

Template:

Author:

Tag:

Text:

Comments:

Post 1:

Author: Lichy-san

Tag: Discussion

Text: me first,

140+ms and I mainly play **PVP** for the past 300 hrs (I have 900hrs in total, 600-700 of those are from pvp). After 2 burnouts due to being unable to play the playstyle I prefer(rapier, bow, musket, VG cant hit sht in pvp with my ping) I think its safe to say I know what I'm talking about.

My tip is play with weapons with hard CC(stuns, staggers, stuns, slows, stuns, roots, stuns and stuns), my most consistent weapon combo is Spear&SnS raking in 10+ kills every OPR game if I wanted. Another tip would be dont play weapons with short range(rapier,hatchet) as even an enemy pressing W only would be next to impossible to hit sometimes even with skills, range COULD be bearable BUT you have to lead ALOT but it wont be the same for every enemy since their ping matters too, people with lower ping are harder to hit.

another tip would be, if youre going to run, run sooner. As you wont be able to do those 1vX montages or even just the 1vX escapes as desync hits would F you over.

Off topic, I would like to hear the experiences with hammers, ga and gs from 100+ ping players, as I feel extremely slow sometimes, sometimes even floaty as if the floor ingame is made of ice.

Comments:

- **A_FitGeek:** Just spam hammer heavies and teleport around.
- **NormandFutz:** range works at 100 ping but 100 ping in this game along with its shitty code is a real mess

- **Maximum-Substance-62:** I remember when anything under 200 ping was amazing
 - **M0F0TRON:** I play ice gauntlet and fire staff i get like 10+ kills every oupost i play from Pakistan so my ping in EU central kronos is usually 145-155 so far fs builds worked like a charm for me with all the burn damage. I tried serinity builds but i would miss so many heavy hits that i just perm switched to fs build.
 - **SPR1Ggg:** p to 120 ping is almost not felt, above that there is already an input delay and large desynchronizations
100-115 game is acceptable even for a musket, here the ping is felt differently than in other shooters, in PUBG the difference between 60 and 20 was visible not my best video but the freshest
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Post 2:

Author: manzari

Tag: Question

Text: What exactly are "Quick Frost" and "Empowered Frost" bonuses?

Comments:

- **Umyin:** They're the two passives to the right of pylon. One makes you empowered in a frosted area and the other gives you haste, if I'm remembering correctly.
 - **DreamBigGamesReddit:** Empowered frost gives you mana for casting in a frost zone, not an empower
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Post 3

Author: vantageblacknet

Tag: Question

Text: My fiancé just started playing game and i realized she is talking someone named Adiana Theron (very similiar the Artemis that we killed.) I looked up but couldn't find any evidence. Is these two characters? I think it is not likely bc at the and we killed her and rn in everfall she can't be alive.

Comments:

- **Kilbane:** hey changed the story but were too cheap to make new models.
- **Hot_Grab7696:** I'm pretty sure Artemis took over Adiana's body, no?

Post 4

Author: M4c4br346

Tag: Discussion

Text: I love this game. I think this is the best MMORPG out there.

You can actually say this about every zone, just insert x monster, but the mob variation is horrible.

I'm in Edengrove and all I've been fighting have been Dryads, mostly fighters which are extremely annoying for a melee char.

Also, what's with mobs constantly patrolling the roads? There's constantly a bunch of mobs walking on roads.

Comments:

- **UndyingSamich:** The fighters are very annoying. As a melee your best bet is to stam break them when they use their fortify ability. If you're still having trouble use a ruby gem in your weapon since they are weak to fire.
The patrolling may be part of the lore since the Angry Earth reclaimed Edengrove but it's probably just an MMO thing so you have enemies to fight and the world doesn't feel too empty
 - **RancidEarth:** I forgot how annoying EG was lower level. When your max level and somewhat geared you can either ignore them or 2-3 shot them. To be honest I kind of like visiting this zone now for farming or races since it's so different and pretty compared to Brimstone and Shattered.
 - **TheWesternDevil:** An occasional block helps a lot with the fighters. The dreads on the road are pretty crazy. There is a huge amount of them. Just run past them. I was able to run past them all on foot back before mounts were a thing, so you should be able to run past them with your mount easily enough. Plus theres lots of things to climb to make them all retreat if shit gets too crazy.
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Post 5

Author: Plumpy_Gnome

Tag: Suggestion

Text: I would like to see the search function be global to all the storages and when you click on the storage menu that pops-up it would have something to notify you which storages contain the searched item. In the example above I just added some checkmarks to the storages that would contain "apple".

