

# **Archer's Den**

**Rise of Kingdoms**

**Archer Pairing Guide**

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**Special Thanks to the people I have met in Rise of Kingdoms and Discord Servers  
for the support .**

**Welcome and Enjoy!**

**Welcome everyone.**

**Let's have a look back at all available pairings for ARCHERS. I'm talking from all the way back to KVK 1 time period to Season of Conquest time period.**

**Sigh... yes, it will be openfield focused, but hard to believe I'm actually doing this...**

**Anywho, let us begin!**

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# KVK 1

Let us start with KVK 1 Zone, the time when many people have said “We finally get to fight other Kingdoms!”

- **Hermann/Kusunoki** – The other way around works as well, it's just how you want your playstyle of this pairing to be. With Hermann's heavy damage & Silence with Kusunoki's AOE and self debuff cleanse, it can prove to be a powerful march.
- **Imhotep** – Okay so... with this new commander who is available in Season 1, he has many options due to his support kit, the Damage taken debuff and Skill Damage dealt debuff: Imhotep/Hermann, Imhotep/Kusunoki... and so much more. All he needs is a solid or good dps to benefit from the debuff he gives.
- **El Cid/YSG** – I would say this is the first sighting of a Legendary paired with a Legendary (Maybe). El Cid providing the balance of Damage, small debuff and Durability, while YSG provides the rage and much more damage output.
- **Thutmose/YSG** – A new Legendary commander who was released alongside Imhotep paired with the most popular Commander in all ROK history. What's not to like? Double AOE, Thutmose providing damage and debuffs while YSG does what he does best.
- **Thutmose/Imhotep** – Let's pair them together, because why not? Stats? Check. Damage output? Pretty ok. Debuffs? It's pretty much debuff heaven.
- **YSG/Mehmed** – The birth of one of the terrors in Lost/Sunset Canyon due to double AOE. Hits hard, but one disadvantage? Very slow as both do not have March Speed in their kits.

Take some time to read it over and when you are ready, proceed to the next Area.



## KVK 2 & 3

Next up, the KVK 2 & KVK 3 Zone, where people come and exclaim “Armaments? New Commanders? More challenges? Sign me the hell up!” ...or something close to that.

- **Edward/YSG** – The standard Archer rally you see alot in these KVKs. It takes quite some time to rack up rage due to the higher skill cost, but once it does, the damage is to be feared. Deadly in both rallies and openfield.
- **Edward/Tomyris** – Another common pairing seen, but this is more much focused in taking down one target at a time with debuffs & skill damage output. Another pairing to be feared of.
- **YSG/Tomy** – Not sure if this is possible to use in openfield, but I have heard that this is used as an Archer Garrison... so... here you go.
- **Edward/EI Cid** – Before you ask, yes, I have seen these few times. Damage wise, it is ok, but it's one of the marches where it can be very hard to chase down.

Don't worry, this document ain't going anywhere. Take your nice sweet time reading this part, and once you are ready, let us move on to the last Zone ^.^

## KVK 4+ Season of Conquest

Now, the most important part of this ride~~ You made it through KVK 1. Then to KVK 2, then to KVK 3. What comes next? It's Season of Conquest! The Area you hear people, "This is where the real stuff happens. Get ready for it!" ...at least, that's what I would say.

### Openfield Pairings:

- **Ramesses/YSG** – Before you start questioning me, yes, this march is still an okay option. A good balance of durability & Damage output.
- **Ramesses/Nebu** – Another classic pairing, good balance of damage output and durability.
- **Cyrus/YSG** – Pretty low on durability, but they still create good synergy together due to many ways to improve skill cast cycles.
- **Cyrus/Ramesses** – Very single target damage focused, but Cyrus' debuff helps amplify Ramesses' Damage output. Yes, you do lose the defense debuff, but Skill > Attack Tree. Hope this clears it up.
- **Cyrus/Honda** – I've been told that this is also a valid option and I do believe it. Fast mobility, nice durability and good damage output.
- **Nebu/YSG** – I mean, besides the new SoC Folks, who does not know about this combo that was used so many times in the past? Tanky, Double AOE, but very damage based, no debuffs.
- **Nebu/Tomy** – Currently one of the common pairings used in openfield. Nebu may have fast skill cycles, but his 15% Damage helps Tomy recover some of the lost potential damage from her debuff.
- **Amanitore/Artemisia** – Uh... theres been quite some hate to this pairing due to being very slow since both do not have March Speed in their kits. Damage wise? Seems pretty ok.
- **Boudica/YSG** – The highly recommended pairing if you are planning to go one Archer March. High Damage Potential with YSG being the rage engine.

