STRATEGY & TACTICS

# Castle Wars 4v4

Comprehensive Role Guidelines & Advanced Operations

# 3RD MAGE 4V4

- Focus on maximizing your number of casts
- Keep your HP between 50-60 so you can die if zgsed
- Rule of 5 – Try to always have 5 cades, 5 explodes, and 5 bandages when defending them on the way up. Spear opponents right before they move when they’re going up, Do not use your cades.
- When your pk def runs out of cades hide behind your cades and light them on fire to stall, do not cast until your pk is back.

- Stay 5 tiles or further ahead of the enemy scorers on the way up
- Restock bandages early when they’re going to get down to ground (10 bandages)
- Stay 8 tiles or further ahead of them on the way down unless your pk def has ALOT of cades and go out of the base early.

# PK DEF 4V4

## Defense & Positioning

- Prioritize Tinding/Cading and being in position to stall.
- Do not come out from behind the backtind to dps unless both players are frozen and it is safe.

## Resource & Spec Comm

- Save your ZGS specs for the humid scorer because they have the buckets.
- Tell your mage when to run ahead/be safe (when you're around 5 cades left).

## Adaptability

- If you are not fast enough to tind the cades just keep walking forward and setting new ones. Do not forget about your locator orb.

## Redefending Protocol

- It is your job to redefend against rebbers.
- If you do not have enough spec or cades to redefend a rebber you must tell your mage well ahead of time so the mage knows to die.

# SUPPORT SCORE 4V4

- Your main objective is to deny casts from the enemy mage by spearing/zgsing them, cading them out, hopping stairs, etc.
- Try to always setup with your partner to move together when you're going up to a new floor of the enemy base.
- If your partner gets frozen and you're still moving, try to stay in a position where they cannot freeze you so that you can prevent them from hitting him by being a threat.
- If your partner is better than you, use your special attack on the way up, and then get them to drop you the flag so they can set you up with their spec to finish the flag.
- if you are better than your partner, use cades on the way up to get your partner up then stock while your partner hops, and set them up with your spec as they come down from 4th floor.
- Be willing to hop stairs and wait for your team, Do not force the flag out into a stupid situation and die with it, you can always rush back, but if you let them hold it you will lose the game.
- Before you are about to get down always ask where the enemy scorers are so you do not run into them and get zgsed on ground.

# HUMID SCORE 4V4

- Try to Deny casts from the mage and run the pk out of cades. Try to play off of your support scorer. Do not go up before them because you are the one with the buckets, so you do not want to be the first one the mage casts and you want to give them a chance to spear the mage for you.
- If you get through the spawn to 3rd floor stairs, do not go up to 4th unless you have at least 5 explodes left. If you have less than 5 explodes wait for your partner and then send him up while you stock.
- Be willing to hop stairs and wait for your team, Do not force the flag out into a stupid situation and die with it, you can always rush back, but if you let them hold it you will lose the game.
- Try to always save 25% spec to spear and take it from your support scorer when they eat the zgs. You want them to eat the zgs because you have the buckets ideally. (also try to always save 2 cades for ground)
- Before you are about to get down always ask where the enemy scorers are so you do not run into them and get zgsed on ground.