Comments:

- **argefox:** At this point we need a global storage. There's no point, this is not a survival and has never been since Alpha, to keep separate sheds. We need a well done filter/finder with attributes, weights, and not just perks or gearscore. It would be easier for anyone if you go to any city and simply can use all your stored mats. It'd give a better chance on taxes collection to peripheral towns that were not included on the original MSQ so nobody had any reason to buy a house there, and everyone still has a home in Windsward or Everfall
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Post 6

Author: AjazChad

Tag: Question

Text: I played NW in closed beta , and my feelings were split.

Combat was not great, but still decent.

Crafting felt kinda interesting and fun.

But at that point I played another game competitively, so I decided not to play it.

Now I feel I want something new to play, so considering starting my NW journey again.

How is population ?

Is it just quest until max level then grind and a problem finding groups due to being low gearscore?

Or can you enjoy the leveling by doing dungeons and stuff like that ?

Is pvp still massive zergs ?

Any suggestion of server to choose if I start playing ?

Thanks in advance

Comments:

- **Alternative-Donut633:** Just play the game bro

- **phly:** I can definitely help you out here as I was in the same boat. I played closed beta + launch. I hit max level back then and was grinding Expertise.. I quit because that grind was so bad.

I just started playing again about 2 weeks ago on Lilith the fresh start server but that server has been out for awhile. Any Server with this icon ☀️ next to it will be a "Fresh Start" server. I would say it took me about 5 solid days to hit 65 (bought the expansion) from questing and leveling my resource skills.

PvP in general has not changed much in terms of gameplay. What you experienced back then is still pretty much the same now.

Server population is very good. When I first made my new character on Lilith, I was surprised to see how many new players were in that first area. Although the game was just on sale as well so that probably affected the numbers.

When I hit 65, I had no issue finding a group to run Mutated Expeditions. I'm playing as a Healer so it's really not hard for me to find a group, every group needs a Healer.

I bought some gears off the trading post but I found gears to be really easy to get. My current GS is around 689 (max is 700). I farmed 2 Artifacts (Odo + Featherweight) to help with my GS since they roll at 700 GS. Gearing up when you hit 65 is not bad at all, but finding bis will be much much harder.

I would say the game is worth playing. Honestly, the biggest change that made me come back was the removal of Expertise. I feel like the game isn't rushing or forcing me to grind if I don't want to. Right now, I'm just chopping trees and harvesting without worrying about an arbitrary gear score system. It's great.

- **thegodlypenguin2:** Combat has improved a lot over the years. Way less jittery and de-syncy.

Crafting has gotten easier. Lots of stuff added to guarantee perks/stats.

~20-25K peak.

MSQ until max level is the fastest way. They added solo option for low level dungeons, incase you can't find groups.

Most PvP is zerg v zerg, but they added 3v3 arenas for small-scale. They also added "influence races", which are faction v faction v faction and sometimes that can be somewhat small-scale (it really depends on server pop and which fort you are at). OPR is 20v20, but the map is massive and there is opportunity for occasional small-scale battles if you don't want to join the zerg.

- **xZMAC:** 100%. Come join us in Aeternum! The game is a blast and you won't regret picking it up, especially if it's on sale.
 - **Pseudonymisation:** Resources aren't contested, so there's that.
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Post 7

Author: ToggleRecap

Tag: Question

Text: I know nothing about PCs but my current rig, which is a few years old now, sounds like it's going to take off when im playing.

Im currently running with GTX 1070 and an i7 8700. I've checked out CPU and it doesn't ever go over 80% (in towns), and around 60% everywhere else. Is this going to break my PC or am I overthinking the fan noise?

