

CATAKLYSMA'S



LANCER CODEX

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1. Introduction

Hello and welcome. I am Cataklysm, or, more commonly known as Assazina, Assazinchen, or simply Assa, who also wrote the “Warrior Bible” before. After much request, I decided to write yet another guide, this time covering my second main class, the Lancers. I am considered one of the best Warriors and Lancers of the EU region, and, while not being a Lancer main for as long as my Warrior, I have been playing Lancer since the start of F2P with the VM1 content. Starting from VM6, I played Lancer so much, and on such a skill level that if from any time onward, it was then that it could be considered my second main class, and therefore am confident that my knowledge might prove useful.

With this guide, I want to encourage new players to stick to this class as well as help more experienced players out with little tips and tricks that might help them unlock even more of their potential on this class. Considering it is a less complex class compared to a Warrior, this guide will also be shorter compared to the last one. However, I will still go into details when possible so hopefully every kind of player can profit from this guide. The guide will be largely structured similarly, and to an extent, even copy-paste some information of my Warrior Guide which is relevant for Lancers as well.

Before I begin, I would like to make clear that this guide is written from the perspective of somebody playing “ethically”, meaning no macros and no damage-enhancing third-party software or scripts are taken into consideration. This also means that **no Barrage-Skip is being considered for most of this guide - depending on your keyboard and ping, it is way too inconsistent if not macroed (Rubber-dome as well as mechanical keyboards with short feedback times are usually better for doing it manually).**

So, like any other guide, **this guide is by no means universally applicable to everyone, and some people will likely play very differently and still do well. If your only purpose is to cheat the game and brag around and trashtalk about it however, then stop reading this guide immediately.**

All that being said, I hope you can enjoy this guide.

1.1. Why play a Lancer?

Personally for me, the reason I love Lancers so much is their Point of View in a boss fight. With Lancers, every boss fight feels kind of “personal”, as if the fight was between you and the boss in front of you. This is particularly true with bosses like Darkan or Lachelith. You feel very immersed with the fight and also have this kind of feeling that a whole lot of the party rests upon your shoulders - and it does! A great Lancer will improve the life of his or her party with great positioning, great buff-management, all the while holding aggro.

But even with all that, **it is still extremely fun to experiment and min-max around this class.** Lancers might be more party-oriented tanks, but that is not to say that Lancers aren't able to deal damage as well. While they might be below any real DPS class, and still out-damaged a bit by Brawler and kind of heavily by Warrior Tanks, **when played at their fullest potential, their damage is nothing to be laughed at, and can make a serious contribution to any party.** In extreme cases, a good Lancer might just be able to carry a party full of bad players. Playing Lancer means taking a high level of responsibility for the party, while also having quite some options for self-sustain and self-preservation, and this is what makes the class so thrilling. In essence, **they are the closest thing to a true Paladin class that TERA has, and the definition of a main Tank class.**

For new players, **Lancers have a relatively moderate skill floor.** It isn't too hard to get into the class with their rather limited amount of attacks particularly before getting any awakened skills. However, **Lancers have a massive skill ceiling,** that, in my eyes, is only topped by Warriors. It is easy to be an okay Lancer, but putting this class to the fullest potential requires time and effort. With that premise though, you should also note that this will help you stick to your class.

1.2. Before you play

So you want to get into Lancer? Then you should bring those things to the table for an optimal gameplay- and gameplay-improvement experience.

- patience
- the will to improve
- being able to play reactively, important for actively blocking Tank classes
- a decent PC or having your client set up in a way that you get a decent amount of FPS
- **a good ping, preferably below 70ms, optimally under 45ms**

Compared to Warrior Tanks, unless it comes to block cancelling, Lancers are, in my opinion, more ping friendly than Warriors, albeit still more ping unfriendly than Brawlers. In any case, it doesn't mean that ping doesn't impact your performance in any way. Having higher ping means slower chains, or rather, slower gameplay in general and is particularly difficult to deal with when facing mechanics that require quick reactions, like the Inner/Outer Debuff circles on Atrocitas. If you want to play this class to the fullest potential, you need a ping that is at those recommended numbers.

So, unless you want to play completely casually, **I do not recommend playing Lancer on high ping. It will be frustrating, both for you and your party.**

1.3. The race/gender debate

As with any class, there exists debates which race works best with Lancers sometimes even providing evidence from actually calculating hit timers, frame counts on the animations themselves.

With Lancers, this choice barely matters however. In the past, there were slight animation speed differences between some races, however, some Patches ago, these were mostly equalized. Nowadays, the only really noticeable difference between the races comes down to their skill reaches. Though there is still no complete equalization of animation speeds, **these differences are not enough to win you any DPS competition.** The most common races you see are the following three:

Highelf Male

Had a very fast Shield Barrage Animation in a past patch, but this got nerfed. Supposedly, their Shield Barrage is still very slightly faster than other races.

Elin

Has the longest reach on some skills, mainly Shield Barrage and Combo Attack. This makes them a good choice for PvP-Players who enjoy a higher level of mobility.

Amani (Male/Female)

A min-max choice. People that play Amani Lancers do so because of the racial passive that reduces incoming damage by 10% when under 30% hp. With the correct build and gear, can reach exactly 100% damage reduction, making them **immune** to damage, while still making them able to block attacks.

This essentially makes them able to easily play a slaying build and have higher damage potential when learned properly. However, this build also takes a lot of the challenging aspects from Lancers. Unless you are a dedicated Min-maxer, you don't need to play an Amani Lancer.

Finally, one choice that may surprise some people: **Castanic Female.**

Castanic Females have similar attributes to Elins, but ultimately feel more fluid than them, on top of having had the fastest Onslaught animation of all races (need confirmation if this still is the case). Their reach disadvantages to Elins are, if at all, barely noticeable and their skate is still incredibly fast. On top of that in they have the 1% behind-crit-chance passive for few rare cases where it can matter (Desolarus).

In general however, races really don't matter as much, the differences are minimal at most. You're better off just picking what you are comfortable with. For example, I picked Castanic Female because I simply like the race and feel comfortable with it ([and they can look cute as f**k](#)).

If this isn't enough for you, [here](#) is a Spreadsheet with data regarding Lancer animations by race.

2. Basic Lancer knowledge

With the introduction out of the way, we can now start talking about the essentials and basics of Lancers. This includes their skills, their general priorities and chains as well as general skill usage and general tanking playstyle information, as well as introducing the Block cancel technique.

2.1. Skill breakdown

This part of the guide will focus on each individual skill that Lancers have.

Combo attack



Function: Filler, Stagger (in PvP)

Can be chained into Onslaught, Debilitate

The combo attack skill that every class has a variation of. Using combo attack applies a buff-stack which increases the casting speed of Shield Barrage when fully stacked. It is very commonly used as a filler in between Priority chains, most often combined with Debilitate.

In PvP, the second hit of the combo attack staggers players.

Stand Fast



Function: Block

Can be chained into Shield Counter

Stand Fast is your blocking skill. When facing the boss and timing this skill correctly to a bosses' attack, it mitigates the damage. When timed within a second of the attack, it will count as a "perfect defense", granting a stack of the **Hold the Line** and Retribution Shield buffs, as well as reflecting a fixed amount of damage back to the boss.

Aside from that, it also functions as an Animation cancel for most skills.

Consumes Resolve while in use. When awakened, you are able to move while holding your shield.

Onslaught



Function: Frontal Block, Damage

Can be chained from Combo Attack, Shield Bash, Shield Barrage

Can be chained into Shield Counter on a successful block

A skill that, despite its high damage and higher crit factor, is more commonly used as a filler due to its rather long animation, with some exceptions on bosses where its frontal Block ability comes in handy. Almost always will be used in a chain with Shield Bash, as the glyph on it speeds up the casting immensely. Has a very short time frame in which it can result in a perfect block.

The block effect works in PvP as well.

Challenging Shout



Function: Aggro-Shout, Super Armor, (Super Cancel)

Using this skill will both generate a bunch of aggro and guarantee the boss being aggroed towards you for 5 seconds. This skill is best used when you have problems holding the aggro or died and have to regain the aggro fast.

Moreover, with the Unwavering passive, it also has a super armor utility to it which allows you to “facetank” **most** attacks that would otherwise cause you to get stunned, staggered or even knocked down. Furthermore, it is a “super-cancel”, meaning it is able to cancel the animations of other skills, but it is rarely used as such.

In PvP, using it on enemy players applies a debuff to them which, if they are within range and line of sight, will cause them to be leashed in front of you when using Chained Leash.

Shield Bash



Function: Stun, Onslaught Chain

This skill is mostly used as a chainer for Onslaught since not only does it chain into Onslaught, but its glyph boosts the casting speed of Onslaught, making it much faster. For mechanics that require bosses to be stunned, while this can be used, most Lancers will opt for their Leashes or their Shield Barrage to stun as Shield Bash has much more value.

In PvP, it stuns opponents as well.

Guardian Shout



Function: Party-buff (Aura)

One of the two party buffs that give Lancers their special flavor as a more supportive tank compared to other tank classes. Using this skill, after a couple of seconds, will apply an aura with a 40 meter radius around the Lancer, which will provide a 91% base endurance as well as a 30% base power buff to everyone in the party, including the Lancer. This means that even if a party member dies, they will still receive the effect after resurrecting.

The effect ends if the Lancer is knocked down, however. This makes this skill difficult to use effectively in PvP, and, in PvE, you run the risk of losing the buff on some bosses.

Shield Counter



Function: Damage, Super Armor, Damage Reduction

Chains into Spring Attack, Wallop

Can only be used after a successful block

One of the main damage skills of Lancers. Shield Counter has a very high innate crit chance, in any practical scenario, it is impossible to ever see any white hits with this skill. Shield Counter is most commonly used as either an “animation cancel” for Wallop and Super Leap, or as a faster, and a higher damage alternative to Shield Barrage within chains. Shield Counter is also a Super Armor, and reduces incoming damage by 50% while being used.

In PvP, both hits stagger players.

Leash



Function: Stun, Pull

Enables Master Leash

One of Lancers “skillshot” skills to stun a target from range and pull it towards them. This skill is almost exclusively used in PvP, with some exceptions in PvE to either stun a Boss for a mechanic or to pull a non-boss monsters towards you.

Debilitate



Function: Filler, Debuff

Can be chained from Combo Attack

Can be chained into Spring Attack, Shield Bash, Wallop, Lockdown Blow

Apart from being a possible Spring Attack chain, **this skill applies a 12% endurance debuff onto the target.** This debuff should be kept up at all times. Debilitate is mostly used as a filler between priority chains.

Retaliate



Function: Escape

Puts you back on your feet when you get knocked down. Applies a short immunity to any CC **except fears** for 2 seconds.

Mostly used in PvP, and for some bosses which still have Knockdowns in their arsenal.

Infuriate



Function: Force Enrage

Enrages the boss for 36 seconds. As a Lancer, you should be using this at the start of any fight.

Spring Attack



Function: Damage

Can chain into Wallop

Can be chained from Shield Barrage (both hits), Debilitate, Shield Bash, Lockdown Blow, Shield Counter, 3rd hit of Combo Attack

This is your main damage skill that is able to chain from almost every other filler and chain initiator. A lot of the damage a Lancer deals depends on how often you can land this attack. Spring Attack consists of **4 hits** in total, only after which it should ideally be block-cancelled. A mistake many Lancers do is to cancel this too early, making them lose out on a lot of potential hits.

Most of the time, Spring Attack will deal the most damage of all your skills, with some exceptions where Super Leap might take it over either due to low crit rate on Spring Attack itself, or due to very high crit rate on Leap.

Charging Lunge



Function: Mobility, Situational Chainer
Can chain into Wallop, Super Leap

Lancers main mobility skill. You quickly charge towards the direction you are aiming at. However, this is not its only use. In PvE, Charging Lunge is also used as a chainer, mostly for Super Leap, **either to realign it with Wallop, or to use it independently from it.** However, those cases are situational.

Second Wind



Function: Self-Heal, Emergency Skill

A high-cooldown skill which recovers a high number of HP and 750 resolve. This is mostly used in emergencies when you are either about to die or don't have enough resolve but have to dodge an incoming mechanic. Due to its long cooldown, it should be used with caution.

