How to play Ranger: A guide to make a masterpiece.

Being a good ranger is a very difficult thing to learn - you will only become one by practicing a lot. You will notice when you are having a good game or not. If you play well, the game will go smoothly, you will dictate the flow of play, and you will direct your team to a win. On the other hand, if you play poorly, there will be chaos. Your team will have no control of movement or the flow of the game, and on Teamspeak everyone will end up screaming because they have no idea what is happening.

This guide is divided in a few chapters to have a good overview of what the roles are of the ranger. Hopefully after you have read this guide you will have a better understanding of what it is like being a ranger and will you be enthusiastic to try to play one :-) If you got any questions, suggestions or just want to pm me you can do it on teamquitter or in game when I'm online: Ra The Last Ranger.

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The Ranger

The ranger is designed to be a versatile profession. Sadly due to balancing not all variants are viable in competitive play. You could categorise the ranger in 6 categories:

- The apply ranger: This is the most common ranger build, as well as one of the most versatile roles in the game. The apply ranger uses his poison to pressure the team, spread interrupts, camp a single target, push flags or follow splits. This all depends on the situation during the match.

- The turret: This is a bow ranger meant to do as much dps as possible (mostly) on a single target, while still being one of the strongest split defenders in the game and a very strong interrupter.
- The thumper: This is a melee ranger, mostly with warrior weapons combined with a pet, meant to do a lot of pressure by either kd'ing or spamming interrupts and deepwound.
- The packhunter: This is a ranger with a spear and pet using good condition spread combined with the extra dps from a pet.
- The spiritpooper: This ranger would mostly sit back and cast spirits to make your team builds as effective as possible and destroy the opponent's.
- The trapper: The trapper lays down traps and tries to lure his enemies into them to do massive condition pressure. He will have lots of block stances.

While all categories can be fun to play, due to balancing and meta only the last two categories are played. This is why I will be going into depth of the ranger with bows. However, I'd like to note that rangers with pets have an advantage in AB over normal play, because there is no death penalty for pets (thus no recharge when it dies), adding to that you also have an extra slot which makes it extra beneficial to play a pet in AB. If you want more info how to play a pet ranger you can pm me in game.

Because the ranger has so many ways to play and is responsible for so many things I will divide this part in different chapters. When necessary I will make a distinction between the turret ranger and the apply ranger. If needed I will explain what you will have to do in certain circumstances with different skills or when it is better to have Holy Veil over Mend Touch or Concussion Shot over Savage Shot. I will base most of my advice on two templates.

- The BA turret: [BA turret;OgQTcmLnZK1Y1Q14xgCU3qRAxAA]
- The Mel Shot apply ranger: [Mel shot;OgMU8m7i3MO/6ijq5xMbqa5VBAA]

Your equipment

You can't play the game well without proper gear. You will need fancy armor and a shiny bow to impress your team, the opponents and the fans.

For both builds I use Survivor's Insignias. Although armor is preferable to health in most scenarios, I think it is different for rangers. Firstly because the ranger in this meta has no reliable +armor insignia. Especially when you are playing an apply ranger, your Apply Poison will be interrupted more than not, which makes it useless to have that insignia. In other scenario's, when you are not playing 8v8 you will be mostly playing skirmishes. These skirmishes will mostly be with armor ignoring damage (Glimmering Mark on Rit runners), degen pressure (blood Necros) or elemental damage (split Eles). In these occasions it is better to have more HP, because the extra armor adds near to zero or you already have a ton of armor (against ele-split). When the skirmishes aren't one of these categories, having a snare is normally enough to win the skirmish or reach your goal.

