

The Rapid Mist document on BAing – for experienced BAers

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My mute video guide for EOC, contains detailed info on how to BA, the principles mostly apply to OSR too

<https://www.youtube.com/watch?v=3cQ2mp2Vzrs>

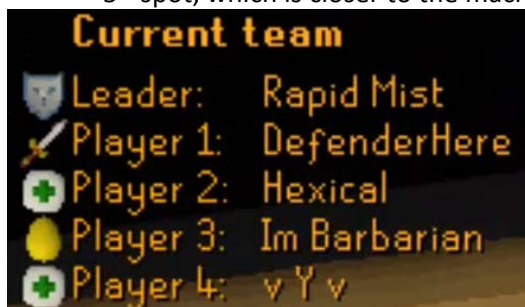
alternatively look up 'WieldGoose'

This document include notes on scrolling order, EOC leeching tips, several defender diagrams for both EOC and OSR to supplement the video, and an EOC solo healer method.

Scrolling order

Makes little difference in reality, but it does help

- Defender or healer should scroll; when the scroller uses the machine at the start, spawns are delayed, this gives the defender more time and healers also won't stack
- Attacker(s) should be placed in 2nd or 4th spot
- Defender and healer(s) should be placed in 1st, 3rd or 5th spot
- The time it takes for the defender to get to the machine from 3rd and 5th spot is exactly the same; run vs walk. It therefore makes sense to place defender in 3rd spot so healer can take 5th spot, which is closer to the machine, if one is pedantic enough.



Example of a good scroll order.

EOC leeching tips

- Attacker should use dual wield crossbows (dual wield crossbow > drygore for BA any day)
- Collector should switch to 2nd healer at waves 5 or 6 till 9 inclusive, healing is a spamfest so it is faster to have 2 healers and make the attacker guess calls. Switch back to collector at wave 10 so the client doesn't have to collect eggs.
- Since the queen has been nerfed to the ground after EOC, healing isn't really necessary.
- Horn % gain is independent of points gained/lost.
- If 2 people spam shoot the omega egg while it is being loaded, one egg can make the kill. Requires cannon to be 'preloaded' with regular eggs. Leader cannot spam.

OSR collector's role and points glitch

- The collector's most important job is to collect as many eggs as possible during a leech round, whilst staying alive. Egg points make a significant contribution to the total points gained during a round, and is necessary given that getting 375 points is a requirement per round charged.
- There is currently a points glitch, which affect clients differently, where points apparently gained in waves do not appear to go into 'total points'. This is not a scam.

Defender guide – EOC

This is the most convenient method to use, the theoretical fastest method is only negligibly faster, but requires more improvisation and understanding of how runners work.

Speed and practice is key to not having to improvise or recover.



1. Place 3 right food north of the trap (2 to kill the first two runners and the 3rd to lure remaining runners to trap; make sure there is always food on the trap)
2. Place 1 correct food north west of cannon, around the area shown on the diagram (a wrong food will also work, but I like to use right food in case a runner eats it; a runner will be stunned and sent south if it eats a wrong food north of the trap)
3. The main stack is necessary to lure back west runners, and any west runner lured back will eat from this stack. There needs to be as many right food on this spot as you think there will be west runners in the wave; if the food on this stack runs out, the west runner will not be lured back. I'd put around 4-5 right food on this spot in the higher waves, maybe less in the lower waves.

I would advise that the main stack be placed exactly where it is shown on the diagram (1 north and 3 east of hammer).

If a runner has already gone west or south and beyond the lure range (4) of any food you have already placed, get the main stack in place and drop a food south of the escaping runner, this will lure the runner back to the main stack, so make sure the main stack is in place first.

4. Pick up a log on waves 2-8, since the trap will only need to be repaired once. Pick up 2 on wave 9, as the trap will need to be repaired twice. Drop a food here too (optional if main stack is placed exactly, I mean exactly, as shown in the diagram).
5. Get the hammer.

- Depending on runner spawns, you may need to kill either one or two runners before the rest comes out. So wait until the required number of initial runners have died, then stand on the trap and stack the rest of them.

Queen wave



- Drop a trail (around 4 any food will do) on the way to the trap, this will lure any south runners back to trap, makes recovery a lot easier if the method could not be pulled off.
- Place 2 right food west of the trap.
- Place any food one or two squares south of the stalagmite, this will lure runners to the trap.
- Wait for one runner to die and stack the rest of them.
If 2 runners die on the trap, the trap will break and you will then need to get hammer, logs and recover the runners which will probably end up south.

Runner spawns

Wave 1: 2
 Wave 2: 2-1
 Wave 3: 2-2
 Wave 4: 3-1
 Wave 5: 4-1
 Wave 6: 4-2
 Wave 7: 5-1
 Wave 8: 5-2
 Wave 9: 5-4
 Wave 10: 5-1

Note: 5-2 means that on wave 8, 5 runners will spawn followed by 2 runners after the first 2 have been killed. So you will need to kill 2 initial runners for the rest to come out.
 5-1 for wave 7 means 5 runners followed by 1 after one initial runner has been killed.