Adrenaline Rush



Function: Class-specific Steroid buff, Party buff

Lancers main source of burst damage, and one of the two buffs that make Lancers stand out from other tanks as a supportive tank.

Halves the cooldowns of Shield Barrage, Spring Attack, Wallop, Super Leap and Onslaught, while increasing the attack speed of you and your party members by 20% for 20 seconds. The Lancer himself gains an extra 10% attack speed from the glyph, making it 30% total for the duration of Adrenaline rush. This allows them to quickly unleash a lot of Spring Attacks, Wallops and Super Leaps. Furthermore, it grants the entire party a 5% damage buff for its duration, but due to a bug with the Adrenaline Rush glyph, **these 5% are actually a whopping 15%**. Therefore you should never use this buff carelessly.

Shield Barrage



Function: Damage, Chainer, Stun

Can Chain into Spring Attack, Wallop, Debilitate, Onslaught, Lockdown Blow

Shield Barrage is one of the core Lancer skills. It is a two-phase skill, with the second hit dealing more damage than the first. It is mostly used as a chainer for Spring Attack, but can also be altered as a chain for other skills. Still, it should primarily be used for Spring Attack.

Furthermore, the skill has a chance to stun non-boss-monster targets.

In PvP, both hits stagger players. It also has a chance to stun them.

Pledge of Protection



Function: Situational Party-Damage-absorb

A very rarely used skill in a Lancers arsenal. This skill transfers 20% of the damage taken by your party members to yourself, and for its duration, reduces incoming damage by 20% for 12 seconds.

This skill has almost no practical usage anymore as the damage reduction it provides to party members barely plays any factor in whether or not they are able to survive an incoming attack, while also putting yourself at a risk.

Lockdown Blow



Function: Damage, Filler

Can be chained from Debilitate, Shield Barrage

Can chain into Spring Attack, Wallop

Lockdown Blow is a skill with a variety of usages regardless of its comparatively longer cooldown compared to other skills. It is mostly used as a chain into Wallop when there is bottlenecks between Spring Attack and an upcoming Wallop. Can also be used as a filler, mostly in combination with Debilitate.

Iron Will



Function: Self-Shield

When used, applies a shield to yourself which absorbs up to 32.834 damage for either 10 seconds, until you run out of mana, or until the absorption limit is exceeded. Every 100 damage absorbed consumes 1 MP.

Mostly used to face-tank attacks or mechanics with fixed or percentage-based damage.

Master's Leash



Function: Stun, Pull

Basically another Leash that can be used after casting Leash. Mostly used to extend stun-chains in PvP.

Chained Leash



Function: Mass-Pull, Stun

Also Called "Giga Leash"

Its function depends on how it is used. If used as a standalone skill, it has to be aimed on an enemy player. On a successful hit, it will then leash up to 5 more players within 15 meters to that enemy player and stun them all. **This stun can not be cleansed.**

If used after Challenging Shout, it will instead leash all targets affected by the Challenging Shout effect towards the front of you.

Wallop



Function: Damage, Frontal Block, Knockdown

Chains from Spring Attack, Debilitate, Shield Barrage, Shield Counter, Charging Lunge, Lockdown Blow

Can be chained into Super Leap

Can be chained into Shield Counter on a successful block

Another one of your main damage skills with a frontal Block effect. It deals a high amount of damage and is also your main chain skill into Super Leap. Optimally, they should both be used together. Has a bit of an animation lock towards the end. Achieving a perfect block from this skill will grant you a Hold the Line stack, **unless you chain it from Spring Attack.**

Backstep



Function: I-Frame, Mobility

Your one and only I-Frame which costs Resolve to use. Unlike Warriors however, Lancers have much higher resolve costs, making you able to at most do two consecutive Backsteps in a row. Backstep functions as a directional skill, moving you in the direction you are travelling. It can also be used for a quick burst of Movement in some situations.

Rallying Cry



Function: Aggro-Shout, Super Armor-AoE Buff

Using this buff generates Aggro and provides you and your party members with a buff which makes them immune to Staggers and Knockdowns for a short amount of time. The only downside is that this skill applies a cooldown to Guardian Shout if it is being used when the latter is not on cooldown itself, meaning that you will delay your Guardian Shout if you use this recklessly.

Not used very often, unless it comes to PvP.

Super Leap



Function: Damage, Frontal Block

Can be chained from Wallop, Charging Lunge

Can be chained into Shield Counter on a successful block

The first of your Awakening skills and the one you will use the most. This is a high damage, high crit chance skill that also applies a frontal block effect during its usage. Perfectly blocking with this skill will NOT stack the Hold the Line buff.

This skill is almost always used in combination with Wallop, but can also be used independently with Charging Lunge. **Super Leap is a majority of your damage, with the**

potential to even surpass Spring Attack, provided it crits often enough, and should therefore be used as much as you can.

In PvP, it knocks up players and applies the Menacing Wave debuff to them, which reduces their attack-and movement speed for a short time.

Guardian Barrier



Function: Damage, Party-Block, Wipe-Saver, Mechanic-Skipper
Can be chained into Shield Counter after a successful block
Also known as “Reinhardt Shield”

The second Awakening skill. This skill functions the same way as Stand fast, except it has a much wider hitbox to block for party members behind the barrier as well. The barrier blocks damage until you let go of the skill, your resolve runs out, or the barrier breaks, either due to absorbing too much damage, or when used to block an otherwise unblockable or even unframable attack. When hit, this skill deals damage equal to a non-glyph boosted Shield Counter for every time it blocks, regardless of block timing. It does grant a stack of the Hold the Line buff for the first blocked attack if it was within a “perfect” block timing.

The usage of this skill varies greatly from boss to boss. On some bosses, it can be used to skip certain mechanics once by blocking unblockable/undodgeable attacks. However, this will also cause the skill to go on a much higher cooldown. On others, where this utility is not needed, you can use the skill for a bit of extra damage. Each tick is a guaranteed crit.

You can move while using the barrier.

Divine Protection



Function: Party-Damage Absorption

The final awakening skill and the final active skill of Lancers. Using this skill provides you and all your party members with a buff that increases movement speed and absorbs damage for 10 seconds. The effect ends after the duration runs out, or if absorbing fixed damage attacks (i.E. Lachelith spheres).

Useful for when you can predict your party to take a heavy hit.

Lancers also have some passive skills which are mostly tied to the usage of their skills. I will go over the most important ones.

Hold the Line



The most important passive a Lancer has.

Whenever you manage to achieve a “Perfect Defense”, or in other words, blocking an attack within half to a full second when it is about to land (the exact timing depends on the skill you use to block), you will gain one stack of the “Hold the Line” buff, which increases your aggro by 4%, your Power by 4 and your Crit Factor by 6 for 50 seconds. This can stack up to 10 times, after which any well-timed block will reset the duration of the buff back to 50 seconds.

In essence, this provides a very noticeable damage boost to Lancers and should be kept up at all times, and, if not pre-stacked, stacked up as quickly as you can.

Stronghold Shift



This passive allows you to move while using Stand Fast and also reduces the RE cost from 50 to 40. In essence, this allows you to permanently block with Stand Fast.

Retribution Shield



In addition to Hold the Line, this passive also procs on a well-timed block and causes Stand Fast or any Skill that can be used for “Perfect Defense” to reflect damage back to the attacker. It also regenerates 5% MP and reduces the cooldown of Shield Counter by half a second. Also, it applies an effect that increases your next Shield Counter’s damage for 10 seconds, which can also stack up to 10 times.

Unwavering



The final passive of Lancers gives them immunity to push-back from monsters with a few exceptions (for example, Kalavese’s charge when enraged) while also increasing resistance to knockdown and stagger effects by 20%.

Furthermore, it turns Challenging Shout into a super armor, making you immune to Stagger and most knockdown effects of bosses while casting, as well as a stun-resist.

2.2. General priorities

With all the skills and their functions explained, we can now create a priority list for our attack skills based on the overall damage contribution and overall usability of each individual skill.

Lancers, even with full cooldown reduction builds, can not avoid using fillers until their main skills are up again. This already implies that we have certain main-priority and filler priority skills that also depend on their inherent chains. Lancers also have quite a few utility skills, and **some skills might fit multiple purposes as well.**

Let's start by putting our skills into their categories:

Main Damage skills:



Super Leap



Spring Attack



Wallop

Higher Priority Fillers:



Onslaught



Lockdown Blow

Lower Priority Fillers:



Combo Attack



Debilitate

Spring Attack Chainers



Shield Counter (requires successful Block)



Shield Barrage x2



Lockdown Blow (situational)



Shield Barrage x1/x2 -> Debilitate (situational)



Debutitate

Situational Chainers



Charging Lunge, for Super Leap or Wallop>Super Leap



Single Barrage - for specific situations, for more details, check [\[insert Link\]](#)

Situational Fillers



Guardian Barrier (requires successful Block(s))



Shield Counter (requires successful Block)* see below

2.3. General combat style and “basic rotation”

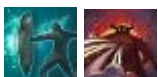
In essence, Lancers can be considered a mix of partially a rotation-based class, but **mostly a priority chaining class**, that means that while they have a basic rotation they can follow, this rotation can and will be altered to follow higher priority chains and skills. Sometimes, parts of those rotations can be skipped or altered for the situation to yield better results. Lancers have no RNG involved within their Skill chains themselves, that means, **no resets**. This, plus their relatively low amount of attacking skills make them relatively transparent.

In any practical scenario however, Lancers ultimately come down to being a situational priority chaining class, **with them being largely dependant on reacting to the boss to yield the most optimal outcomes.**

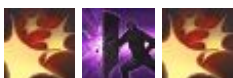
As a Lancer, the key to dealing damage lies in using as many Spring Attacks, Super Leaps, and Wallops possible. Optimally, you want to use them as soon as they are off cooldown. This makes the Shield Barrage > Spring Attack chains one of the chains that we will use extremely often, and extend into Wallop and Super Leap if they are up.

However, **in between almost every Spring Attack usage, there is a certain timeframe which has to be bridged with fillers to be efficient.** You want to keep attacking the boss as often as possible to get the best results. So, every time a Spring Attack is used, it is followed up by either Wallop and Super Leap, Wallop and a Filler like Combo Attack, or multiple Fillers. These Fillers are chains that follow a priority list in themselves.

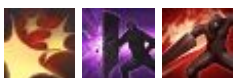
Those are:



as a high priority Filler chain



as a low priority Filler chain



as a situational filler chain, if Lockdown Blow wasn't used

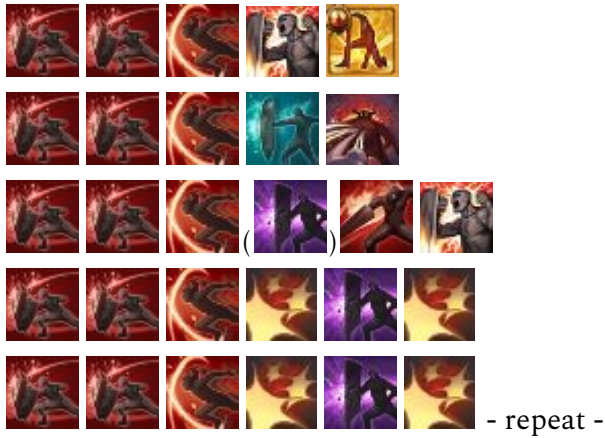


or if only a single Filler is needed

Lockdown Blow will, in an optimal scenario, be used as a filler for a bottleneck between Spring Attack and Wallop following the Spring Attack chain after Onslaught.

But in general, we are working to follow our priorities as close as possible. As mentioned before, we have no resets to care about, so in theory, we are able to construct a basic rotation that covers the priorities that we just established.

This basic rotation would look something like this.



Now considering that you are a Tank, the boss will be actively attacking you, and blocking the attacks means that you will either weave **Shield Counter** in as a Filler, or as a **replacement for Shield Barrage**, depending on the situation. I will go over this again in the advanced gameplay section.

Also keep in mind that this takes into account that you run without a healer (or with a mystic), meaning you get no additional CDR effects that could affect this basic rotation, like Energy stars from a Priest. For further information, read 5.1.

With this out of the way, let's talk about a very important technique that you must learn before we go on into the actual tanking playstyle that you need to adapt, as your primary role is that of a tank.