Comments:

- **FunnyAtmosphere9941:** No. Game does no break pcs. But ur cpu is very old and game is cpu heavy. So it wont perform well in places where lot of players fight.
 - **firestar4430:** You'll be fine imo. I'm playing with a 7700K and a 1080 and get 50/60FPS at 1440p on high settings.
I'm not a competitive player by any means, so I don't know how PVP content reacts yet, but you should be able to play just fine.
 - **Emergency-Stranger68:** No game will break your pc.
-

Post 8

Author: sVale-Senpai

Tag: Question

Text: As the title says I love magic in games, what full magic build would you recommend? I'm still Leveling but I want to know what direction to take. Currently playing Fire Staff and Void Gauntlet

Comments:

- **SPR1Ggg:** artifact void glove is a debuff on the enemy to reduce defense and increase damage
ice glove, this is control, to slow down the target and ice tomb to save your life
rapier - a weapon for breaking the distance, blocking blows and additional dodging, if you are interested in an active game, it is also not a bad weapon for

close combat of an already downed enemy

the great ax artifact is also combined with a fire staff, allowing you to fight at all distances against any type of enemy, but farming this artifact is a different story

- **azmodanbeguile:** FS / BB - if you want higher burst damage - but it's a build that you play mid range to close up
 - **Alternative-Donut633:** Play what you think is fun! Is fs/void? Then play it. Is it not fun? Try something else.
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Post 9

Author: Waltiez

Tag: Question

Text: Are there dps builds that are clearly superior for M3? I am running with a group of newer players that is starting to clear M3s but not very fast or easily.

Rend and weaken are important of course, but are there some builds that you just HAVE to take like a great axe user, rapier/IG, etc?

Assuming that the healer is running void gauntlet with oblivion and the tank has war hammer with sundering clear out And shockwave, what other builds should you look for when forming a group?

Comments:

- **zivo36:** Spear / Great Axe / Greatsword (serenity) are all *very* nice for CC/grouping and rend/weakens. Generally when I run with people I know we make sure we have 1 grav well and 1 spear at least. Then usually a rapier (finisher) for that raw dps.
 - **Jackson7410:** depends on the dungeon/mutation, but serenity with gaxe, or finisher with IG are the top 2 dps builds. having a spear with enfeeble is a must in m3, can mainhand spear in corrupted dungeons
 - **snowproblemss:** Finisher has the highest dps, serenity close behind
 - **jamesjaceable:** It might not be meta but I really enjoy using my Scorpion Sting to pull ranged adds into the clump.
-


Post 10

Author: notlikethis7

Tag: Suggestion

Text: With the current stun/knock meta there needs to be room for counter play. The freedom perk is already bugged and doesn't apply to some stuns. There needs to be a change to the freedom perk or the addition of a new perk that reduces all loss of control states including knocks. Currently no outplay to the sns/spear/snflail builds other than dodging every ability.

Comments:

- **im_a_goat_factory:** Stalwart stone form and an ability that quickly refreshes goes a long way
- **itsTrAB:** It works on everything it should but for some reason doesn't reduce any time increase on stuns from perks. Idk if this is intended or bugged, but it's been that way since launch, soooo
There is outplay to sns/spear, you just haven't found it yet. It's block. You just block.
Sweep, blocked. Leap, blocking it. Shield bash, hold my block homie. Javelin, take this block. Shield rush, nope blocked it.
 right?
- **eryosbrb:** I play Rapier/Spear and Musket Trapper build, full light. And as funny enough i never has trouble with CC in this meta.
What is bugging me is the bow dmg and heavy meta, to a point i had tried heavy armor with musket/rapier and dmg was still good on rapier
- **Robruh:** Solution = block

Post 11

Author: SouleKing

Tag: Discussion

Text: I'm curious how others have their points spread out for each territory or do you all pretty much keep all territories perks the same?

What percentage of points did you all put into Territory Perks?

My highest Territory is only 16 at the moment but in every territory I pick Storage & Standing Gain should I pick crafting, trade tax or gathering in one territory? Or at some point just switch from Storage & Standing Gain because of Diminishing returns? And about when do you start seeing less for each point invested?

Comments:

- **Tobikage1990:** Always just picked the best of the three options no matter which city. Storage, house tax reduction, crafting/trading coin reduction, or whatever other garbage it gives me.

Really wish there was a way to reset/re-apply this. I would love to move to Ebonscale or something but I like to keep a lot of my stuff in one place and I've invested so many storage points in BW, EF, and WW.

- **Dencnugs:** Outlier: you want one single territory that you focus trading tax reduction on. Buy/Sell everything from this one town

For all other territories: I select Storage, or Territory Standing Bonus. Their is little tangible benefit to the other bonuses

- **JPetermanBusTour:** I constantly trade in brimstone so I maxed out trading taxes which have probably saved me 100k gold over the years. I would always choose storage, territory standing gain, trading taxes, and the crafting taxes if the first 3 weren't available.

