

# Lord Brijean's Rally Strategy

TIMELINE	Action	Description	Illustration
Before anything	Participants preparation	To rally a huge target, you need 7 players (best option). 2 rally leaders (= RL) and 5 regular members (=RM). The RL have to make sure everyone is ready and <b>know the rally strategy</b> . Also make sure everyone is using buffs ( <b>attack, health, marche size and marche speed buffs</b> ) !!!	
T-TIME	RL1 teleportation.	The first RL teleports himself next to the target. The teleportation zone chosen by the RL must be big enough to contain all the RM! During that time, the RM can tp some reinforcers that are not close to the SOP. At this time no one except the 1st RL can approach the SOP.	
T+5"	Lunch first wave of rallies	The RL starts ralliies. Let a 10" seconds interval between each rally so you can cancel one if too much reinforcements show up for example.	
T+1'	Kill some creatures	If some creatures are preventing RM to tp close to the RL, kill them to free space.	
T+2'	2nd RL teleportation	The 2nd RL tp next to the rally area.	
T+2'15"	Lunch 2nd wave of ralliies	The 2nd RL lunch 4 new ralliies. The purpose is to avoid having a gap of 5' between the ralliies wave. (2' is the approximate time needed for troops to get back to each RM after hitting the target + the time needed for the RM to join the new ralliies (menu naviagtion, marche time, ...))	
T+3'45"	Scouting the target	The purpose of waiting before scouting target is to get the target receiving the notification as late as possible while keeping enough time for RM to tp and join the ralliies.	

T+4'	Rallies confirmation and RM's teleportation	If the target can be defeated rallies are confirmed <b>and RM can tp next to the RL and join rally.</b> Otherwise the RL cancel the rallies and only 1 tp has been wasted (=one of the purpose of this strategy).	
T+5'	1st wave start	Blood will flow soon ! Enjoy ! :D	
T+6'	RM join the 2nd wave of rallies 1st RL starts the 3rd wave of rallies	As soon as possible, RM join the 2nd wave's rallies (in less than 1min!). The 1st RL do not join the 2nd wave.  The 2nd RL creates the rallies for the 3rd waves instead of joining the 2nd wave rallies.	
T+7'15"	2nd wave start	And keep creating waves of rallies this way until the target is fully zeroed.	

### Notes:

- The rally leaders need to be monitoring to target's zone to detect any reinforcer coming ! **You are in charge of everyone's troops, do not (never !) neglect it please !**
- Respect every details and timing of this strategy to avoid people not being able to join the 2nd wave of rallies for example.
- Keep scouting the target from time to time to see if everything keep going well. Never get surprised by an undetected reinforcer.
- Always stay alert during rallies. When you join a rally you are more vulnerable because of having many troops out.
- If some "low level" players can come to reinforce rally member that would suffer being attacked during the rally, it's wonderful. **Remember: reinforcers can have a shield on, rally members can not !**
- This strategy's purpose is too get efficient rally but also:
  - Remain as much discreet as possible before the 1st wave start.
  - Get as much rally as possible in the smallest time.
  - Allow us to zero efficiently BIG targets. Once again, DO NOT forget buffs !

**If you have any good remark, feel free to send them to me at Brijean#2470.**

**Thank you ;)**