2.4. Block Cancelling

An essential part of a Lancer's DPS comes down to how good they are with the Block cancelling technique. Block cancelling is the process of shortening a skills ending animation by using a properly timed Stand Fast to cancel it out. As an example, first do the usual Shield Barrage into Spring Attack Combo without using a Stand Fast at the end of the Spring Attack animation. Now do the same thing, but use a short tap of your Stand Fast to block-cancel your Spring Attack's ending animation. You will notice that the Attack will be finished much faster than it would normally be, allowing you to use your next chain faster. In general, it is recommended you always Block Cancel whenever you know you are about to end a combo. This means that if you do for example the Shield Barrage -> Spring Attack -> Wallop Combo, you would Block Cancel after the Wallop to shorten its ending animation. If you use an individual skill, for example Lockdown Blow without chaining into everything, the same rule applies.

The problem that many Lancers face however is that they time their Block cancels too early or too late with multi-hit skills. Often you will see Lancers having very low hit per minute numbers on Spring Attack or Onslaught. This is most often the result of bad block cancelling. To put it into perspective, **Spring Attack consists of 4 hits, while Onslaught**

consists of a total of 13 hits. The common mistake is that many people block cancel too early, losing a lot of their hits in the process.

So it is important to learn the timing when your skills are about to hit for their final time before block cancelling them so you don't lose out on potential damage. Learn when to block cancel every skill correctly and make a habit of it to use this technique as much as possible.

2.5. The Tanking mindset

Now comes the most important part of the basics to the Lancer. **As a Lancer, you are first and foremost a Tank, this means that you hold a certain amount of responsibility not only for yourself, but for your party as well.**

Your main goal as a Tank is to **hold aggro, stay alive, and position the boss well** so your **DPS can do their jobs** and preventing the boss from attacking them directly. This also gives your healer an easier time doing their jobs as well, allowing you, in essence, to play more aggressively.

You are NOT a frontal damage dealer.

This one is a misconception that many Lancers, especially those who mained Brawlers before, have. Many people fail to understand their responsibilities and are, for any good dps player, a pain to play with, as, needless to say, they believe positioning or any sort of teamplay to be unimportant. Most of the time they don't even deal any damage, and even if they do, they are still a worse Lancer than one who pulls lesser numbers, but plays for his party. **No tank in this game should have this mindset.**

Instead, you want to keep the Aggro at all times. Whenever you are noticing problems with your own aggro generation and/or holding, *you have to consider either opting for aggro glyphs or niveots*, or using Challenging Shout more often in place of a filler, for example.

You want to keep the boss steady and prevent him from moving as much as possible. **Only when it forcefully turns due to a mechanic or a targeted attack, chase the front of the boss to keep it from turning even more, which will hinder your DPS on doing their jobs.**

Utilize your Blocking and Mitigation skills, particularly Stead Fast, to react to the Bosses' attacks and stay alive. **Mechanical knowledge of the boss and knowing the attack patterns is crucial. You need to be able to recognize the attacks and respond accordingly.**

For example, you need to know whether you:

- a.) can facetank the next incoming attack
- b.) have to block the next incoming attack
- c.) have to iframe the next incoming attack.

- d.) can block the next incoming attack with an upcoming priority chain that has blocking attributes
- e.) have to reposition the boss entirely.

As you can infer from the last point, sometimes, you have to take responsibility for your party as well. For example, it can happen that a DPS dies in a very inconvenient location for your healer to resurrect them. In this case, you might be forced to turn the boss to give them an easier time to do their jobs. Or it could happen that the boss moves in a very unfavorable position for your DPS to do their jobs. In this case you might have to reposition the boss or turn it. Always keep an eye on your surroundings to determine if such action is required from you.

Last but not least, do not forget that you have powerful party buffs and a defense debuff to the boss. You want to keep the Debilitate debuff up at all times so you and your party can deal the maximum amount of damage. Furthermore, you want to coordinate with your party to align those buffs into enrage phases of every boss, as this is where you and every member in the party have the highest damage burst potential.

Always remember that your main role as a Tank, particularly a Lancer, is to take responsibility for your party and to be a team player. Everything beyond that is part of mastering how to play a Lancer to their fullest potential.

With this basic knowledge out of the way, let's get into the gearing.

3. The gear

Now that you know the basics to Lancer gameplay, it is time to check your gear and how you should go on about it. I will be covering ideal jewelry, rolls, dual options, and etchings for every purpose.

The required jewelry varies depending on the healer you run with. **Generally, if you truly want to min-max with every possible combination, you will need to have multiple jewelry and/or innerwear setups. However, which kind of jewelry you ultimately want to run depends on your crit factor, which I will go over about in the next section.**

Later on, I will also go over about using the Double Enrage alternative roll option on the weapon.

3.1. Crit factor

Lancers are a peculiar case when it comes to deciding for how much crit factor a person wants to go for. Usually with other classes, you would want to go for so much crit that you can either guarantee them to crit, or at least give them a very high chance to do so, for example, Warriors want to stack crit until their Scythe reaches its Crit Factor cap.

Crit Factor caps can usually be calculated with a formula, which was provided by theorycrafters of the TERA community:

$$\%CC = 1 - (1 - X(n, G, A)) \times (1 - X(n, 1, 0))$$

or

$$\%CC = 1 - (1 - G \times (A + n) - F) \times (1 - n - F)$$

However, the problem with Lancers is that no matter how much Crit Factor they stack, they are, in theory, **unable to reach 100% crit chance on any of their skills except Shield Counter**. Super Leap's crit factor cap for example is +396... **when hit from behind**. Since the actual value of crit factor is much lower at the front compared to the back, and their main damage skill, Spring Attack, has no crit chance glyph whatsoever, **Lancers will need pretty high Crit Factor numbers to get consistent results**.

We have to keep in mind that Lancers gain 60 additional Crit Factor from a fully stacked Hold the Line buff. However, even with that in mind, **the only way a Lancer can reach 100% crit chance on any of their main damage skills is to forcefully back hit with their Super Leap**. This goes against the very principle of playing Lancers, as they are a Tank and not a DPS class.

So what Crit Factor Number should you, ultimately, aim for?

Usually, **going full Crit Factor is never a bad idea**, since it yields the most consistency. But even with a full Crit build, you can have runs where even your Wallop or Super Leap will have very mediocre crit chances. On the other hand, you can have very lucky runs with a more power focused build, critting almost every Super Leap and a lot of your Wallops.

$$X(n, G, A) = G \times (A + n) + F$$

$$n = \frac{D \times I \times (B + Cf_0 + Cf)}{10 \times CR}$$

$$F = T \times L$$

$$T = \begin{cases} 1.5\% & L > 0 \\ 0.25\% & L < 0, \text{Normal} \\ 0.5\% & L < 0, \text{BAM} \end{cases}$$

A = Additional Crit Chance (% Passives, Carving Crystal, Crackshot, ...)

B = Glyph Value of Base Crit Factor Glyph

D = Direction Modifier (1 = Front, 1.2 = Side, 1.6 =Back)

F = Level difference Modifier

G = Glyph Value of Crit Chance Glyph (Glyphs/Passives that increase Crit Chance)

I = Skill Innate Crit Modifier

L = Character Level - Enemy Level

%CC = Crit Chance

CR = Crit Resist Factor (For Current Bosses the base is 210)

Cf₀ = Class Base Crit Factor

Cf = Bonus Crit Factor

Ps.: There is a limit on F: $\|F\| \leq 15\%$

Talking from **personal experience**, I can recommend any crit factor number starting from +300 bonus Crit Factor without Standfast applied, which makes it a total of 360 Crit Factor. At those high numbers, your main damage skills crit consistently enough for you to not get any problems with your main responsibilities. **However, you have to keep in mind that the very nature of critical hits for Lancers comes down to RNG.** So don't take my word for it. Instead, experiment for yourself which Crit Factor value works the best for you.

I personally still run a full crit factor setup for **highest consistency**, which leaves me at an unbuffered +358 crit factor. This is however well beyond the amount of crit factor that you need, especially with Shield Counter being taken into consideration.

3.2. The gear and the rolls

Every gear piece shown has ideal stats, etchings, and crystals applied to them. However, there are some options where you can alternate between gear. These come down to your jewelry. Depending on what kind of healer you run with, and how much Crit Factor you want to run, these choices can alter. **Which type of jewelry you take for each piece individually does NOT matter as long as you are above +300 crit factor. Meaning, you can also take crit factor jewelries.**

After this, I will also answer some questions regarding certain choices for etchings and crystals, as well as rolls in their own section.

Note that should you have problems keeping aggro, you should equip a threatening crystal in your weapon for higher aggro generation, as the overall utility of it offsets the damage loss. If the boss constantly switches to unfavorable positions due to aggro loss, it hurts the overall party DPS much more than you losing out on one Pounding crystal.

Weapon:

Top-Line:

Decreases skill cooldowns by 7,2%

Increases damage by 9,3% when attacking enraged monsters. (VERY SITUATIONAL, and PRETTY MUCH NOT RECOMMENDED, SEE BELOW)

Bottom-Lines:

Increases damage by 9,3% when attacking enraged monsters.

Increases damage by 8,6% to the target with the most aggro toward you.

Decreases skill cooldowns by 7,2%.

Increases damage by 6%. (drop if no 4th stat)



Etching:
Energetic

Crystals (normal):

Pounding
Pounding
Wrathful
Focused

Crystals (slaying):

Focused
Wrathful
Slaying
Furious

Dyad effects

Poisedly for non-slaying runs
Resolutely for slaying runs

Alternatively:

Replace one Pounding with a Threatening if you have problems holding aggro

Chest:

Top-Line:

Increases Spring Attack Damage by 15%.

Bottom-lines:

Decreases damage taken by 6%.
Decreases damage taken from frontal attacks by 6,9%.
Decreases damage by 8,6% from the target with the most aggro toward you.
Decreases damage from enraged monsters by 10%. (drop if no 4th stat)



Crystals

Normal:

Hardy Niveot x4

Perma-Enraged (Vergos Ph. 4)

Hardy Niveot x3
Poised Niveot

Slaying:

Hardy Niveot x3
Resolute Niveot

Dyad effects:

Brutally or Swiftly

Etching:


Grounded

Gloves:

Increases Power by 5.
Increases Crit Factor by 9.
Increases Attack Speed by 2.25%.

Etching:
Energetic

+9 Stormcry Gauntlets



For Lancer, Berserker, Gunner, Brawler
For level 65 or above
Soulbound to 'Cataklysmā', Can be liberated 1 times
Lv.432 /432 **Cannot trade, No sale value, This item can't be stored in the guild bank.**


Defense modifier 20,432 (+1,838)
Increases Crit Factor by 12.
Increases Attack Speed by 2.25%
Decreases damage taken from crits by 15.0%.
Increases Power by 19.
Increases Endurance by 21.
Increases skill damage by 3%.

Boots:

Increases Endurance by 4.
Increases Movement Speed by 6%.
Replenishes 2% of total MP every 5 seconds.

Etching:
Grounded

+9 Stormcry Greaves



For Lancer, Berserker, Gunner, Brawler
For level 65 or above
Soulbound to 'Cataklysmā', Can be liberated 1 times
Lv.432 /432 **Cannot trade, No sale value, This item can't be stored in the guild bank.**

Defense modifier 20,432 (+1,838)
Increases Movement Speed by 13%.
Raises max HP by 4%.
Increases Power by 22.
Increases Endurance by 6.
Increases Crit Resist Factor by 24.

Rings:

Increases Power by 4.
Increases Crit Factor by 4 / Increases Crit Power by 0.04. (see below)

Crystals:
Keen Vyrsk

Etching:
Keen

Carving Entropy Ring



For level 65 or above
Soulbound to 'Cataklysmā'
Lv.341 /341 **Cannot trade, No sale value, This item can't be stored in the guild bank.**

Attack modifier 753
Raises max MP by 178.
Increases Endurance by 4.
Increases Crit Factor by 44.
Increases your healing skills by 245.
Increases PvP Defense by 4.

Earrings:

Raises max HP by 4%.
Increases Endurance by 4.
(Decreases duration of stun effects by 10%, highly situational)

Crystals:

Keen Vyrsk

Etching:

Keen

Necklace:

Increases Power by 4.

Etching:

Keen

Circlet:

Increases Power by 4. / Increases Crit Factor by 8.

Brooch:

Increases Power by 3.
Increases Crit Factor by 6.