Post 12

Author: Pennywise_M

Tag: Support

Text: Feel free to drop some. I'm on 7600X and 6800XT and I don't like my frames in towns. Oxboro, for example, I've been getting anything between 37 and 50 frames consistently. I've read stuff around and I used Process lasso CPU affinity control for virtual core disabling.

Got that 16x AA on AMD Adrenalin running, supposed to make the game look better... not sure but performance was ass before I turned that on. Also, I'm doing Very High graphics preset which don't appear to make a difference in performance in or outside of towns. When I turn graphics to low the game simply looks not as good, frames are the same.

Any tips will be much appreciated.

Comments:

- **Suspicious_Unit6811:** Active GPU scheduling (improve GPU usage, this game is CPU intensive), disable Dxnavi, overclock GPU.

Do not put all the settings on low because that will make it use more CPU and what we want in this game is to use more GPU. Only shadows low.

I'm waiting for DirectX 12, that will be a big performance jump on amd

- **SPR1Ggg:** I play on minimum settings and only textures on high, this concerns the video card, for a comfortable game and getting 60+ fps, 1060 is enough.
My processor is i5 12400f, which is a little weaker than yours, but in cities I get 50-70 fps at peak times, during Bose events there are drops of up to 40 fps, depending on the number of players near you.
37 frames for your hardware is very little, maybe the RAM is configured crookedly
-

Post 13

Author: blewiss

Tag: Question

Text: Hello guys, i am pretty new to the game.

I bought it with some friends during the steam sales and i am quite enjoying it so far.

I am at lvl 47, but i didn t get a clear grasp of the game yet.

There are a lot of mechanics, possible builds etc.

Can you point me to some great resources to learn the game? Youtube channels and videos, websites and other.

I am mainly trying to understand which build should i try considering that i like using swords and dealing a fair amount of melee damage.

I plan on doing either PVP and PVE content in the endgame.

Any advice?

Comments:

- **Blackxp:** My favorite up to date website right now! Hope this helps a bit!
-

Post 14

Author: bingobango42

Tag: Discussion

Text: Hello, like most of yall I have pretty much put down NW because like a lot of people have been saying no content unfun meta etc. So I have been playing other games and I came across this game called THE FINALS and while I am enjoying the pvp content and such I just thought to myself this would be a perfect PVP mode for NW. The game mode is 3 v 3 v 3 v3 where you all fight for an objective and see who can hold the objective the longest. Reason being is that I find the small skirmish fights in NW to be absolute S tier and I think a mode like this would really highlight what I

believe is the most fun combat in NW which is those 3 v 2's 1 v x etc. I was considering CTF but if you ever played WOW it really just becomes who has the most pre-mades with healers and flag holders stuff and I was like eh. So what do you guys think do you think this would a good pvp mode for NW? Obviously we would have to nerf heavy and range dmg to make it more fun as well but lmk!

Comments:

- **PM_Me_Vod_for_Review:** Nah next mode shouldn't be a 3v3, it should be able to replace OPR.

King of the hill should be next, fight over the same type of point that appears in wars (so it can be good for war practice), and make 1 type a 5v5 for the small scale itch as the game gets unbalanced with less than 5 people in a group.

Make another a 10v10, then a 20v20, and even a 50v50.

Make it so companies can queue their own instance as a practice mode (should apply to OPR and 3v3 and wars as well).

It's wishful thinking 100%, but a new 20v20 mode that doesn't contain any PvE would be incredible for this game.

- **Cliquesh:** I'd probably do a 5v5 mode. The game is best on the small scale in a lot of ways, but you can cheese small scale with heavy armor and healers.

I'd rip off overwatch's game modes like control point or push the payload or whatever the new one is called.

AGS would have to quickly nerf any cheese builds that emerge. There is one player on my server that's basically unkillable. It has something to do with the self healing from defenders resolve. Anyway, builds like that could ruin a king of the hill or ctf game mode.

- **dotnetplayer:** This will turn into ranged fight
- **Corgiix3:** I think it's a great idea tbh
- **AKYAR:** Any new PvP modes in this game would be excellent

Post 15

Author: Kytahl

Tag: Question

Text: I'm looking for some people to play with! I'm new to new world but I have loads of experiences in mmorpgs. I specced a healer and while I enjoy casual play id love to join a company. I play on Asgard and I'm syndicate (eu)!