- The turret: [BA turret;PkpxcC2yDgkqwnmITy0nmIHLximIbRvnmIDrznmI9EA]
    - I use this equipment for the turret for 14 expertise, which is the break point for 10 energy skills, and 14 marksmanship to pump extra damage. Besides that I am using the restoration rune so I can run quicker all around the map to push, split or follow damage. You can choose if you want to use a defense mod on your bow or a fortitude. Defense would be best in most occasions, since you already have a lot of HP and are relatively squishy for a ranger in 8v8.
      Weapon sets:
        - vampiric recurve bow. This one does maximum damage while still having a good attack speed, flight time of arrows and a good reach.
        - crippling recurve bow (when you are using pin down)
        - 40/40 curse set for rend enchantment
        - vampiric flatbow for hitting NPCs
        - shield set with reduce crippling and of fortitude weapon

      As you might have noticed I wrote down 5 weapon sets. Most of the time you won't need the vampiric flatbow so you can just put it in your inventory.
- The apply ranger: [Mel shot;PkpxcOfDgkqwnmIfx0nmIHLximIPSvnmIZhznmI9EA]
    - I use this equipment for the apply ranger, because you will have 14 expertise, but thanks to the major expertise rune you will be able to put extra points in your other attributes. In most cases I put these extra points in Wilderness Survival, because poison is what does most damage, unless I am playing Burning Arrow with Apply Poison. Protection Prayers should only get leftover attribute points.
        - Weapon sets:
          I will be using the same weapon sets as the turret, except that I will mostly be using the poison recurve bow. You can still use your vampiric recurve bow in skirmishes to do more dps, but it isn't a priority.

Gameplay

In this guide I'll giving you the basics to playing ranger. However, I won't go into depth about how you should play in specific team builds and against specific team builds. These scenarios are too situational and will change depending on meta, flux and playstyle. Instead, I am giving you tactics and examples of scenarios which will happen during most metas and they will be a good base to understanding and building your own playstyle.

Once you have read this guide and want to keep improving yourself I advise you to play as much as possible. If you can't GvG, RA and AB are great places to practice. Here you'll learn all kind of different skills, the effects of them and how to control certain builds. As mentioned before, the ranger has a lot of responsibilities. I will discuss them one by one so you won't get overwhelmed.

Interface

Before we will talk about what you will have to do as a ranger, you will have to be able to see what you are doing.

This is an example of my interface:



First you will need to widen the skill activation bar of your target. This is very important, because it will greatly help you with interrupting skills and identifying them. Second you will need a larger compass, so that you will be able to see quickly and in better detail what is going on on the map. Third and probably most important is that you will need to keep your screen open and free. As a ranger you watch the field a lot. Having a large party window or your inventory open will reduce visibility. You can change your interface to personal preference.

Now that your interface is done it is important to set your skill bindings. A ranger doesn't need a lot of micro skills, so in essence you don't have to change a lot from the default settings. Because target selection is crucial as a ranger, Tab is a very important key to switch to your next target, but switching back to your previous target is probably just as important. Because I play with most default settings I use my Q (key next to tab) for my previous target. This way, target selection can be done with the same finger. Target nearest item is also a very important key. One of the roles rangers have is pushing flags, which means that you will have to be able to pick up the opponent's flag as fast as possible when they drop it. I use my V key to target nearest item, but probably even more important is that I have my settings set (F11, first tab) that I auto target NPCs, items etc. when there is no chosen target. When I expect a flag to be dropped I will un-select my target and spam my space bar so I pick up the flag faster than my enemies can.

Interrupts

This is probably the most important and fun part of being a ranger. By hitting the right interrupts on the correct time you will help your team immensely.

Having a good ping and a good computer will help greatly. This will offer more time to land your interrupts on reaction. However, having a good ping and a good computer is not what makes you a good ranger. Even with an average ping you will still be able to hit most skills. Having an average ping or slow reflexes will lead to having less options. It will be impossible to hit 3/4's, but if you are aware of this you can play around it if you want to.

Before I will discuss the different ways to interrupt, I will discuss the different interrupts you have as a ranger.

