



Altar of Water

Speed increases and Skill Cooldown decreases when a clan member imprints and takes over an



Siege Headquarters

Exists at the starting point of each attacking clan.
Once destroyed, the respective clan is out



Horde are winning a lot of these sieges, so a countdown is probably useful now.



-  **Holy Artifact**
The clan that imprints the Holy Artifact takes over the castle.
Only the Attacker's clan leader can imprint.
-  **Inner Castle Gate**
The inner castle gate that blocks the enemies from entering.
Only the Defenders can pass through.
-  **Defense Tower**
A tower that helps to thwart the enemy from entering.
The inner castle gate will open when the
-  **Altar of Fire**
Speed and Atk. Spd. increase when a clan member imprints and takes over an altar.
-  **Altar of Water**
Speed increases and Skill Cooldown decreases when a clan member imprints and takes over an
-  **Siege Headquarters**
Exists at the starting point of each attacking clan.
Once destroyed, the respective clan is out

A large whale shark is shown swimming horizontally across the frame in a deep blue ocean. The shark's body is covered in a pattern of white spots and stripes. In the background, a large school of smaller fish is visible, swimming in the same direction. The title "Ganking Fools" is overlaid in white text on the shark's body.

Ganking Fools

This isn't too complicated, I don't know why I am wasting my time. Just find a dude and kill them. You can do this pretty much anywhere. Just change it to the red setting and push the buttons. If you get a debuff, just go make a sandwich or something until it goes away.



General Tips

Learn the Ultimate skills of the classes and what they do.

For instance, Emree's have "Danger Circle," which you should avoid, and AW's have their "special friend" which will follow you around and give you a tickle.



General Tips

Look at the whales. See what stats they're using, and try to get those on your equipment.



General Tipes

If you need practice, play your own class in Open Siege. Find out where you are having the most and least success and use that to your advantage in future PVP.

I would say to report these findings to an officer in your clan, but they will just ignore your advice.



General Tipes

Your PVP set is your priority, period. Unless it is all maxed out, then your resources should be going to that.

If you are tossing attribute stones at your red armor while your blue is all level 1, then you are dumb.



General Tips

Click to add text

Summery

- PVP is fun
- GoW Rules
- Know your class and your role in the PVP mode
- Don't be a dwarves
- Saints hated me
- DO NOT ATTACK AN SR THAT HAS USED ITS ULT
- Utilize Discord for all PVP modes
- Why the hell did I reroll from an SR