Pumped Entropy Earring



For level 65 or above
Soulbound to 'Cataklyσμα'
Cannot trade, No sale value, This item can't be stored in the guild bank.

Lv.341 /341

Defense modifier 985
Raises max HP by 8,698.
Increases Attack Speed by 2%
Increases Crit Resist Factor by 44.
Increases Power by 17.

Carving Entropy Necklace



For level 65 or above
Soulbound to 'Cataklyσμα'
Cannot trade, No sale value, This item can't be stored in the guild bank.

Lv.341 /341

Attack modifier 769
Raises max MP by 246.
Increases Attack Speed by 6%.
Increases Crit Resist Factor by 36.
Increases Crit Factor by 40.
Increases your healing skills by 267.

Entropy Circlet



For level 65 or above
Soulbound to 'Assazinchen'
Cannot trade, No sale value, This item can't be stored in the guild bank.

Lv.89 /89

Defense modifier 896
Raises max MP by 570.
Increases Crit Resist Factor by 20.
Increases Endurance by 11.
Concentration III

Marrow Brooch



For level 65 or above
Soulbound to 'Assazinchen'
Cannot trade, Cannot be stored in bank, This item can't be stored in the guild bank.

Lv.325 /325

Attack modifier 372
Increases Power by 3.
Increases Crit Factor by 6.

Belt:

Increases Power by 3.
Increases Crit Factor by 6.

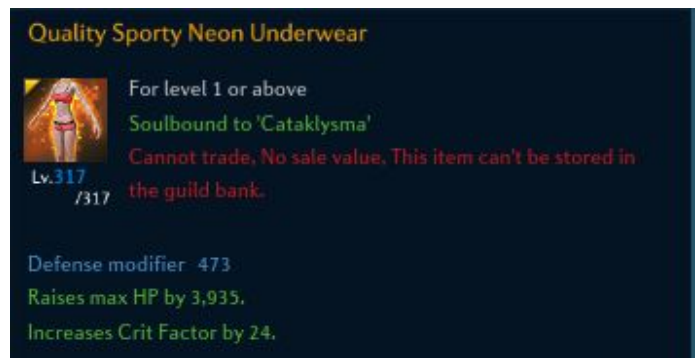
Etching:

Keen



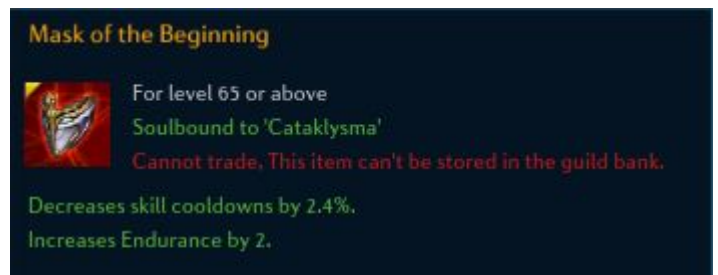
Innerwear:

Your choice of either power or crit factor.
Generally, crit factor is recommended however, as is with etchings. See below why.



Mask:

Decreases skill cooldowns by 2,4% / 3% /3,4%.
Increases Endurance by 2 / 3/ 4. (static stat)



That covers all the gear stats, but before we move on, let's answer some questions that might have come up and some of the stuff that I mentioned earlier.

“Why should I use energetic etchings?”

They are the best option for Lancers. If you don't use energetic etchings, you won't have enough attack speed to play efficiently and will also lack cooldown reduction that you can't get from any other source other than weapon and mask. This cooldown reduction is important to align your buffs and play smoothly.

“Why should I use keen etchings on all my jewelry?”

Because it is safer. Even if you play with a more power focused build, investing so much into power can prove wasteful in the end if you don't see the desired results. Generally, Lancers already need very high crit numbers, so you aren't doing anything wrong by going with Keen etchings over Pumped ones.

“Why should I use brutally hardy niveots?”

Because some bosses can be staggered (Manaya, Malgarios, RK9), and those staggers also count as a knock down. In that time, you will deal more damage than usual.

“Why did you recommend crit damage as an alternative to 4 crit factor on rings?”

Because crit damage scales better from the front and side than it does from other directions. You should get roughly a 0,8% damage increase from it. This evens out with the crit factor however, and it is your choice which roll you want to choose.

“What if I want to play on a slaying setup?”

In that case, exchange your pounding crystals for a slaying and a furious one and one of your hardies for a resolute crystal. Also, you should aim for a bit more crit factor because of how the slaying crystal works - it only procs when you crit.

“I can only roll 3 stats on my weapon or chest, what do I do?”

As already pointed out, for the weapon, you drop the 6% flat damage line, for the chest, you drop the 10% enraged damage line. Playing without double CDR will result in gameplay problems once you reach Frostmetal gear and therefore unlock the fourth stat on weapon. On the chest, dropping the Enrage-damage reduction line gives you the highest overall survivability, even if bosses hit harder in enrages. The reason for this is that the other rolls are active throughout the entire fight.

“Why did you recommend a Crit Factor Innerwear?”

The reasoning behind this is that when you switch from a crit to a power piece, it isn't always an even trade. On some gear pieces, you gain one extra power by switching from Crit to Power. This is not the case with Vyrsk, Etchings and Innerwear. Here the trades are equal.

“What are your thoughts about the Attack speed overline roll?”

*In my honest opinion, using this roll is completely pointless unless you are very inexperienced. It will only cause bottlenecks, which will result in you using more fillers than needed while giving nothing real in return other than easier reaction time to bosses attacks. **I would not recommend it.***

3.3. CDR vs. Enrage overline on Weapon

As pointed out above, using the Enrage damage overline roll on your weapon is an option that exists and some Lancers even opt to play with. However, it is very debatable whether or not it has its uses.

The overall problem with the roll persists with the buff alignment and play style changes. While in Adrenaline rush, it is less noticeable, **it is very noticeable outside of Adrenaline rush and will force you to use more fillers and, over the course of a fight, cause you to lose potential Spring Attacks, Wallops and Super Leaps that the cooldown reduction roll would have provided you.**

For the sake of this guide and to keep it simple: **The double enrage setup only works if you have a fight duration that doesn't allow for more than exactly 2 full adrenaline rush usages**, which most of the time are fights with 3 enrage phases, **where you buff on the first and the fight ends on the third, just when your buffs run out after the second usage**. If the fight is faster than that, you are likely running content where it doesn't even matter, and if you are slower, the cooldown reduction roll would have most likely granted you an extra burst phase for you and your entire party. Not only that, but **due to the differences in play style, it is not guaranteed that the roll will automatically outperform your double CDR setup**. If you can't play fluently with this roll, you will, in the end, only cause damage loss to yourself by bottlenecking yourself.

The double CDR roll is simply the most consistent and useful option for the weapon, and the best in regards to your role as a Lancer, and should therefore primarily be used over the double Enrage option.

With that out of the way, we can move on to the glyphs.

4. Glyphs and EP/Talents

This section will cover the preferred choices for talents and glyphs, since they can impact your gameplay performance drastically.

4.1. Glyphs

Counting in all the earlier discussed topics, skill priorities and gear rolls and stats, the glyphs are pretty straight forward. This section assumes you have all Master glyphs available. **If you don't, do Macellarius Catacombs and Sabex Armory as well as Island of Dawn and Guardian Legion Missions to get them all ASAP.**

For our glyphs, we want to boost our most damaging skills and Fillers as much as possible, but we also want to put some points into utility and survivability for ourselves. Furthermore, we also want to take the glyph on Adrenaline Rush for the extra Attack Speed during bursts and the Glyph on Enrage to gain another potential burst phase. Finally, we want the Debilitate duration glyph because the Debilitate debuff can be resisted, and using this glyph helps us with the uptime. If we consider all this, we are left with this base glyph build.



With the last few points, we have a choice between some options, depending on your personal preference. For the most damage potential, go with the Lockdown Blow damage glyph, **which is what I personally recommend and run.** If you are learning a boss and want more survivability, go with the Ardent Shield Counter glyph for more resolve generation. If you have Aggro problems, take the Aggro glyphs on Shield Counter and Shield Barrage. If you want to be able to use your Super Leap more freely, or just want more mobility, take the Cooldown Reduction Glyph on Charging Lunge. Another viable glyph for specific bosses that stun/CC a lot is also the swift Challenging Shout glyph, which cuts down a chunk of it's animation.

Also, since the change to Debilitate where it now applies its entire 12% debuff in one single stack, people have been asking whether or not the duration glyph on it is still worth it. I would still advise you to use it, since it is overall quality of life not having to worry too much about Debilitate, allowing you to focus more on tanking or dealing damage as a Tank. That aside, the other glyphs you could choose from the points you gained aren't really better.

4.2. Talents/EP

Lancers, compared to other classes, have surprisingly strong talents that impact their gameplay - for themselves, not for their party - drastically. They go from outright damage increases due to higher Adrenaline Rush uptime to gaining an extra backstep at full resolve.

You should first focus on the most important talents however. I will list these up by priority.



Adrenaline Rush - Constasy - highest priority

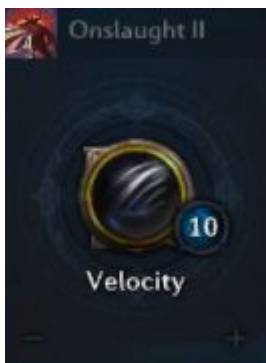
Even before Mighty Attack, this is the strongest Talent that Lancers have. For every stage, it adds an extra second to Adrenaline Rushes' duration **for yourself**. Essentially, you will have 25 seconds of this buff available to you when maxed out. This grants you an extra Super Leap and Wallop as well as a few Spring Attacks.



Mighty Attack - second highest priority

The reasoning for this is straightforward. This is a straight up damage boost from the extra power that you gain, **which is active over the course of the entire fight**, unlike the Adrenaline Rush - Force - talents.

Before you move on to the next talents however, there is a Talent that should be mentioned at this point:



Onslaught Velocity

Due to its low cost to max out of only 15 EP, the talent can be taken at this point to smoothen out Onslaught, increasing its overall usefulness. It is one of the best QoL talents that Lancers have. Whether or not you decide to take this here depends on your personal preference. If you decide to go with the rest of the Adrenaline Rush talents first, max this out as your fifth talent.



Adrenaline Rush - Force - third highest priority

This one is a buff towards our damage during our burst skill, Adrenaline Rush. The reason you take this over the Extra-Force talent is because the buff granted from this talent can be reapplied by chance, resetting the second-counter of it, and therefore granting you a few extra seconds of buff uptime. This usually outperforms the extra seconds gained from the Extra-Force Talent, not to mention that you gain even higher power like this.



Adrenaline Rush - Extra Force - fourth highest priority

Finally, this is the last of a Lancer's core talents. It adds extra duration to the Force-Buff, making it possible to extend it outside of your Adrenaline Rush duration. A longer duration of the buff also means that you have more chances to refresh it, extending it even further.

From here on out, the remaining "viable" talents can be picked by your own preference.

These *viable* talents are:



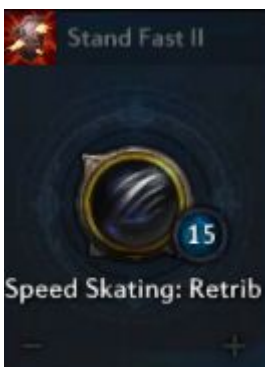
Mighty Defense

This Talent adds extra endurance, and more endurance means more survivability. More survivability is both a QoL and an indirect damage increase, as this allows you to play more aggressively.



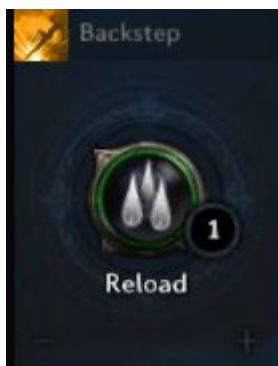
Shield Counter - Fatal Blow

A Damage boost by chance. Since Shield Counter always crits, the only randomness involved with this talent is whether or not its effect applies.



Stand Fast - Retribution

This Talent, by chance, makes Shield Counter much faster when used within 5 seconds of it proccing. Generally, this is good, however, there are cases where this can cause it to *desync* from Spring Attack, if you planned to chain it from Shield Counter. In this case, you have to fill with Debilitate, for example. With the sped up Shield Counter however, the extra time gained makes up for the extra chaining skill you would have to use in this situation. Ultimately, this talent has potential, but is difficult to play with both due to how situational it is and its random nature.