- Distracting Shot:
    - This is probably the strongest interrupt available to a ranger. It has a low energy cost, and with a 10 second recharge, it is very spammable compared to Mesmer interrupts. However D-shot does very little damage and compared to other ranger interrupts the 10 second recharge is a long recharge. D-shot is probably the strongest interrupt, because it disables any skill with an extra 20 seconds. It also disables skills with no recharge like Resurrection Signet or attack skills like Crushing Blow. Because of the long added recharge, D-shot is best used to shutdown key skills. These can vary situationally from resurrection skills to strong monk skills or damage skills.
- Savage Shot:
    - This skill is a very strong interrupt skill. It has an energy cost of 10, but a very low recharge. This skill does huge extra damage when you interrupt a spell. Because of all these aspects of Savage Shot, this skill has many uses. It can be used to interrupt skills, when you don't want to use or can't use D-Shot. It can be used to spread poison quicker because of its low recharge. By spreading poison it is also very good to use it as a prediction interrupt. And finally Savage Shot is really strong in skirmishes. Because of its low recharge and extra damage on spells it is a great first interrupt in a battle to immediately start doing huge pressure.
- Magebane Shot:
    - This is an odd skill. This interrupt skill is very strong, but it does take an important elite slot. I do advise to only use Magebane when you expect that your main role will be to interrupt the opposing team. Just like Savage Shot it costs 10 energy and it has a 5 second recharge, but it doesn't do extra damage when interrupting. However it does give spells an additional recharge of 10 seconds. Just remember it only does to spells, not to attack skills or Resurrection Signets like D-shot does. Because of this attribute and its low recharge Magebane is a strong interrupt to shutdown skills and to use it as a prediction interrupt when spreading poison.

- Concussion Shot:
    - This is a special interrupt skill because it is totally different to all other interrupt skills listed above, but it has a very important role in this meta. Concussion has a very high energy cost: 25 energy and a low recharge of 5 seconds.It is a great skill in skirmishes because it does Dazed on interrupt on spells.Note that it only interrupts spells, so it won't interrupt attack skills or signets. Also, once your target is dazed, further interrupt attacks will interrupt because of the daze and not trigger on-interrupt effects. If you were to land a D-shot on a dazed target, the interrupted skill will not have the additional 20 second recharge. Concussion Shot is a very good skill against ele-split, but because of its high energy cost it isn't that good in 8v8 situations.

Ranger interrupts are dependent on your reflexes, ping etc. But there are other variables which affect if you will hit your interrupts. In general (for Rangers and Mesmers) it is a good idea to make the skill activation bar wider and to put your effect volume on. Specifically important for the ranger are the attack speed of the ranger and the flight time (the time it takes to reach to your target).

- It is possible for the ranger to change your attack speed. First, you can do it by changing bows, but in most circumstances it is best to use a recurve bow, so I won't go into depth with that. Second, it is possible by using stances and preparations to improve your attack speed. Lightning Reflexes is the best known stance to improve your attack speed. The turret ranger uses an IAS as preparation which makes it a very strong interrupter.
- The most important consideration for hitting your interrupts is having good positioning. Because of arrow flight time, the closer you are to your target, the easier it will be to hit your interrupts.

There are different ways to interrupt skills. I will discuss three kinds of interrupts. Interrupting on reflex, interrupting on animation and interrupting on prediction. While the first two are used by both the ranger and the Mesmer, the last method of interrupting is used more by rangers.