Defender guide – OSR

This is the most convenient method to use, the theoretical fastest method is only negligibly faster, but requires more improvisation and understanding of how runners work.

Speed and practice is key to not having to improvise or recover.

See it in practice <https://www.youtube.com/watch?v=T2KU5KMR0SA> or Youtube 'WieldGoose'



1. Place 2 right food north of the trap...
2. ...and 1 right food north west of the trap. This arrangement allows the first two runners to be killed faster than having food only north of trap. (Three foods are placed as the third food is used to lure further runners to trap after the first two are killed)
3. Place 1 correct food north west of cannon, around the area shown on the diagram (a wrong food will also work, but I like to use right food in case a runner eats it; a runner will be stunned and sent south if it eats a wrong food north of the trap)
4. The main stack is necessary to lure back west runners, and any west runner lured back will eat from this stack. There needs to be as many right food on this spot as you think there will be west runners in the wave; if the food on this stack runs out, the west runner will not be lured back. I'd put around 4-5 right food on this spot in the higher waves, maybe less in the lower waves.

I would advise that the main stack be placed exactly where it is shown on the diagram (1 north and 3 east of hammer).

If a runner has already gone west or south and beyond the lure range (4) of any food you have already placed, get the main stack in place and drop a food south of the escaping runner, this will lure the runner back to the main stack, so make sure the main stack is in place first.

5. Pick up 1 log on waves 2-4. 2 logs on waves 5-8, one to repair the trap with and the 2nd in case the stack goes wrong. Pick up 3 on wave 9, as the trap will need to be repaired twice.

Drop a food here too (optional if main stack is placed exactly, I mean exactly, as shown in the diagram).

6. Get the hammer.
7. Depending on runner spawns, you may need to kill either one or two runners before the rest comes out. The easiest thing to do after coming back to the trap is to set up a stack on the east of the trap. It is most likely that 3 runners will have eaten from the trap by the time you get back¹, the 3rd runner will go south because of broken trap, setting up the stack east of the trap will lure the south runner back to the trap).

The stack requires as many pieces of food as there are runners being stacked, when all runners are there, walk a space to the south and block them going south until all have died. If runners go west during the massacre, repair trap again and kill the escapees.

Queen wave



1. Drop a trail (around 4 any food will do) on the way to the trap, this will lure any south runners back to trap, makes recovery a lot easier if the method could not be pulled off.
2. Place 4 right food north west of the trap (allows four runners to eat from the trap before you get back, don't want trap running out of food)
3. Place any food one or two squares south of the stalagmite, this will lure runners to the trap.
4. Pick up 2 logs.
5. Get hammer.
6. Set up stack west of trap, this will also lure back runners that have just eaten from the north west of trap and walked four spaces south.

¹ If anyone tells you that they can pick up 2 logs and find that the 3rd runner hasn't got to the trap by the time they get back, then they are using the shitty method of placing 3 food north of trap, don't use that method, it's shitty.

EOC solo healer method

While EOC healing is a spamfest, there is method to the spamming.
Different people spam in different ways, the method given is the Rapid Mist method.

Initial damage: 40 LP.

Afterdamage: 10-19 LP every 10 seconds.

Restock during 2nd call after using all the food, don't wait for 3rd call before restocking.
Destroy all food in inventory before restocking.

Example: On wave 4 use 3 food on a healer before moving onto the next for the first 3 healers, and on the 4th healer use 4 food.
Finish off healers still alive at the end.

Wave 1: 2 – LP per healer is 100
3 per healer x 2

Wave 2: 3 – LP per healer is 110
3 per healer x 3

Wave 3: 2-1 – LP per healer is 120
3 per healer x 3

Wave 4: 3-1 – LP per healer is 130
3 per healer x 3
4 per healer x 1

Wave 5: 4-1 – LP per healer is 140
3 per healer x 3
4 per healer x 2

Wave 6: 4-2 – LP per healer is 150
2 per healer x 2
4 per healer x 4

Wave 7: 4-3 – LP per healer is 160
2 per healer x 2
4 per healer x 2
3 per healer x 1
4 per healer x 2

Wave 8: 5-2 – LP per healer is 170
2 per healer x 2
4 per healer x 1
3 per healer x 1
4 per healer x 2
5 per healer x 1

Wave 9: 6-2 – LP per healer is 200

3 per healer x 3

4 per healer x 2

5 per healer x 3

Wave 10: Same as wave 7.

Acknowledgement

I Sar I – Video guide of the first crude east defender method from which my method was refined.

Agent 23 – One of the first defender guides on RSOF which I came across.

Lifeless God – Gave me hints and showed me his method when I first started BAing.

Holyfail91 – The guy who introduced me to stacking on OSR.

Sanjan – Pointed out to me that healers on wave 9 have 200 LP.

And of course, everyone who I have ever BAed with.