

Movement in GvG

By: Chop Chop The Panda (aka "Polly")

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*This text was pulled from the Virtual Dragons forum thread titled "Movement in GvG". The full length text can be found at the link provided at the end of this document. The following excerpt outlines Polly's responses to questions given in the thread.



Evil Gingivitis wrote:

I'm just wondering how vD members and midline/backline players in general do to pre-kite/kite/position, do you use your mouse or your keyboard, or a mix of both?



Chop Chop The Panda wrote:

I would say there is 2 different types of kiting, moving to avoid a spike and moving to reduce pressure.

The advantage of clicking to move is that

- a) There is no turning delay involved, your character turns and runs forward immediately, giving you the fastest movement possible.
- b) If you are a caster/monk, a lot of the time the other teams melee is coming towards your front so to speak, 'backpedaling' is a recipe for disaster as you will 'take auto crits, not really reduce damage much and have bulls/prot strike trigger on you.

That being said, you don't have to be hardcore and only ever move with your mouse, most solid players tend to use a form of both.

Mouse movement is good for 'panic kiting' an incoming spike, or ranged damage (orbs, paragons rangers etc.), it is also good for precision movement out of or around area damage, and allows you to get away from say a wanderlust kd chain easily.

Keyboard movement (NOT the backwards key), is easier on you as the 'main' way of kiting, when aegis/DA/ward or some other form of defense is up and you are just running to reduce overall damage.

why kite with keyboard if its only 2. best? .. because it gives you the freedom to use your mouse for targeting your own team or move the camera around (both which I do a lot, even when playing warrior).



Evil Gingivitis wrote:

I have same type of question for warriors, do you guys click or keyboard for positioning on your target and for movement?





Chop Chop The Panda wrote:

Ok this is really very complicated and have a lot to do with my 'feel' for the game, but I will try to keep it simple.

First off, I almost never click an actual player on the other team, with a few exceptions, and there is a very good reason for that.

Mainly it is because I am using the mouse to move the camera around about 80% of the time (I play most of the GvGs holding my right mouse button down), and even on a warrior I sometimes use the mouse for moving, but almost never for kiting reasons.

So why not use the mouse for targeting, because any sort of precise mouse clicking takes hand/eye coordination to do, even more so when the other team and your own camera is moving around, and that means you lose focus on the game at hand.

So how do I target on a warrior? I use 'c' (Target nearest enemy), 'tab' (target next enemy) and capslock (target previous enemy). And here is where it gets hard to explain how I use those keys, because I do not think you can replicate it with success easily, it takes a lot of 'feel' for the game but the thing is, using keyboard commands to target means it takes a lot of conscious effort for me to change to the target I want (but only after a lot of getting used to it).

So how do I use this form of targeting? Even though I can never give a thorough answer as to how I would always do, because it is so situational dependent, I will try to explain a few ways I use my keys to target with.

C + Space, start hitting something right away, go observe a warrior from say a guild out of the top 100, and notice how much time he spends not attacking anything, or running through the entire team to get to hit someone specific for 2 swings before changing again, or he gets snared and instead of hitting the guy right next to him keeps trying to move after the person which is just running away full speed.

This is where C + Space is your friend, many many times as a warrior you will get snared and 'kited' past/into other people, instead of looking dumb and hitting nothing for 30 seconds, use c + space to start hitting every time you are body blocked/think you are body blocked (this is re sync you), or snared but near and attackable target or without a target, if for some reason I have no target to attack (as said I will sometimes kite by clicking the ground), I quickly hit c + space so that I am swinging and gaining adrenalin while finding a 'real' target.

For the next few things let me explain how target next enemy works, after pressing target nearest enemy (this is important to do, otherwise your 'next' enemy target will not be consistent), hitting tab will move your target to the enemy that is one step further away, as in, it will cycle through the other team based on distance from you.

Target the next softie? this is specially relevant when fighting against SoD or other forms of heavy prot, if you are swinging away, and you see SoD go on your target, the best way to start



hitting an unprotted target is doing 'c' (clear 'tab list') then hit 'tab' and 'spacebar'.