Backstep - Reload

This talent is mistranslated. It actually **reduces your RE cost** for your Backstep. At stage 9, the cost reduction is so significant that at full resolve, you gain an extra backstep. It is up to you how many points you want to spend into this.

From here on out, all other talents have rather subpar effects. **For example**, the talent that grants you extra crit factor on a successful block has a very low chance of actually proccing, and applies only for one skill when used. This makes it nearly useless in a practical application, since the only skills you will use after Stand Fast are either Shield Counter, which already has 100% crit chance, or chain starters, whose damage is rather insignificant.

So ultimately, if you reach this point, it is up to you which talents you want to go for, depending on your preference. **If you PvP for example, it might be worth looking into the reset talent for Retaliate.**

5. Advanced Lancer knowledge

From this section onward, we will assume that you now have a general understanding on how Lancers function and how to apply their basic playstyle in practice. We will now expand this knowledge by first simplifying and restructuring those basics to be able to apply situational context to them. We will be assuming certain scenarios, and explain how and why you should react to them in a certain way. After that, I will demonstrate how you should initiate fights - also depending on the party composition - and how you can maximize your Adrenaline rush usage.

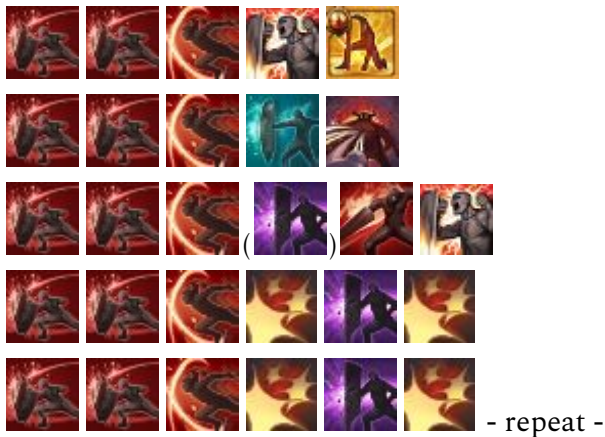
Then we will talk about how to react to the Bosses attacking you, following up with how you can use that knowledge to maximize your own damage. I will also talk about some tricks and techniques you can use for your own quality of life, but also to improve your gameplay. Finally, we will go over some of your responsibilities as a Lancer again, this means positioning and buff management for the sake of your party.

I will also make some explanations for the playstyle changes with Barrage-Skip / Single Barrage included, but won't go over them in too much detail.

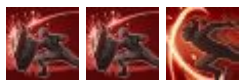
5.1. Expanding on the basic combat playstyle

In this part we will recap the basic “rotation” that we established earlier and break it down into a system while also introducing situational context into it.

To start off, as we mentioned, Lancers are a mix of a rotation and priority-chaining class, with most high-end Lancers following a more priority-based playstyle since it is the most effective to focus on your main damage skills when you are forced to react to the boss attacking you or doing mechanics. Let us go over the basic rotation again first. We established it to be this:



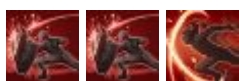
If we break it down, we notice that it essentially always consists of a Shield Barrage into Spring Attack chain, with skills filling the gaps in between each one of those. So, we start off with a Spring Attack chain.



As we want to use our highest priority skills as soon as possible, we will chain the Spring Attack into a Wallop, which will then be chained into a Super Leap.

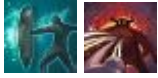


After that, Shield Barrage and Spring Attack will be up again, while Wallop and Super Leap are still on Cooldown. So we go on with our next Shield Barrage into Spring Attack chain.



As our Wallop is still on Cooldown, and would still be on Cooldown even if we used a combination of a Filler followed by either Debilitate or Lockdown Blow to chain into it, we

have to use the next best priority chain. This priority chain will be Shield Bash into Onslaught.

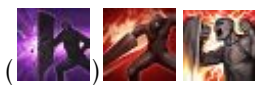


Now for the next chain, there is a special case that occurs. We assume our Lockdown Blow is up. After our next Shield Barrage into Spring Attack chain, we will notice that our Wallop is about to go off Cooldown soon. **If we used one or two fillers, depending on your healer and your speed**, we could fit it in before the next Spring Attack chain is up. Let's first use our Spring Attack again.



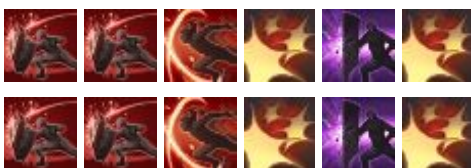
Since Wallop is a priority skill, we want to use it here if we can. **Otherwise we would have to use it after the next Spring Attack chain, which would cause it to desync itself with Super Leap.** This can be worked around with, but is generally inadvisable. More on that in sections 5.4. and 5.5.

So, in essence, it would look something like this:



For the next two Spring Attack chains, we won't have any Priority Skill or Chains up. Onslaught, while off cooldown itself, will not be used unless you have Shield Bash up. Wallop will be coming off cooldown only shortly before you end the second upcoming Spring Attack chain, same for Super Leap, which will be synced up with it.

We only have the option to use your lowest priority Fillers. So we will use two of these chains:



After that, our main Priority Skills will be up again and the cycle begins anew.

However, particularly depending on the Healer, your Priority Skills, or, to be more exact, Wallop and Super Leap, might be able to come up again in the middle of one of those two Spring Attack + Filler rotations. Some people will opt to not delay those skills any further and use the Wallop and Leap by the end of the last Spring Attack Chain. **I will go over this in a later section, but essentially, this is where these "rotations" start to break up.**

To get back into the topic, as you realize, there is always a certain timeframe in between every Spring Attack. And this time frame allows for a certain amount of skills to be fitted in between. Depending on your ping, speed, healer, and if you play with Barrage Skip you can usually fit 2-4 fillers in between every usage. Barrage Skip essentially grants you another filler in that time frame, making it 4 total fillers, while having high ping or slow gameplay will slow you down so much that you will be losing a filler unless you want to delay your Spring Attack, which you should not do.

So, we now have certain scenarios that we can create with this knowledge.

The basic principle goes as this:



If you use Barrage skip, or play with double Enrage, you gain from a half up to one additional filler.



or



If you have Super Leap and Wallop up, your chain will always be this:

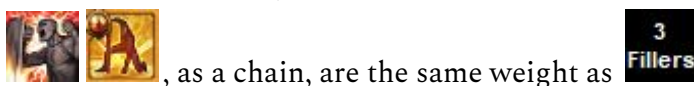




If your Wallop is about to come off cooldown midst a chain, but your Super Leap is still on a long Cooldown:



Essentially, we can now give every Skill apart from Spring Attack an “animation lock weight”, which determines how long they last in the basic construct to work. **Mind you that this is applied to “normal” endgame Attack Speed values.**



For our main priority skills:




has an animation weight of **2 Fillers** if not cancelled by  or . Otherwise it

has the animation weight of **1 Filler**


For our Fillers:


  are the same weight as **3 Fillers**, with

 being **1 Filler** and

 being **2 Fillers**

 and  are both **1 Filler** each

 is **1 Filler** when chained and **1.5 Fillers** when not chained.

 is roughly **1.5 Fillers**

And finally, for situational main-priority-Chains and Fillers:

  and   are the same as **3 Fillers**, unless you cancel the Lunge fast enough.

Since we mentioned Shield Counter, we have to consider that the boss will be actively attacking you and you will often be blocking, not only because you need to survive, but you will also block due to block cancelling or your Skills having automatic block effects. Depending on when you Block, and if your Shield Counter is up, it takes the place of either your Shield Barrage or one of your Fillers.

If your Spring Attack is up, or coming up, you will be replacing Shield Barrage with it. This essentially turns this, for example:



into this:



On other occasions, you might get the Shield Counter off after your Spring Attack. In this case, it will take the spot of a Filler. Let's assume you get it off after the Spring Attack in this situation:

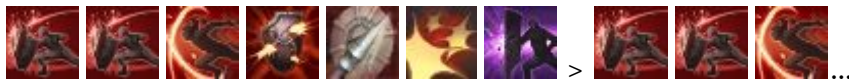


Since Shield Counter has a weight of one and a half Filler, we will be left with 1,5 Fillers before our Spring Attack is up again.



Since we assume **our only options** at this point are Combo Attack and Debilitate, we will use

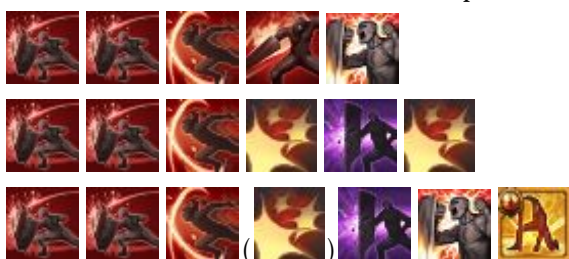
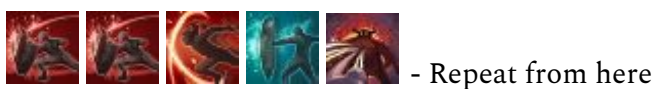
them in the order of Combo Attack  > Debilitate  because it is a Chain, and therefore faster.



At this point you might be thinking that this information is complex or even confusing. However, be assured that learning the timings all comes down to practice. At a certain point you will be able to correctly judge when you are able to fit what skills in between.

This also doesn't take into account any mechanics or situations apart from occasional Shield Counters by blocking attacks. In any real scenario, you might be forced to deviate from these patterns and prioritize or chain your skills in a different way than you are used to. This will be elaborated further on.

Now, there is the possibility that you might be running with a Priest or have a CDR mask equipped. **In either case, this can alter your basic rotation as your skills will come off cooldown more quickly.** Keep in mind though that you might possibly fit more skills in depending on your ping, attack speed, and whether or not you are using Barrage-Skip. In any case, the alternative basic rotation is not too different, and would look something like this:



By the 5th. Spring Attack, your Wallop and Super Leap will be available shortly after using one or two fillers. This technically provides you with slightly higher hit counts for Wallop and Super Leap, since you will be using them after one Spring Attack chain earlier.

In general, you should be using a Leap with every second Wallop and fourth or fifth Spring Attack.

Always remember that regardless of this information, there exists no static rotation that can work out in practice due to your role as a tank, potential shield counters, potential mechanics to deal with and so on. Adapt to the situation and use your highest priority skills with their inherent chains whenever they are available. **This means focus on Super Leap, Spring Attack and Wallop.**

5.2. Initiating the fight

To get the most out of every boss fight, you need to be prepared. Adjust your gear to the type of run you are doing (slaying/non-slaying) and the healer you run with (Jewelry). Take a note of which classes you have in your party.

After that, use whichever consumables you want to use. The very basis is to use at least a **Nostrum**, and a Bravery potion is highly recommended. After that, consumables become more optional, with some of them being mostly for the purpose of tryharding (or, well, if you are used to them).

Mandatory:



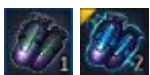
Highly recommended:



Alternative:



Recommended:



Optional:



* Regarding Canephora potions on Lancers, most of the time, a Bravery is much easier to play with and provides the overall more useful bonuses for Lancers (Attack speed, defense) while also giving a good damage increase. However, a Canephora **can** outperform a Bravery potion on a completely static boss because you will be dealing higher damage, especially on big crits, while not having to deal with much RNG or mechanics from the boss itself. This means that you won't be forced to reposition a lot, or break combos for any matter. In that situation, the value of the extra Attack Speed diminishes, making Canephora slightly outperform a Bravery potion. However, I think unless you are very experienced, you should not play with a Canephora potion. It is too situational and requires practice to be utilized correctly. Also, using a Canephora potion when playing with a slaying crystal is a horrible idea.

Before you start, check your cooldowns on Infuriate, Adrenaline Rush, Guardian Shout, and your Brooch. You may also want to wait for your Guardian Barrier or Divine Protection if you need it.

On some bosses, or more precisely, on bosses that you can reset before actually starting them, you can actually pre-stack your Hold the Line buff. This allows you to enter the fight with 60% more Aggro generation, 40 more Power and 60 Crit Factor and is a significant boost overall.