- Interrupting on reflex:
    - Ranger interrupts are in general slower than Mesmer interrupts. However, it is still possible to hit 3/4s and 1 second casts when you are doing the variables mentioned above correctly. The key to hitting skills on reflex is that you won't have any after cast from attacking your foes, because this may delay your attack. Another key feature to interrupting on reflex is that it is partially on prediction and not entirely on reaction, especially for 3/4s skills . Whenever you know your opponent has to cast something, you will save 100 – 200 ms on your reflex time. The difference with prediction is that you still try to wait until you see your target casting a skill. Interrupting on reflex takes more time to watch a single target than the other ones discussed.
- Interrupting on animation:
    - This is probably one of the hardest methods of interrupting if you are new to it, but it is highly effective. You can only get used to it and get better by practicing this a lot. There are many important skills which take longer than one second to

cast. These skills have different skill animations and most of the time also a signal or a sound when it is being cast. To observe these skills you will need a good field awareness. You will need to zoom-out your camera to the max and have an overview of most casters. To make it easier to interrupt on animation it is important to position yourself well. Most of the time there will be two or three characters with long cast time. It is important to be able to see them and preferably be close to your target so you can swap with C+tab to your target. You also have to keep in mind that your arrows won't be obstructed. Ritualists will often try to cast their spirits behind a corner, so it is important that your arrows don't get obstructed. For this method using your mouse is a very good way to select your targets, because it is really fast. However using a mouse is not always as precise as using C+tab, because you could miss click.

- Interrupting on prediction:
    - This is the most unreliable way of interrupting, however sometimes it is necessary to use it. Interrupting on prediction is very useful when your ping isn't good enough to reliably hit interrupts or when you are sure your target will cast a spell and interrupting it will cause a lot of pressure or even a kill. Hitting interrupts on prediction is easier when your frontline consistently does damage at the same time when they are calling spikes. It will also help if you are better at mind games with interrupts and faking skills than your target. If your opponent doesn't notice that you want to interrupt him he won't try to avoid the interrupt. During skirmishes you will learn by experience when your opponent will most likely cast skills. They will often cast a skill once they are in your aggro bubble, when their skills are recharged and when your target is getting low on health. Wasting interrupts will give your opponents a window to cast skills, because your interrupts have an after cast, your skills will be on recharge and you wasted energy.

Shutting down

Sometimes it is necessary to shut down a specific character. This can be done through two ways: Interrupting key skills and/or denying energy. When you are about to shut down a specific character you first have to know why you are doing so. Does it have to happen immediately (interrupt key skills) or will you need to shut someone down over a longer time period? These situations are little skirmishes which can be done during an 8v8 battle.

A GvG match evolves over time and sometimes your team is taking more pressure and will have to play defensive and sometimes you will have to play offensive. This takes different approaches on which skills you should interrupt and the importance (if you should focus more on spreading poison or camp a specific target).

As I said above there are two ways to shut down a character: draining his energy and interrupting key skills. The advantage of draining his energy is that it is hard on most casters to regain his energy back if they have to keep playing 8v8. Draining energy is effective for the long term, but it also needs a long term focus from the ranger to interrupt his energy skills. Interrupting key skills is more a short term option. Interrupting Mesmer hexes or big damage skills will immediately put some pressure off your team and may prevent kills. Some builds are more susceptible to one strategy over the other, simply because their energy management is better. For example, a regular water ele has worse energy management than an Invoke ele with Eremite's Zeal. A water ele also spams his energy skills more often than an Invoke ele.

To interrupt important skills you will need to know its recharge. Most casters cast key skills on recharge. For example if you know that skills like Blurred Vision (12) and Glimmering Mark (15) have a specific recharge you can go to that target and camp him when that skill is recharged.

Spreading poison

Spreading poison is probably the reason why rangers are being played. Combined with spammable interrupts, it is what differentiates the ranger from other classes in 8v8 situations. Using your Apply Poison in a good way will result in doing heavy pressure. There are a few things you will have to consider before spreading poison. The things I will discuss are target selection, positioning and pressure.

Apply Poison is effective when you can spread the poison on multiple people. To do this you'll need to have good target selection and good positioning. Most people will know that rangers switch targets around by using tab: switch to next foe. It is a lot better and easier than selecting foes by clicking, because you are near certain that you will attack someone who hasn't been poisoned yet. Besides tabbing I do like to use another option: switch to previous foe and target closest foe. This way I have maximum control over my target selection without using my mouse too much. This means I can use my mouse for other things than poison spreading.