Want to target someone specific, this is were 'feel' for the game comes in, if I want to say target the mesmer on the other team for a spike but I am hitting their monks and don't have him on my camera view, or even if I can see him clearly, the way I will usually do it is 'c' (to reset the target list) and then hit tab a number of times to get to him, if he is not in my camera view I will first move the camera quickly (note the 80% of the time spent holding the mouse key down), this might seem like a really slow thing at first, but after doing it for a few months you will develop a 'feel' for how many times to hit tab to get to your target, and also my 'enemy target' box on my UI is rather large, so that I can with a minimum of effort focus on the first 2 characters (what class my target is), this allows me to, with a minimum of conscious effort get to the target I want to hit or spike.

And why is this important, because your focus is better spend on other things (what is another long post).

And if you go 'on too far' well that is what caps lock is for, I don't think I ever use it anymore though, the few times I go a bit too far targeting I usually ops to cycle through the entire team, why? because it lets me know what skills they are using at this time.

All this might seem that I spend a lot of times hitting tab during a match? correct, I do, and I find that very helpful during a match, because it allows me to keep a track of what skills and when the other team is using their skills, which in return helps me chose when to spike more effectively.

Ok so when do I not use c + tab for targeting, say I want to hit someone but I would have to move past wards, area damage, spirits or other players, well, a lot of times you end up body blocked or in the middle of a lot of hurt if you jsut blindly target the person and press space to attack him, in those situations what I do is I use my mouse to 'navigate' near the person I want to attack, and then press 'c' to target nearest person.

That being said there are a few situations in which I would just target directly with my mouse, for instance if the other team is camping their wards or paragon shouts, and I spot someone outside it, then I may mouse click him for 2 reason

- 1) He is alone and usually not moving, it is fast and easy.
- 2) It is hard to judge how many times ot hit tab to get to him and in any case I care less about what class he is so I would have to watch the mini map to see if tab got the right target, which means I would have to spend the conscious effort regardless.

I will also mouse click if I see someone, usually, a mesmer stand and cast in an opportune spot for spiking and I just want to attack ASAP, using the mouse to click him will usually be faster in those situations, (as I start spike counting before I get the target, but usually need the target by the time I say '2').





Evil Gingivitis wrote:

And panda I think you helped me answer, but I was unsure on your position on using a bull's strike and clicking closer to your target so you could get more hits in after he gets up again? or when they kite would you click for a shorter path and in turn more hits?



Chop Chop The Panda wrote:

When I land a bulls strike, on a target that is not prottet heavily, there is not really much to think about, hit frenzy and go crazy.. ideally what you are trying to achieve is making the monks spend too much energy over protting the target, or if no protting happen ,you want to try and get the kill.

After the target gets up, in some situations you might want to try and land 1 or 2 more swings if it is still low, but more likely the target got heavily prottet and its time to swap to another person.

In a nuthsell, the way to score kills by burst damage is normally going bulls -> (Executioners) -> Evisc -> Agonizing .. if the monks get the prot in, time to swap, if not you should score a kill if every attack lands, but there is never any reason to try and move after landing bulls

And no, if someone is kiting me, I wont ever deal much damage to him, ideally, when I am being kited what I want to do is wait until whoever is kiting me runs past another target I want to hit then I do C + Space and get off the kite train.

But most times I just 'auto attack' the person (with rush up), while finding a new target.

Keep in mind though, that we are talking seconds here, I wont ever run after someone for much more than 2-3 seconds at max, if target starts to kite, find something else to hit asap.

The exception to this is when them kiting is helping me achieve my goal, ei. if there is no pressure on either team, making their mesmer kite is good because it keeps them from building pressure, and if the other team is hurting alot, making thier monks kite will make it harder for them to heal perfectly.



Evil Gingivitis wrote:

So clicking after a knockdown would only be effective to body block someone and kill them off?





Chop Chop The Panda wrote:

Correct



Evil Gingivitis wrote:

When you aren't doing that, you're just trying to spread pressure to the most soft targets possible unless you and your team wants/needs a certain player kiting?



Chop Chop The Panda wrote:

Right, in general I 'switch gears' between primarily spiking or primarily pressuring to keep the other teams monks of their guard, although, after playing a lot of games you start to realize that against certain builds I can never really create pressure so I primarily build adren to spike.