Finally, wait for your party to get ready.

Here is where the start differs depending on your party or how you communicate it, and whether or not you have pre-stacked your Hold the Line buff or if you want to go completely safe.

The normal start looks like this:

You Guardian Shout before running to the boss because Guardian Shout has a short delay before the effect applies to you and your party members. Afterwards, you run to the boss and infuriate it. Then you would use Adrenaline Rush and begin your first burst phase.

This however assumes that you have the Hold the Line buff prestacked since it gives you higher aggro generation. It might happen that you will lose the Aggro at the start. To absolutely make sure this does not happen, you might want to use a Challenging Shout before using your Infuriate.

Another variation may happen if you have Berserkers in your party. Because they profit so much from Adrenaline Rush while they are in their **Unleashed** state, it is better to slightly delay the Adrenaline Rush until they are in their Unleashed Form for massive party burst damage.

To sum it all up, here are all the starts visualized:

Standard Start:



Berserker Start:



With this out of the way, we are now ready to talk about our big Damage dealer: Adrenaline Rush.

5.3. Adrenaline Rush Cycle and Priorities

Adrenaline Rush is the Lancer's class-defining steroid buff where they pump out the most Damage. As mentioned before, it gives a significant Attack Speed and Damage boost while also cutting the cooldowns of our most important skills in half. Essentially, we are now using almost no Fillers whatsoever and only focusing on Spring Attack, Wallop and Super Leap.

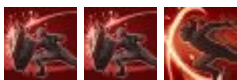
However, if you play with Barrage-Skip, this is not entirely true. With Barrage Skip, you have enough time to still get a **one** Filler in between each Shield Barrage>Spring Attack usage.

For now, we will assume that we play without Barrage-Skip.

We start off our Adrenaline Rush combos with the same priority chains as before, since we want to focus on our main damage skills. This will result in this first combo:



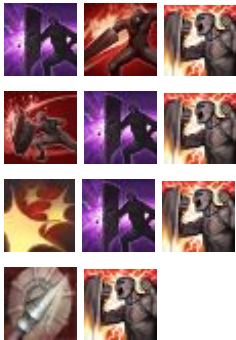
Now our Spring Attack will be up again, so we will use it again.



From here on out, Wallop will almost be off cooldown again. Depending on our Attack Speed, our Healer and our Gear, we have multiple options. With the right gear and a Priest, you might even be able to fit another Spring Attack in before the Wallop. In most cases however, you will just use a Lockdown Blow into a Wallop.



If this is too fast, you will have to add a Debilitate before the Lockdown Blow. If Lockdown Blow is not up, you can instead use a Combo Attack into a Debilitate to chain into Wallop. Another, less used, but more practical alternative would be to use Shield Barrage's first hit to chain into Debilitate, and then into Wallop. Should you happen to Block an incoming attack, you can also use a Shield Counter as a practical alternative.



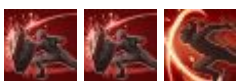
With enough Attack Speed, it is also entirely possible to just use another Shield Barrage into Spring Attack Combo before the Wallop.



And again, the Shield Barrages can be interchanged for Shield Counter.



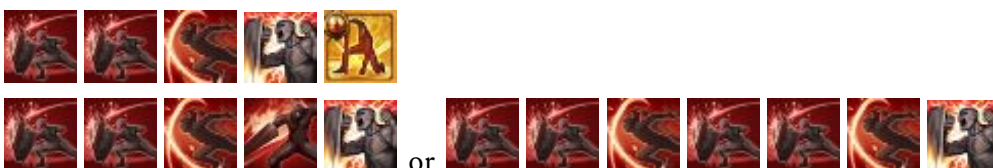
From there on, the only priority skill left is Spring Attack. So we will use that.



After this, Super Leap and Wallop will be up again soon, so our combo will, again, be this one:



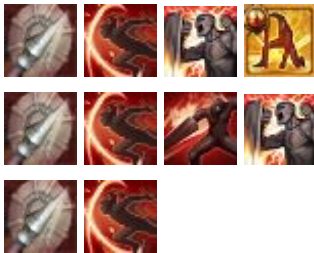
From there on out, it is essentially a repeat of the combos. So, we have a "basic" rotation for Adrenaline Rush, which goes as follows:





However, as with the non Adrenaline Rush gameplay, this is also all interchanged depending on how many Shield Counters are given to us. Shield Counters will, in Adrenaline Rush, always replace a Shield Barrage. **The only exception to this is if you play with Barrage Skipping, where Shield Counter will take the place of that filler that you gain with its usage.**

Assuming you would always get an opportunity to use a Shield Counter after Super Leap or Wallop, it would look like this:



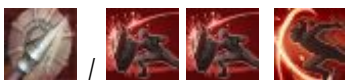
This is however just the basic priority combo cycling. **As with the non-Adrenaline Rush chains, you can and most likely will be forced to deviate from this cycle depending on the situation.** You will have to use your own judgement in regards to what you should prioritize next.

Your skill breakdown within an adrenaline rush could look completely different this way. Lets take one of the common situations that might cause a change: If you, for any reason whatsoever, manage to desync your Wallop from Super Leap for example, you will have to alter your priorities to get the Leap off, since it has higher priority, and **you want to optimally get 4 Leaps off** in your Adrenaline Rush.

Let's assume that your Leap is desynced, and that you have your Wallop up:



Your Leap won't be up after this, so you continue to your next Spring Attack.



At this point, Leap is still not ready, but Wallop will be after squeezing in Debilitate and Lockdown Blow. So we continue by doing this:



Now finally, Leap will be coming off its cooldown. We will use our Spring Attack as a buffer and then do a Charging Lunge into Super Leap Combo to finally get it off.



Another possibility is the resyncing of Leap, this is the case when Leap is just on a tad bit of cooldown after Wallop. In this case, you will have to delay your Spring Attack and squeeze a Charging Lunge into Super Leap Combo after the Wallop.






Or, if you can predict it, you could also use a filler before Wallop to completely synchronize them again. Like in this case, Charging Lunge.

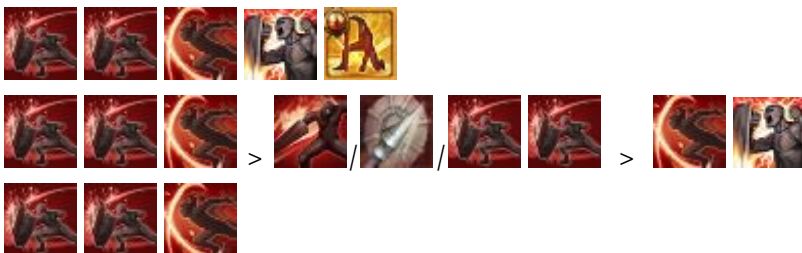


In general however, you should not deviate too much from the basic principle, which we established to be this:



exchange   for  if possible
 try to get 4  off while in Adrenaline rush

Remember that you have to exchange Lockdown Blow for other skills if it is unavailable, as mentioned above. Also remember, with enough Attack Speed and CDR, getting a second Spring Attack off before the second Wallop is entirely possible and doesn't impact your Leap HPM.



And a final tip: for the **first Adrenaline Rush of the fight**, you can replace one or, if it is resisted, more of the second Shield Barrage hits for Debilitates to put the debuff on the boss. **The sooner, the better.**



This covers all you need to know about Adrenaline Rush. Once you are used to utilizing your Adrenaline Rush correctly, you will also get used to deal with situations as the one we mentioned above. Just keep in mind that even if you can not always follow this example perfectly, you are able to adapt and you should.

5.4. Dealing with Bosses' attacks, RNG, and mechanics

Now as we have established before, boss mechanics and RNG are a deciding factor in your decision making. How do you deal with those?

First and foremost, your first priority is to **stay alive**. As a dead Tank, not only do you contribute **nothing** to your party, but you will also create a chaos amongst your DPS and possibly healer due to them not having the defensive capabilities to deal with a Bosses' attacks. As a tank, as we established earlier, you have multiple options: Mitigation through Shield Counter, facetanking, or blocking, both intentional and automatically through following your priorities.

Most of the time, unless you play truly reckless, you should not have too many troubles with any blockable attacks of bosses. Regardless, this means that sometimes, you will have to interrupt chains in order to do mechanics properly. In those cases, some of your priority chains might be delayed, or completely altered.

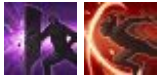
Let's start with an easy example first and assume that because you had low HP, you had to forcibly interrupt your Spring Attack Chain by using a Block to stay alive. Shield Counter will also be on Cooldown in this situation, so we can't just correct our situation by using Shield Counter into Spring Attack.



Since we can not use Shield Barrage nor Shield Counter, our only other options include Lockdown Blow or Debilitate. Since it has higher priority, we would go for Lockdown Blow.

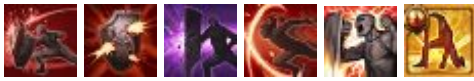


However, in this case, we made a trade-off, since we also lost a long-cooldown filler which could also be used to chain into Wallop in case it was delayed. So it is also a viable option to just use Debilitate as a chainer **instead**.



Now, let's take this even further:

We had to interrupt our chain, and our Wallop and Leap are both coming up. In this case, it would look like this:



If our Wallop and Leap are already up even after only using the block however, we might skip on using Spring Attack here completely to get Leap off faster because it has higher priority due to higher damage potential, but also higher CD than Spring Attack. Only after that will you continue your spring Attack priorities.



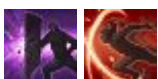
This assures that regardless of any mechanics that might impede you from attacking the boss, you will have the highest possible amount of Super Leaps without hurting your Spring Attack or Wallop hit counts too much.

Another thing that should be mentioned, since it has to do with RNG, is the Debilitate RNG. Although now that Debilitate consists of a single stack, this is much easier to deal with (as in the past, Debilitate consisted of 3 stacks), it should still be mentioned that the debuff can be resisted, and to prevent this, **you sometimes will need to exchange or alter your Spring Attack chainers by using a Debilitate as a Spring Attack Chain instead** in dire situations where you might lose the debuff. This is, more or less, an emergency solution, as outside of Adrenaline Rush, you would usually be using some Debilitates in your filler chains regardless.

So, the usual Spring Attack chain in this case...



... could be deviated to look something like this instead if you have to use a Debilitate to keep the debuff from running out.



You also need to learn to correctly **manage your resolve** so you don't run into situations where you have no I-frame or "Skating" available for when you need them. Sadly, some

bosses are so poorly designed that they **sometimes** spam attacks that you have to I-frame or walk out of with no real delay in between them, making you unable to attack the boss, and ultimately, cause you to run out of resolve (yes, I am looking at you, Antarothe and Thormentum), which can lead to your death if you are unlucky. This means that you should avoid spamming your Backstep twice when you don't need it, not just because it wastes resolve, but also because doing so means you lose time that you would otherwise be attacking the boss at. Also, do not spam your Stand Fast without any reason (unless it is to do the Multi-Block-Technique, see in a further section), and, although this goes more into the min-maxing, always keep in mind regarding whether or not you need your iframe or block or if you can facetank or mitigate the incoming attacks instead.

Finally, do not force yourself to hold block for an attack to get off a potential Shield Counter if you don't need to. By holding your block for a long time, you are essentially placing an almost zero-damage-skill into a higher priority than your actual damage skills just for the possibility of being able to get a Shield Counter off as a chain at the expense of delaying your main priority skills. Blocking should happen more or less intuitively, and not forcibly. You will often enough get Shield Counters off by just block-cancelling skills, and more often than not from using your skills with a frontal Block property.

5.5. Maximizing overall DPS

At this point, we have all the knowledge we need to go over into the actual maximizing of our overall DPS. Apart from staying alive, your main priority to follow for maximum DPS is to never stop attacking, and trying to stay fluid within your gameplay. With Lancers, **there are a couple of things to keep an eye out for when situations arise where you can use some little things to dish out just a little bit more DPS.**

Keep in mind though that, as with almost every other class, there are a lot of factors that play into your personal DPS. Apart from the RNG factor which is particularly evident for Lancers due to their damage being so dependant on Spring Attack and Super Leap crits, and the boss mechanics that we talked about earlier, you also have to maximize each usage of your Adrenaline Rush and Guardian shout by aligning it with enrage phases, while also keeping in mind to not screw your party over by using those buffs when your party is not ready for them. Just keep in mind that you are not a DPS class, so you need competent DPS players to be able to reach your maximum potential damage output, which also means you have to be able to support them correctly. **More on that in section 5.8.**

So, we established that your own DPS is highly party dependant. **If party DPS is low, you will have lower enrage uptimes**, and in general, longer fights also mean lower personal DPS. If you run with multiple "weaker classes", expect a longer boss fight than if you were to run for example with 2 berserkers, with possibly unfavorable buff uptimes for yourself.