Positioning is very important to interrupt skills, but it is probably just as important or even more important to have a good position when you are about to spread poison. When you are having a good position you will be standing at the centre of the battle field so your arrows can hit your targets without having a long flight time. You want to have as less chance to have your arrows be dodged as possible and you don't want your targets to be obstructed. In most cases this means that you will position yourself between their midline and the backline.

Now the actual poison spreading. Besides switching targets and auto-attacking you have skills which speed the poison spreading. These skills would be any attack skill with short cast time: Savage Shot, D-shot and Mel shot. And you would have IAS skills like Lightning Reflexes. These attack skills make you spread poison quicker, but there is a downside about them. These skills have an aftercast which will mean you can't cast for a certain amount of time and

spamming these skills will mean that you will waste your energy and your skills will be on recharge, thus you can't use them for interrupts or snares. Therefor I suggest to only spread poison with interrupts on casters and when you see these casters casting a spell or expect them to cast a spell. I suggest to use Mel shot on targets which need to move like warriors and characters running the flag. Try not to use Mel shot on the dervish and necro's because they have condition remove or bleed themselves, because the additional bleeding from Mel shot is wasted.

LR is probably the best skill on your bar. Because it improves your IAS it will be easier to interrupt and spread poison. Because LR has a long recharge, 45 seconds, you will have to choose carefully when to use it. You should use LR to do maximum pressure. This means that you should be able to spread poison on as many people as possible. To do this you need good positioning and you would prefer that your arrows hit their target. Make sure that there aren't too many block skills casted like Shield Guardian when you are about to use LR. To make maximum pressure you will also need to get the party healing down before you will use LR. You'd prefer to interrupt Life and Kaolai. Although situations where all these skills are shutdown will never happen. It is important that you recognise situations where spreading poison is more effective than others.

When you are using LR you will try to get poison on as many people as possible to put massive pressure on the opposing team, but when LR is on recharge you should try to maintain the pressure to some extent. Try to always keep at least 2-3 people poisoned at all times when you are at the mainteam.

If you are doing lots of poison pressure you will most likely be camped by Complicate. It is important that you try to fake out the Complicate so you can go back to dealing pressure. You can do this by watching the Mesmer. Apply has same recharge when interrupted as Complicate, so you should not cast Apply on recharge. You can wait a few seconds and see if the Mesmer is targeting you and waiting for Apply or if he did use it on somebody else. You could also run out of the mesmers range/vision. If your Apply got interrupted you should change your focus. Your focus should now be on interrupting. Most of the time camping a ritualist will still keep pressure on the opposing team, because you will shut down their party heals.

Skirmishes

As a ranger you will be playing a lot of skirmishes, either against split or by pushing flags. It is important to stay ahead of your target and decide his moves. You are the boss here and you will force them to react to your actions.

To win skirmishes you will need as much information as possible. You will need to know the map and its mechanics. You will have to know on which places you want to skirmish your opponent and which places you prefer to avoid a battle. In general you want these skirmishes to happen in an open area, unless you are pushing their flag and trying to bodyblock. One

example of using the terrain is when you are pushing the flag on Frozen Isle. There are two areas where the flag runner will have to run over ice. The flagrunner will get snared if he stops moving to cast a spell or dodge Mel Shot. This gives you an opportunity to get good positioning and snare the flagrunner. Places you would like to avoid a skirmish are places with effects like the spores on Weeping Isle, places with many corners or bridges. You want to avoid bridges and corners because most bridges are bugged and in specific situations your arrows will be obstructed. It is too difficult to discuss all these places in a guide, but if you want to I could explain them if you PM me.

Besides knowing the map, you will also have to know everything about your opponent. You will have to know his skills, his death penalty and his experience on that character. You will also have to know what his goal is. Is it late in the game and does their split have to kill NPCs, or does he just want to stall the game to keep his main team alive?