Besides that, my name is Kelly, I'm 26, so people around or above that age are preferred :)

I'm still learning the ropes, but I'm already level 65.

Comments:

- **Alternative-Donut633:** Ask in faction chat for some company or ask a few companies u have seen if u can join them!
 - **Glass-Butterfly-8719:** Idk if Asgard has a discord community but usually that's the best place to find people from your server to play with
-

Post 16

Author: Jack8Tv

Tag: Discussion

Text: Why other named items from dungeon we can craft on gypsum kiln but this one is not listed on gypsum kiln ? It's gonna be soon or its never come ? and also why every piece is heavy, nothing for light users.

Comments:

- **Alternative-Donut633:** Light players use 2 heavy pieces.
They will fix it, they said. Probably on tuesday.
 - **khiffer:** Light users can still use the frigid dawn set because plenty of us are using featherweight.
-

Post 17

Author: Corgiix3

Tag: Question

Text: Seriously every new season or dungeon drop brings back a bunch of people who just leave before the month is even over. Why give them 100% of your resources and attention?

Comments:

- **Dencnugs:** That's the million dollar question. You will not get an answer to it unfortunately.
- **thegodlypenguin2:** AGS have no direction for New World. They've gone 2 years with only releasing formulaic 5 man dungeons over and over and simple QoL updates. We're about to go on a 5-6 month hiatus from lack of content. They are so clearly lost, it's not even funny.

- **Partysausage:** Pve is more popular than pvp but they have a major content shortage. Long standing players usually transition to pvp as there is nothing better to do.
 - **bigstreet123:** Think about it
If the most consistent players aren't leaving, then catering to them should be a lower priority.
If a large number of other players *are* leaving, that's where the attention needs to be as *business*
It's survivorship bias. In WW2 folks noticed a lot of planes returning from combat with holes in the wings, so naturally, folks wanted more armor on the wings. The right answer is to put armor on the fuselage because those are the planes that *didn't make it back*
 - **NanaShiggenTips:** PvP players generally make up less than 20% of the playerbase of any game. They are not more likely to spend money than the rest of the playerbase which is why catering to PvP players is a risk regardless of how "committed" they are.
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Post 18

Author: Wickdead

Tag: Discussion

Text: I can't really fathom how AGS views the current state of the game as balanced according to their most recent balance of power video when all the top meta builds in the game right now just abuse how easy they are to play.

We used to have variety in what was effective and your skill was a huge determining factor in how well you could carry your build. Now all we see is how hard your build can carry you.

The overall utility, bulkiness, and value Heavy SNS/flamethrower builds bring to a team completely crumpled the meta from the top down. The meta is currently defined by "You're either heavy because its extremely effective or you're light fs/bow because those are the only builds that do enough damage to scratch them". Sure there are other non-meta damage builds that people play, but they have nowhere near the impact of heavy builds and nowhere near the damage of fs or bow, rendering them basically useless.

In the past, it was widely accepted that bruisers win games. They won OPR and they certainly won wars. It was a strong build that sat at the top of the meta but most importantly they sucked in opr without a pocket healer and even with a pocket healer they required skill, weren't unkillable, and plenty of different builds could deal with them

That's why previous metas were much more fun. You had options and endless possibilities. If you try and have fun now you get blasted by bows and fire staves and stagger and stunlocked by heavy flails spears SnSes. If you want proof you can dig up fossils in OPR and see that light melee has in fact gone extinct as a result of this.

Comments:

- **mpZurg_:** AGS has never tried to maintain a skill floor or ceiling for PvP. EVER. It has been stunlock burst, instakill burst, or elemental burn. Mix in some afk heals. There was a light armor mobility era but that was also stunlock or burn burst. That covers the history of OPR and war.
- **Crownsnest_Bomber:** When there's a balanced lobby, I find the weapon balance is pretty decent. Sadly, this is only around 10% of the time.
- **Rackit:** I think one thing that people aren't realizing is that heavy builds have always been this way. They didn't get buffed at all, they are just now finally played due to medium dodge taking a hit and people finally realizing that the damage difference between the two is minimal. If ags reverted the medium dodge change we wouldn't see a shift away from heavy as people now realize its potential.

I do however feel like there is more build diversity now than before. The only exception is less light melee diversity. But that's due to how much damage ranged is dealing and not heavy.