The last line should have made clear that Lancers, of all classes, are probably the most affected by good or bad fight durations - and therefore their party. Just because somebody

with an optimal fight duration deals more damage than somebody with bad fight durations doesn't make that person better at dealing damage.

If your party DPS is extremely high, or the boss dies too fast, you might have to skip one usage of your Adrenaline Rush and Guardian Shout and keep them for later when the Boss is enraged again, instead of using it on a non-enraged Boss. In any case, in the optimal scenario, you would be able to use Adrenaline Rush and Guardian Shout **off cooldown into a Bosses' enrage.** However, more often than not, this will not be the case, particularly because with most boss fights, **your third Adrenaline Rush usage will only come up near or after a second usage of Infuriate, due to Adrenaline Rushes' and Guardian Shouts' cooldowns.** In this case you might be forced to delay both buffs into a later Enrage phase. **Again, more on that in section 5.8.**

Then of course, **if you can not "pre-stack" your Hold the Line buff, try to get it to 10 stacks as fast as possible. This doesn't mean you should block forcibly and excessively within your first Adrenaline Rush,** as that would still result in an overall damage loss, but you should **try to still get any Hold the Line stack that you can get,** especially if there is an attack that hits multiple times. More on that in the next section of this guide below.

Two other important components to maximizing a Lancers damage output are first of all, situational awareness - this also means knowing to adapt to changing situations, and knowing your chains by the book. **This is particularly true with Lancers with their alterations due to Shield Counter chains.** The second component that ties into the first is minimizing your own mistakes, and even if you do them, to not panic and to adapt to the changing situation, and simply keep going. Mistakes happen, even to the best of players. Do not let them discourage you and keep playing. Lancers have enough chains to get you out of situations where you might have made a misprediction. For example, let's say you **expected** to be able to Block an incoming attack, following up into a Shield Counter to use it as a filler after Block cancelling your Spring Attack chain, so you could use it in place of Lockdown Blow to chain into your Wallop.

Essentially, the optimal situation would look like this:

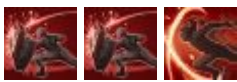


However, you messed up the Block and got hit by the Bosses' Attack instead, **and can't use your Shield Counter.** Instead of standing around, **you simply adapt and follow your priorities, which means, you will use Lockdown Blow as a chain instead - unless it is on Cooldown, in which case, you will use Debilitate instead.**



A much worse situation for many Lancers is when Wallops' and Super Leaps' cooldowns desynchronize from one another. In this case, to have the lowest possible loss of hits on Wallop and Super Leap, you will have to either resynchronize them, or use Super Leap independently by chaining it from Charging Lunge, taking the spot that would otherwise be taken by fillers. **Usually resynchronizing Wallop and Super Leap means to use a Super Leap independently and skip one Wallop later on.** However, you can also wait until your next Adrenaline Rush where you might potentially have to hold onto your Super Leap. **More on that in the next section of this guide.**

Let's assume that in the following situation, our Wallop is on Cooldown, but our Super Leap is not. We use the normal Spring Attack chain.



Since Leap is off Cooldown, and it is a high priority skill, we want to use it in this situation even if Wallop is still on cooldown. Since Charging Lunge is the only other skill chaining into Super Leap, it has to be used here. So now it would look like this.



Now, Wallop will be coming off cooldown, while Super Leap is on Cooldown. We will use Wallop here to not lose any number of hits on it. Since Wallop alone will not completely cover the timeframe between itself and the next Spring Attack, we will have to use a Filler after it, optimally, this is **Shield Counter** if the Wallop managed to block an attack.



From here, you just follow your priorities naturally - as we established before, the usual time frame between each Spring Attack chain allows for 3 Fillers. Let's assume that in our scenario, the next upcoming Filler chain in priority will be Onslaught.



Now, at this point, the next natural filler chain would be the Debilitate+Combo Attack chain - or, if it is up, the optional Debilitate + Lockdown Blow chain. That being said, we have to keep in mind that during this time, Wallop will likely be coming up again. However, since we want to resynchronize our cooldowns again, we will not use a Wallop here.

So, instead, our next chain will be either one of those, depending on which one is available:



However, there is one important thing to keep in mind: If you are able to play consistently even if your Wallop and Super Leap are desynced, you do not need to force yourself to resync the cooldowns. Charging Lunge and Super Leap will essentially take the spot of one of your filler chains when playing like this. Generally, for the sake of consistency however, I still recommend to keep the cooldowns synchronized as much as possible.

The general idea behind all this is to show you that even when mistakes happen, nothing is set in stone and you are still able to hold up fluid gameplay.

5.6. Tips and Tricks

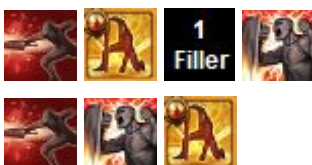
Now before I move on into the bits that regard the actual tanking role of the Lancer, I want to share some tips and tricks with your skill usage that you can use for all kinds of situations, be it damage-dealing, utility, or general quality of life.

We already went over **Block-Cancelling** before in its very own section, so we will assume that by now you have understood how to utilize it in practice. Always make sure to block cancel at the end of your chains correctly if you want to play quickly and fluently.

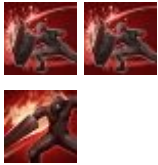
So, for starters, let's go over our movement options. First, we have Charging Lunge as our primary movement skill which moves us a great distance forward. Usually this will be used as our primary means of movement for mechanics or to make a major repositioning of the boss.



However, in cases where you might have to had interrupted a Wallop or a Super Leap chain, you can chain your Charging Lunge into a Super Leap (and use a Wallop right after so they don't desync, **unless you can get to the boss with just your Charging Lunge**) to cover an even greater distance, since Leap moves you a great distance forward as well.



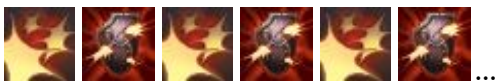
Apart from those, Lockdown Blow and Shield Barrage also cover a good amount of distance in a relatively short amount of time, and particularly Shield Barrage is optimal to reposition or turn the boss while keeping up damage.



Then, **although it can be risky for inexperienced players, Backstep can also function as a quick movement and repositioning skill for Lancers, with the added benefit of iframing any attacks that might hit you in that timeframe**, and being able to move through the boss itself, making it excellent for repositioning. However, this costs a lot of resolve, so be careful.



Finally, regarding movement, we have “**Skating**”. Skating means the repeated block cancelling of a combo attack as a means to move forward quickly. You probably already tried this, either willingly or by accident, when leveling up your Lancer. This also costs resolve, although less than Backstep. Your ping and practice of this technique determine how fast you can move with it. Overall, it often sees usage especially when you have no other viable movement options left.



With that, we have covered our Movement options.

Now, I want to quickly go over what I mentioned in the last section in regards to Adrenaline Rush and Super Leap. Since Super Leap has a relatively long base cooldown of 20 seconds, which, with usual CDR stats on gear and buffs, will be reduced to roughly 13-15 seconds, **you should not use it if you are about to use an Adrenaline Rush within the next ~10 seconds**, since this will make you lose potential hits per minute on Super Leap due to it still being on cooldown when you cast adrenaline rush, where you have the ability to get off the most possible Super Leaps in a short amount of time. So, for those cases, save it up.

Doing this will also cause your Wallop’s and Super Leap’s cooldowns to sync up again, if you happen to desynchronize them.

> Do not use  if an  is about to be casted.

Now to other tips that we can utilize to optimize our gameplay. First of all, Shield Counter. **While using it, you take 50% less damage**, and, on Bosses that have Staggers or

Knockdowns, you will be more resistant to those while using this skill. This means you usually don't have to worry about using Shield Counter even when the Boss is about to attack you, since **the attacks will deal less damage**. Unless you are at really low HP, or your healer is utterly incompetent, there shouldn't be an issue in surviving those attacks.



< allows for facetanking

Taking this even further, **you can also use Challenging Shout to “facetank” attacks that would otherwise stun you**, provided you have enough HP should they deal damage (for example, Malgarior's stun attack in RMHM, Argog's stun shout, etc.). You will still have the stun status debuff, but are still able to move and attack the boss. Essentially, you evaded the application of the stun effect.



< stun resistance

Also, **when Guardian Shout is on cooldown, you can utilize Rallying Cry as a buff for you and your party to provide a temporary super armor in case an upcoming attack is about to knock you down or stagger**. Not many bosses make this skill useful however, but one example of this is **Nightmare Ventarun** when the wind-mechanic happens, where Rallying cry can prevent a player from getting blown away.



< super armor

Finally, let's talk about some tips and tricks that more or less directly translate into damage.

To truly min-max, **some Lancers, before starting the fight, prefer to pull the boss and “stack up” their Hold the Line-buff to 10 stacks before resetting it** - assuming it is possible to reset the boss, as not all bosses can be reset. This can also be done if the instance has monsters in between boss fights that allow the Lancer to do so. Since Hold the Line lasts for 50 seconds, this is usually enough to carry them over into the upcoming boss fight.

But, in any case where this isn't possible, one technique to help stacking up Hold the Line fast, is **Multi-blocking**. Essentially if there is an attack that hits multiple times in a row, like for example, Perimos' charge attack that hits up to 6 times, the Lancer will attempt to block each hit of this attack individually. Once the Lancer is at 10 Hold the line-stacks, this technique can still be used as a means of extra damage through Stand fast-reflects if the Lancer is unable to actively attack at this time (due to low HP, no skills with frontal Block etc). Mind you however that this takes a lot of practice and can be risky, particularly if you don't know the timing of when each individual hit connects.



etc... on Multi-hit-attacks

For the sake of dealing damage in these situations however, Guardian Barrier is much more usable. First of all, Guardian Barrier still has a very high crit chance as well as higher reflect damage, and, unlike Stand Fast, doesn't require the user to spam it multiple times for its optimal effect. Instead, the barrier can be held up till the attack is over **and from then on even be chained into Shield Counter**. Each tick of Guardian Barrier deals the same damage as a Shield Counter without the damage increase of the Stand Fast glyph. This makes Guardian Barrier a viable damage dealer at bosses that have attacks which hit a lot of times (for example, the end of Meldita's "forward movement" attack, certain crab-BAMs barrage or sideways-walking attacks, etc.), **unless Guardian Barrier has to be used as a means to provide either higher DPS for your entire party by skipping mechanics or save your party from a wipe.**



< good damage when used on Multi-hit-attacks

Finally, another little tip in regards to damage dealing is that when the bosses are either stuck in a long animation for an attack (Antaroth's Sphere mechanic), or doing an attack that involves them turning to the other side, before turning back (Kalavese), you can use that time to attack the boss from the side, or the back while standing sideways **for additional crit chance on your skills, since Crit factor is more effective in those positions.**

That being said, to finish off this section, we should talk about the other utility that a Lancer can offer with Divine Protection and Guardian Barrier.

As we just said, Guardian Barrier can be used to make your party skip mechanics, for example, **Lacheliths Pushback that happens below 30%**. It can also block damage that otherwise should not be blockable. Keep in mind however that if you use it that way, **your barrier will not only break, but the cooldown of it will be increased drastically.** So, coordinate with your party regarding whether or not you need to use it that way.



< also a wipe-saver

The same applies for Divine Protection, although here it is more clear as to how it is to be used. Divine Protection absorbs damage. This means it can save your party from attacks, most notably ones with fixed damage, possibly saving them from death. Notable examples are **Lachelith's spheres or Ghergof's firebreath.**



< can prevent lethal damage

With those final tips that are more teamplay-oriented out of the way, let's go into the actual teamplaying section of this guide.

5.7. Teampplay, Buff management and Positioning

Finally, let's talk about the one thing that makes Lancers stand out from all other tanks, and **their most important job**: their incredible party support and, that being said, also cover their responsibilities in regards to buff-management and positioning.