A special case of skirmishes and shutting down which will happen a lot is a 1v1 battle between a Glimmer ritualist flagger and a ranger. As discussed above there are two ways to shut down a character, and both ways are a good way to shut down a ritualist, because his bar is energy heavy and most skills have at least a 1 second cast time. This 1v1 battle is truly a mind game. Where the ritualist will try to fake out your interrupts and you will try to interrupt his skills / drain his energy. There are a few skills you want to interrupt on the rit's bar in a skirmish -Glimmer, Warding and Glyph. Glimmer is important because it has multiple uses. It does a lot of damage and after it has been cast twice on you, your hp will be too low and it will be too risky to keep on playing the skirmish if you won't get healed. The other use of Glimmer is that it will help the ritualist to cast his second most important skill: Warding. This is why using Holy Veil could be useful, although in most situations having Mend Touch is more useful. Warding blocks and heals the ritualist which makes it twice as hard to interrupt him and kill him, because Wielder's Boon synergises with a weapon spell. Then you have Glyph of Lesser Energy. This skill is his only 5 energy skill and will be probably used to fake out your interrupts, but it will also be used to fake his next skills or to save energy.

When you are in this 1v1 situation you have conflicting priorities. You want to lengthen the fight so that the ritualist can't help the mainteam and/or run a flag and you want to drain his energy this way, but on the other side when the battle takes too long it gets more likely that you will be killed by Glimmer or a collapse from mainteam. When you start the skirmish the ritualist will have full energy and will fake to get his weapons up, but the longer the battle takes the less the ritualist will be able to fake his skills. When engaging battle the ritualist will probably try to cast Glimmer immediately when you are in range, because he sees you moving to him. It is important to play with these things and maybe try to play some 1v1's with your flagger. This way you get used to these situations before you will encounter them in real battles.

Defending splits

When you are defending a split you will always be at an advantage over fighting in an open area. You will have NPCs to aid you in your battle. Although during the split you would prefer to kill your target, it is more important to keep your NPCs alive. This is because your NPCs will not resurrect, while the splitter will resurrect and he might get morale boosts, which nullifies your kill. However, giving death penalty to a splitter is a huge advantage for future skirmishes, because your target will be easier to kill.

I will discuss defending splits against elementalists, because they are the most common and as a ranger you will be able to defend against eles rather than a zurrie dervish or a split Mesmer in most cases. In this example there are two eles splitting. One ele will be a air with Patient Spirit and the other ele will be fire with Heal Breeze.

When your opponents are splitting with two, you will also have to defend with two and in most cases with a healer. When defending against two eles you want to lengthen the fight, so you will be able to pressure your targets. Before you will be able to pressure your targets they will need to be low on energy, so they won't be able to spam their healing skills. To create pressure you will have to combine a few core objectives of the ranger. You will have to keep conditions on both eles (preferably poison and bleeding). You will also have to interrupt the skills which do most damage. Try to D-shot the skills which are most troublesome for your healer and use Savage Shot to interrupt skills and do damage. Most of the time after around 15-30 seconds the eles will get on lower energy and will get pressure. At this moment it is important to change your attitude. Instead of interrupting skills that do most pressure, you will have to focus on the elementalist which has Healing Breeze. Try to snare him and interrupt his Healing Breeze. By camping one elementalist his energy will drop faster, but there's a higher risk there will go too much damage through for your healer to handle. If you got his Healing Breeze D-shot the elementalist will most likely slowly die, because your Savage Shot and condition pressure does more damage than Patient could heal.

Sometimes you will fight more coordinated splits and they will hide behind walls and will coordinate their skills better. At these moments it is important that you communicate very well with your split partner, because you and he will have to do a few specific things. The ranger will have to push up and this means that your healer will have to push with you, thus leaving his good positioning. In the end this is worth it, because now you will be able to support him instead of just standing there and watch. The second thing is that your healer will have to remove blind or Lightning Surge quickly so you can interrupt key skills like Healing Breeze.