Heavy disruptors or even heavy FS don't deal enough damage by themselves to kill a healer. So I don't see the issue. But a light melee assassin who goes unchecked is just as deadly as previous seasons.

So I find that the only issue that needs to be dealt with is fixing the PvP scaling bug for elemental range and finding a reason to run medium.

- **SPR1Ggg:** All PVP is killed by healers, you can be very skilled, but you won't do anything against an enemy with a personal healer.

in other games we have the opportunity to put sleep on the healer, silence on his skills, give long-term control, reduce the speed of casting and spell cooldown, in

this game we do not have any counteraction to treatment and even cutting off 50% with curses still gives too much healing

I just want to see what PVP will look like with disabled healers, one week will be enough to show the true potential of the non-target game, where those who know how to escape from attacks and not stand under the ray of treatment should wait

- **northernrag3:** Everyone who has significant time played in NW, even if they no longer play the game, will almost unanimously agree that the combat in New World is top tier, and is more than likely what keeps people coming back. The game is in a very precarious position now, where damage mitigation build have little to no downside and offensive AOE builds pump out more damage than high risk, single target melee builds. The satisfaction factor from performing at a high level in PVP is eroding.. rapidly. The house of cards that is NW topples extremely quickly if the combat is no longer the shining beacon it always was.

Post 19

Author: Embarrassed_Art_3178

Tag: Discussion

Text:Between the heavy armor players, an abundance of lifestaff players, firestaff, pestilence, boltcaster, sns, and now these split gem primarily in muskets in bow being bugged. PvP just feels feels awful and the skill gap this game once had is just completely gone. Balance is a complete joke and more game breaking bugs... the split gems had a previous bug where it bypassed damage fall of and not it bypasses the PvP dmg reduction and same with boltcaster+bb grenades... WHAT ARE WE DOING AGS. 55 stam dodges isn't doing Jack to heavy just like how you amazing healer nerfs was to make pots and Lee chin gnit apply in sacred 50% incoming heal annoited perk which is essentially what Ahnk was before nerfs and no drawbacks. Thinks it's time to take that break until May when the announce that massive announcement which will be a new dungeon... assuming we make it until May.

Comments:

- **TemperatureOk9060:** Maybe it's time to admit that this game will never be in the state it deserves. Deal with it or spare some time for something more valuable.

- **jukaosa:** Agreed with everything, but I really think heavy and boltcaster are in another tier of OP, you can play 30% lightning resist and still hit you for 5k and heavy armor GS hit for 5k heavy attack with 3500 armor.

It's probably one of the worst metas, I quit new world when paladins and void blade became the Meta, they have to deal with it quickly.

- **Basturina:** Are people paid to post the exact same **** every day?

How can balance be THAT bad when this is the meta according to you:

Heavy SNS + GS, GA, WH, Spear, Flail

Heavy FS Flamethrower

Light FS/BB

Light Bow

Light Musket

Light Life Staff

VG, IG, and Rapier are played as 2nd weapons to many of these combos so that about covers every single weapon in the game.

The only issue a normal person sees is lack of Medium armor, but that's been mentioned so many times that new threads mentioning it really don't offer any value to this subreddit.

Light melee is a high skill ceiling build that competent players can still pull off. People here push Bows in a straight line or trade blows with a Heavy GS user in a clump and come to complain how their light melee build doesn't work.

TL:DR

Out of 3 armor types, meta is 2. Out of how many weapons, I only don't see Hatchet being played.

Stop posting the same **** each day and try to offer some meaningful content.

Post 20

Author: Oskar_of_Astora

Tag: Question

Text:Just started getting into to PvP and been playing OPR solo. I'd say out of 10 games, maybe one of them is actually competitive, the rest are blowouts. Has that been normal?

Comments:

- **Glass-Butterfly-8719:** Because there's no proper matchmaking to balance the groups
- **GM_Jedi7:** Check my post history. I've been tracking my oprs. It's like 74% of the time you can expect a stomp. It's not fun even on the winning side.
- **vasDcrakGaming:** Depends on which team has the wood farmers
- **Shad0wGyp5y:** It's pretty normal, but you do sometimes get some very even matches. Just start shouting at people to get inside the forts and it can actually help, sometimes... rarely, but sometimes..
- **Ralphi2449:** AGS has not banned premades so now less and less casual solo players que, more and more premades are left.

I stopped touching opr a long time ago, no fun about getting roflstomp by an organized blop of people going together