We already talked about Debilitate and that it should be up at all times. However, Debilitate is just part of what a Lancer brings into the table in regards to party support.

As we established before, a Lancer's Guardian Shout and Adrenaline rush also affect the entire party, making it a boost for the overall Party DPS, so coordinating your buffs to line up with enrage-and burst-phases is essential if you want to achieve the best results possible, since a lot of your own damage is also dependant on how well your party does and how fast they can clear the boss, as your own damage noticeably drops off the more non-enraged-phases you have in a fight. This makes these two buffs double as both your own main damage source, but also as something that has to be kept in mind for your party.

The amount of times you can use your buffs and when to use them depends on your party, but the general consensus is that **in faster fights, which means, fights that are below roughly 3 minutes and 50 seconds, you will, at most, get a total of 3 Adrenaline Rushes off**, with fights under 3:30 minutes being limited to only 2 **full** Adrenaline Rush usages (unless you run with a Priest).

Depending on the fight duration, you will either buff at the first and third Enrage, **skipping the second entirely** (which sometimes happens regardless since your party will push the boss so fast that your cooldowns might not be up within the second enrage), which is mostly the case with fights that are below roughly 3:10 minutes, or on the first, second, and fourth enrage, with the fourth enrage being forced on the Boss by yourself using Infuriate, which should be off cooldown again. **Depending on how fast you kill the boss from here, your last Adrenaline rush will either be cut off - meaning the Boss dies before the effect ends, or you will end the fight exactly when it runs out or shortly after.**

With the average party, the most common buff management scenario however is the second one, also called "1-2-4". The "1-3" scenario is mostly reserved for more tryharding parties that can clear the bosses in a fast time.

In longer fights however, which with most parties as of now also accounts for **Antaroth's Abyss Hard Mode**, you usually want to buff whenever your buffs are off cooldown and the Boss is enraged or your Infuriate is available.

However, while this takes care of the timings of the buff, you should keep in mind that **you may have to delay your buffs sometimes for some situations**, which you either have to communicate with your party, or adapt to if a bad situation comes up.

For the first example, let's say you have multiple berserkers in your party, and that their Unleash, their main damage skill, is about to come off cooldown again. **If you wanted to maximize their damage, you would delay your buffs and possibly Infuriate until they have it available**, in which case you would grant them a much higher amount of Rampages due to the higher Attack speed, on top of the higher damage due to Guardian Shout.

The second case is mostly exclusive to when one of your party members is dead. In that case, if you used the Adrenaline Rush while they are dead, they would not receive the effect once they resurrect. While they would still gain the Guardian Shout effect (which is why you can always use it without any worries), it is still a damage-loss for them. **This becomes even more true when Adrenaline Rush gets its 5% damage buff back in a future update.**

Moreover, when your healer is busy resurrecting that party member, they might be unable to provide their own buff/debuff to the boss (thralls, contagion, Edict of Judgement) **However, in spite of this, you should not delay your Adrenaline Rush any further if the enrage is about to go to 20 second remaining duration, the fight is very short regardless, or that particular party member is floormatting.** The reason for this is that you might delay your next Adrenaline rush too much, making you lose uptime on it, or you being forced to push that Adrenaline rush outside of enrages, which is also suboptimal.

That being said, we should go over some practical positioning tips to help you make your parties' life easy and how you should adapt if a situation like this rises up.

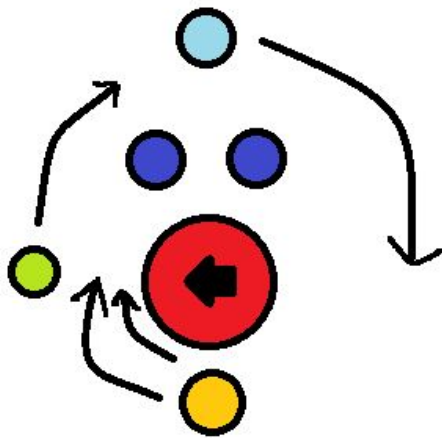
In general, you want to keep the boss in a steady line as much as you can and prevent it from turning since this will hamper the DPS' ability to consistently achieve back-time.

This means that even if there are attacks that you need to iframe, you should learn to dodge them by using Backstep without any directional input, even though for learners, it might be easier to dodge sideways until they get down the timing. In any case, normal positioning of any boss fight looks something like this.

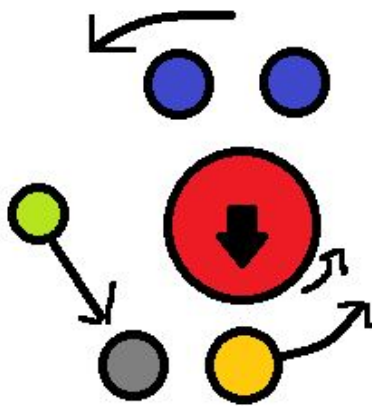


As you can see, the boss is in a straight line with the Tank and the DPS, while the healer usually positions themselves sideways to have a good overview on both Tank and DPS players. This is the most optimal position since it allows the DPS to easily engage the boss. However, this

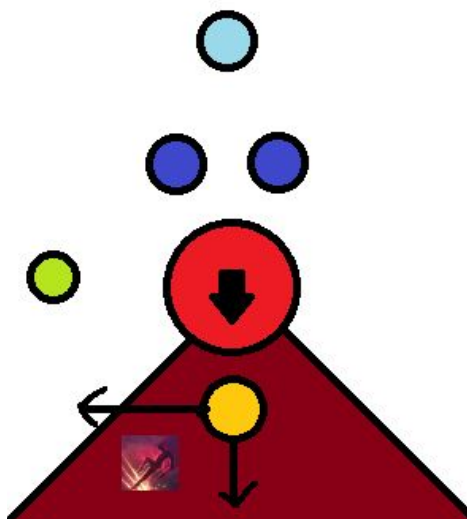
is far from any true scenario, as any boss will often turn around or people might die to attacks or mechanics or whatever might happen. Let's go over some of those scenarios.



If the boss starts turning, **first make sure that this turn isn't part of a set follow-up of attacks where the boss will eventually turn back to the Tank**, for example on Kalavese in Red Refuge. Should the boss do such a turn, or move away, try to chase the front. Your DPS and healer will also have to adapt their positions, but most of the time, since they usually follow the back out of instinct for maximum back-time (and thus, DPS), you should follow the front as well to **prevent any further turns. Backstep and Shield Barrage are useful here.**



Should one of your party members die, particularly at a spot where you are currently tanking, turn the boss in such a way that it faces away from the corpse of your dead party member so your healer has an easier time picking them up. Your DPS will have to reposition themselves accordingly. If you have *extremely greedy* DPS players and want to make it easier on them DPS, turn the boss in "stages", meaning, depending on the boss and if it turns with you on each attack, you turn them in small steps, so they can gradually reposition.



If you need to **I-frame** an incoming attack, like for example, Lachelith's pushback or RK9's Rocket punches, try to do so by doing a simple Backstep. If you are unsure about the timing, as already mentioned, you can dodge sideways, but you have to **reposition yourself quickly** when doing so in order to **prevent an unnecessary turn.**



Finally, as a last example, if there is an attack that is about to hit the back of the boss and possibly knock back, or heavily damage your DPS (like **Hexapleons push-back**, **Nightmare Antaroath's explosions**), you can Backstep through the boss to block those attacks before quickly Backstepping to the front again to prevent the boss from turning. This is only useful on those specific bosses and in those specific situations however.

Before ending this section, let's once again talk about **the party utility that the Awakening Update introduced with Guardian Barrier and Divine Protection**. Coordinate with your party whether or not, and how you want to use those two skills. Depending on the boss, they can be used to either save party members from death or to skip mechanics. **As already mentioned in the Tips section, if you fight against Lachelith, you can use Divine Protection for one Sphere phase and Guardian Barrier to skip the first pushback below 30%**. If you fight against **Antaroath**, you can use Guardian Barrier and Divine Protection to skip one of the Sphere Mechanics completely - or, if the Boss is enraged, you may also only need just one of those two skills.

And again, as mentioned before, we can also use Divine Protection to save a party member from certain death - if they are knocked up by **Nightmare Ghergof's knock-up attack that he follows up into a firebreath** when non-enraged, for example.

However, in some cases, it is better to keep Divine Protection for yourself - this varies from boss to boss and situation to situation. You should still coordinate with your party if they need those two skills for anything that might come up. That being said, by now you should get the idea of what to keep in mind in regards to your party when playing a Lancer - or **any** Tank for that matter.

6. Final words

Finally, you made it to the end of this guide.

By this point, I have shared with you the most important bits of knowledge that need to be known to be successful when playing Lancer and doing your job - the tanking - correctly.

You learned the functions of your skills, and their general priority in regards to their animation speed, usability, damage contribution, and utility for yourself and your party.

You learned the basic Lancer combos and base rotation and how to apply it.

You learned how to correctly gear and glyph your Lancer.

You learned to adapt to different parties and adapt your skill usage and playstyle to your parties' needs.

You learned to react to situations, to follow your skill and chain priorities, to utilize your Adrenaline Rush to its fullest, and some tricks to help you further along the way.

You learned the tanking mindset and teamplay aspects of playing a Lancer.

Now, the only thing left that can help you master your Lancer is practice. Take every opportunity you have to run dungeons, practice with positioning and learn BAM and boss attacks and mechanics. Check your own performance, contemplate your mistakes that you did.

Think about whether or not you could have made better decisions after you finished your runs. Analyze yourself and be open for suggestions from more experienced people as well. Use a meter if you must to keep track of your performance DPS-wise.

If you keep going like this, I am sure you will be able to play Lancer on a high level, to the point where you are able to achieve any further improvements at your own accord.

So, finally, I can only repeat the same words that I already wrote down in the Warrior Bible:

“Perfection is a goal that changes and never stops moving. You can't catch it, but you can chase it.”

More importantly than anything however, have fun at your Lancer. You can't force yourself to play something at a high level without enjoying it.

Step by step, I am sure you will be able to improve if you follow this final advice.

As with my last guide, I hope this one could help you out to start off your Lancer or shed some light on unanswered questions that you may have had before. I would like to thank you

for sticking around and taking your time to read this guide, which was created from years of experience and dedication to the game and the Lancer class.

I would be glad to hear from you to tell me if this guide helped you improve or not, or if you have any questions left, or even if you have any suggestions.

Feel free to add me on Discord for those matters: Assazina#4765

**I am also occasionally streaming my Warrior and Lancer gameplay on Twitch:
twitch.tv/assaklyisma**

If you have any further questions, you can also join the Lancer Discord where other Lancers are able to share their experience and help you out with their input as well:

<https://discord.gg/8UNnYwa>

I also would like to thank several people for their work and effort, and creating the sources that I used to write some of the theoretical input of this guide.

This includes Ketoth and the fellow TERA theorycrafter community who came up with the crit factor formula.

I want to thank some of my friends and guild members in my guild, Weak, most importantly Lloyderino and Alabastör for motivating me to finish this guide and having a look over it to give feedback and suggestions.

And - as I already mentioned in the Warrior Bible - I want to thank everyone that stayed true to me and allowed me to play, experiment around with, and master this class so I could share the knowledge later on.

I hope you enjoyed this long read as much as I enjoyed writing it and bid you farewell with these final words - again:

Keep practicing, and with time, you will achieve greatness.

Assazina/Cataklyisma signing off.

Link to Warrior guide:

https://docs.google.com/document/d/1w7s0Wff_2CWTdTSRZrE_hERdfWoIdLhcYPai2mHf1og



TO-DO-LIST:

Formatting

Small stuff here and there - **feel free to point out any mistakes or misinformation you find**

Better graphics for the positioning section. If anyone wants to help me with that, I'd appreciate it.

More emphasis on important sections (putting text in bold letters etc)

Changes:

Added info regarding threatening crystals and missing info in regards to Super Leap and Adrenaline Rush syncing.

Added some minor information here and there, fixed Animation Length of Shieldcounter

Fixed a lot of misinformation and failed wordings over the entire guide

14/08/18 - updated for the changes to Debilitate and Adrenaline rush

28/09/18 - changed some information in the A-Rush section, after extensive testing

9/03/19 - added EP/Talents, smaller changes everywhere, changed font size to compress the guide a bit.