- **Boudica/Honda** – Faster than Boudica/YSG, good durability. But for new SoC Players? Boudica/YSG is still highly recommended.
- **Boudica/Artemisia** – As the people who used this pairing will say, "Hurts like hell. Tanky as hell". Little slow, but Boudica helps recover a portion of it.
- **Boudica/Tomy** – Very deadly against single targets. With both having Skill Damage Taken debuff, what's not to like?
- **Boudica/Nebu** – Some said that this is good, nice AOE, fast and tanky, but I'm just gonna put it here.
- **Boudica/Henry** – Another single target focused deadly march, but also fearful as Boudica/Tomy. Very commonly seen in Rallies and quite often in openfield. Very good balance of Durability, debuffs, and damage output.
- **Henry/Nebu** – One of the favorite pairings people use in openfield. Even as a rally pair, this thing can go very boom boom in openfield due to their kits: Great durability, nice AOE, insane damage output.
- **Boudica/Zhuge Liang** – The best march to use IF you are going one Archer March. Good durability, great damage output from both.
- **Zhuge Liang/YSG** – Before people ask about this, it DOES work, but just couple things to remember: You may hit hard, but you will walk like a damn turtle, so don't go complaining that this march is so slow.

## Rally Pairings:

- **Boudica/Henry** – It may be one of the best rally pairs that is current used, even today. It may be single target focused (I know your main target is Garrison, but we all know having AOE is nice), but the combination of durability, damage output is at next level. Highly recommended to use.
- **Henry/Nebu** – As some like to call it the "Come and hit it, I dare you" Rally pair. High damage output, great durability, and not to mention the heavy amounts of Counterattack these two have together, resulting in a heavy anti-swarm.
- **Gilga/Henry** – You want to deal much more damage to a Zenobia Garrison? Well, heres a great option for you! Due to Gilga's Blood Craving debuff, he is able to deal more pain towards Zeno Garrisons. Annnnd with Henry delivering more of the boom-boom.
- **Boudica/Gilga** – Similar usage as Gilga/Henry, but very risky to use as it has no anti-swarm. Best usage for this would be when you have the advantage in a Contested Territory and want to bring easy pain to Zenobia Garrisons.
- **Henry/Zhuge Liang** – Current top Rally that is being used alot. With heavy durability thanks to their passive stats and insane damage from both, this can do quite a punch towards Garrisons.

**Whoever made it this far, I applaud you for reading this part, even if you skimmed through it.**

**Now, towards the Extra Section!**

# Extra

**Well, here we have it folks! Dido & Zhuge Liang have arrived as our new Archer Commanders!**

**Here are just the simple descriptions about each of them:**

## **Zhuge Liang (Openfield/Rally/Potential Garrison)**

- Some call him the Guan/Scipio of Archers, Nevsky of Archers, or whatever. From first glance of skills, having 0 March Speed in his kit seemed suspicious, but after some openfield views, he became one of big powerhouses in terms of AOE and Damage. A must have in your 5 March Pairings.

## **Dido (Garrison)**

- This Commander is still not completely confirmed of her full uses, but one thing for sure is; she is able to wreck down Infantry Rallies. Her unique debuff makes the target do not get the additional effects when surrounded. For example, Harald's Active going AOE when surrounded, Pakal 4th getting more damage taken reduction when surrounded, etc.

Still quite vulnerable to swarming, but this is where Zhuge Liang or Heraclius can step in to prevent that.

**Did you enjoy the Extra Section?**

**Well, because you made it, this is the end of the Pairings Guide!**

**On a personal note, I have to say I really enjoyed making this, and it could have not been done without support from many people I've met in Rise of Kingdoms.**

**Thank you for reading through all of this, and as always,**

**Keep that ROK Spirit going!**