To split

Splitting on ranger is something you will see less and less. Back in the days it used to be a lot more popular, but because most builds are decent now at defending a ranger it has become riskier to split as a ranger. This is why you will have to choose your moments very carefully to split. Splitting as ranger can be fun and could lead to big plays which leads your team to victory, but it could also ruin the game for your team and give any advantage away you had on mainteam.

The best time to be splitting is when the other team doesn't notice that you're going to split. This will give you time to kill NPCs or get good positioning. Tactically it is best to split when you won't be able to accomplish anything on mainteam (as a team). It could be that your ping is too bad to reliably interrupt skills, so it would be better to lure people away from the mainteam. It is also possible that the opposing team has been countering you with lots of blocks, regeneration, interrupts on apply, knock downs or has just been killing you all the time. These are all moments where you should go to split, because luring people away from the mainteam is more effective than staying on mainteam.

You could also go to split to cause chaos. Most of the time when the opposing team is winning and making kills they don't know how to react properly to a splitting ranger, because they want to keep damage on mainteam to keep the pressure on, but don't want to lose their party heals so they could kill the knights. For 28 minute tactics it is really up to personal preference and how the game has developed during these 24 minutes. A ranger is good to spread poison and interrupt. In combination with a necro and NPCs it is great to kill the people in your base. On the other side a ranger is very good to shut down the ritualist and maybe a guardian and monk elite to force a wipe in enemy base.

When you are splitting into their base you will be in a disadvantage over fighting in an open area, because you will get a lot more damage from NPCs attacking you and it will be harder to escape. This could be a problem when you take too much pressure from the NPCs, because you don't have strong healing skills.

Most important part of a split is to stay alive. If you die you won't be able to help your team for a while and you will get death penalty, which makes you prone to dying more often. To not die you will have to know if you can split, tactical insight, and good map awareness. You will have to know what the other team will send back and you will have to wait for opportunities to split when they can't react to your split, because they are doing other things. Just remember that you are splitting to help your team (get pressure off, gain flag advantage or do lord damage).

The ranger doesn't have a lot of damage and does not have self-heals on most occasions. However the ranger can still be a good splitter, because of its survivability. The ranger is quick, has interrupts, snare, pressure and a condition or hex remove. These are all great assets for

skirmishes. When you are splitting you will have to try to keep your health as high as possible while still killing NPCs if possible. If you know you can beat the defender in a 1v1 just go for the big plays, but keep in mind not to die because you aggroed NPCs and are taking additional damage.

Communication

Communication is key. If you want to maximise your game you will need to know what your team is doing and your team needs to know what you are doing. As a ranger you usually have a good overview of what is happening on the map and have knowledge of movement and pressure of the opposing team. This is very important to communicate with your own team.

When you see that poison is staying longer on targets, this could mean that the opposing team is getting more pressure, because they can't use as many block skills anymore and remove conditions. If you notice that their ritualist won't get support anymore (during 8v8) from the backline this could mean that the monks are getting low on energy. If they are running on damage as well.

It is also important to call interrupts on key skills. D-shots on important skills should be called, just like when you have interrupted their spirits. It is also important that you should call the interrupts on skills your team is asking to interrupt. Do not forget to call what is preventing you from doing your job. If their midline is casting Blurred/blind/Glimmer all the time on you, you should ask for a remove.

Because you have such a good overview over the map as a ranger you will be moving around a lot. You will be pushing the ritualist, pushing flags, splitting or defending splits. You should call if you are doing these things so your team knows what is going on. You should call as well what is following you or what you are following and where to. In some cases you could also ask your frontline to aid you if you got the ritualists Warding and Glimmer out. The ritualist will be an easy target to spike down.