Evil Gingivitis wrote:

Also, what do you try to do vs. Wards or a Blinding surge? is it to look for different targets for warriors?

and for wards is it to look for people outside the ward and go after them until they run in? or will you keep the strategy the same and just get the mesmer to harass the blinding surge/warder?



Chop Chop The Panda wrote:

If your mesmer has a decent ping he should be able to interrupt at least 1 out of 3 ward melees, as well as possibly pleak some bsurges, keeping attune down on the ele is also helpful, if you interrupt enough wards and keep the bsurge hurting on energy then he wont affect your pressure too much.. although if the ward isn't getting interrupted and there is alot of blinds, I generally look for peopel to spike who are outside the ward.. or more often, I count my spike in 3-4 second downtime of the ward, that makes for 1 spike every 20 seconds which is oki.





Henric wrote:

WOW. I gotta say Panda, your Warrior explanation is absolutely brilliant. Its only sad so few Warriors actually play like that.

Having said that, only thing I kinda disagree is the part you say you almost never use Caps Lock now (R for me). I find it very usefull when playing and I disagree cycling through the entire team is more beneficial in that case but I guess its just playstiles.



Chop Chop The Panda wrote:

Ah, all I meant by it is, when you get used to targeting like this you rarely mistarget, and the few times it is usually when it is not so important a situtation so I tend to just take the extra time and do the full cycle, but yes you are correct, the previous target key is very useful.



sinText wrote:

Now what about position?

I have noticed different tactics between the builds and also noticed as a group there a "good" positioning, but then there are also the "over-extensions". (Note: I monk a lot.) Would it still be ideal with the positioning to stay with in the bubble of everyone so if you are getting pounded on, you can get cover faster, and you can also heal the front line easier.

(I hope that made sense)



Chop Chop The Panda wrote:

Positioning depends on the build you play and the build you play against.

Say you are playing against a spike build, well since they can spike pretty much anyone anyway, and they don't deal pressure, then you can just push up on them so that your warriors can freely hit on their back line.

Though, the most important thing I would say about positioning for a less experienced team is, don't try to get fancy with it.



And by that I mean, get the ward melee (if any) up far enough so that the monks can be in it and heal the warriors, make sure people don't fall so far back they are outside paragon shouts (if any) .. and in general just play solid.

And experienced team can make up for build disadvantages with positioning, but inexperienced teams can almost only cause disadvantages with positioning, if that makes sense.

In other words, if you are at the point were you are asking questions about positioning then my advice would be, don't try to gain an edge by using positioning, just make sure it is not costing you games (the mistake a lot of teams make is put up a ward melee then kite the warriors back outside, only to get spiked out), so rather than getting fancy with the ward melee, just make sure it is put up so that every caster can stand in it etc.

And about over extending, if you are not taking pressure, then your monks should be free to be in range of pushed up warriors, if you are taking a bit of pressure, warriors should still overextend a bit but here it becomes important that when the other teams warriors fall back to spike the over extended person, that your monks then follow them up to heal.

Think of it this way, if you have a warrior overextended, and the other team have your monks pushed far back, then for the other team to spike your warriors means they have to spend a lot of time running not dealing damage, so it is often to your advantage that this happens, but only if you catch it happening.



Ric wrote:

I've recently switched from WASD moving to clicking to move and I'm starting to reap the benefits, however, I don't normally monk, but previously I used WASD to move 1-8 for skills while clicking party members. My question to you is, if you don't mind sharing, but whats your keyboard set up? Do you have buttons assigned to each party member like F1-F8?



Chop Chop The Panda wrote:

Movement = WASD, I hold right mouse button to strafe.

Party members are on f1-f8 as well, but mostly click.

q = skill 8

e = skill 7

f = skill 6

tilt mouse whell left = skill 5

tilt mouse wheel right = skill 6

1-4 = skill 1-4



*Note: Text has been clipped from the original thread.

The full thread can be found here:

<http://www.virtual-dragons.com/viewtopic.php?f=11&t=297&st=0&sk=t&sd=a>

