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Smite, the popular multiplayer online battle arena game, has captivated countless players since its launch. Whether you're a seasoned veteran or a newbie just starting out, the transition to ranked matches can feel daunting. One Reddit user, Goodlary26, who has already dedicated nearly 100 hours into the game, expressed his anxieties about venturing into the ranked wilderness for the first time. He wants to understand the right time for new players to dive into the competitive scene without causing a ruckus for his potential teammates. With advice from seasoned players in the Smite community, this discussion has several insightful tips and reassuring words that might help any new players contemplating the same journey. Summary New players should be familiar and comfortable with multiple roles before entering ranked games. Understanding the importance of teamwork, map awareness, and communication is crucial. There is no perfect moment to jump into ranked; readiness is subjective and will vary for each player. Collective wisdom from current players emphasizes confidence in gameplay and adaptability in different roles. Comfort with Roles is Key One of the highlights of the Reddit discussion is the consensus that grasping the fundamentals of different roles is essential before even thinking about diving into ranked play. A user going by the name Wizmin advised the original poster to be solid with at least six gods across various roles. He emphasized the necessity of understanding what each role primarily does and being aware of the game's dynamics, especially as it pertains to farming and enemy positioning. The key takeaway is knowing how to maneuver in less familiar roles without stumbling around aimlessly. It's like being prepared to step into a party while knowing the dance moves but realizing you're the one trying to do the Macarena at a jive fest! Flexibility is the name of the game, and knowing your way around the map helps significantly in the competitive sphere. The importance of Communication and Teamwork As budding players build themselves into ranked matches, it becomes increasingly evident that communication can make or break a game—heaven help you if your teammates are sprouting "AFK" like it's the latest trend! Outso187, another contributor to the discussion, highlighted the importance of warding and farming as pivotal elements when transitioning to ranked play. Half of being a good player isn't just about your individual performance but about working as a cohesive unit with your teammates. Understanding the purpose behind your picks and connecting with your team will inevitably lead to a smoother experience. Also, while VGS calls are basic, improving them to include more specific cues can aid significantly in game—so maybe practicing that silky smooth flow of information wouldn't hurt! After all, winning as a tight-knit group can feel way more fulfilling than worrying about an inflated KDA. Set Realistic Goals and Expectations Another interesting point raised in the thread is the heavyweight expectation that can come with ranked play. According to HoAndCripsyMeme, who took the plunge into ranked based on a limited selection of roles, it boils down to having a solid understanding of at least 2-3 gods per role. Setting realistic goals is crucial, as players should aim to improve rather than feel pressure to excel right away. The Smite community seems to offer a collective hug saying: "Hey, mistakes happen, and sometimes games go sideways. Just shake it off and try again." The overarching sentiment suggests that while reaching a particular rank can be exciting, prioritizing the learning process and enjoying matches should come first. Embrace those losses! They're nothing but lessons wearing cleverly disguised outfits! With persistent practice, you'll level up faster than you can say "low-key gank." Ultimately, It's About Personal Readiness There's a thread of encouragement woven in all these conversations, conveying that the "right" time to enter ranked is largely subjective. One Redditor, nmamzz, offered the candid advice "Jump in now. See where you are at."

Sometimes the thrill of the game can only be truly gauged through firsthand experience rather than rigorous over-analysis. Sure, knowing the basics and having that solid god pool is great, but sometimes you just need to heed your instincts. Whether you're swift on the keyboard or fumble with your controller, you will find where you fit in the ranked chaos. Plus, games in beta can be less punishing, so if you do decide to take the leap, remember each match is a new opportunity to learn and grow—no one is judging you for pulling off that perfect combo...yet! Just get out there and into the battlefield. Who knows? You might even make some new friends along the way! As Smite evolves, so does its player base. For new players looking to enter ranked matches, the advice circulating in these discussions should act as a gentle nudge encouraging you to take that leap of faith. Embrace the awkwardness of the first few matches, don't worry about being perfect, and remember: it's all part of the journey. With practice, patience, and perhaps a few giggles (or facepalms) along the way, you'll find your footing in the world of ranked Smite. Ranked is a system in SMITE designed to provide higher quality matches for competitive players. The current season of competitive play is Year 10, that began with the release of SMITE Version 10.1.7415.3 on January 24, 2023. For information about the previous seasons see Category:Leagues. Description[] Ranked games allow players to compete against each other in the most competitive environment. The match lobby uses a draft mode just like our SPL games and allows for pausing during the game. Players all begin in the Bronze tier and work their way up through Silver, Gold, Platinum, Diamond, and finally landing in Masters. Each tier until Masters has 5 divisions players climb through by accumulating Tribute Points. As you win games you earn Tribute. Earning more than 100 points will promote you to the next division. You may be promoted up by more than one division if you belong in a higher division. Losing Ranked games will deduct Tribute. If you lose enough games at 0 Tribute, you may be demoted down one Division. Once a player has reached Masters, players are rated by only their Matchmaking Rating. The top 50 players in Masters, determined by their MMR, will be labelled as Grandmasters. Once you reach masters you won't drop down to diamond because it has a separate ranking system. If you don't play ranked for 2 weeks your Tribute Points will begin to decay, getting more intense each additional week you don't play. This caps at 6 weeks. Once you have begun decaying you will lose Tribute Points for each day you don't play. You can lose Divisions and Tiers by decaying. You can not decay lower than Gold V. All Ranked Queues require you to be Level 30 but different Queues have different Mastery Requirements. Conquest requires 20 gods mastered, Joust requires 14 gods mastered, while Duel require 0 gods mastered. Only Owned gods may be selected in Ranked. Ranked matches may be queued for as a solo player or limited to parties of two. Parties of three can queue in Joust only. Players queuing together must be within 500 MMR of each other if they're below diamond and within 250 MMR of each other if they're above diamond. You get your MMR after you play 1 game of ranked if you haven't played it previously. If you didn't play ranked in the previous split you start in bronze 3 by default. Overview[] Rewards[] Rewards have also been updated. Players can earn a Winner's Chest and Gems each split just for playing Ranked! Be sure to get your games in each Split to get these free bonuses! Qo Leaderboards[] Another exciting feature is the ability to show off your skills with your best gods! When you play a particular god in ranked you are earning a position on a global leaderboard for that god. Reach the top and you have the chance to show the world your skill and potentially earn special gem rewards at the end of each Split! Ranked Leagues[] Conquest[] Conquest Ranked matches are designed to provide the highest quality matches for experienced Conquest players." Information: This game mode features competitive Conquest matches. The matches launch on a timer. Ranked games offer players fair, competitive matches with other players of similar skill levels. At the end of the Season, players receive greater rewards based upon their placement. Conquest Ranked may be queued as solo or in parties of two. Important Rules: Must be Level 30. Ranked matches require players to have a minimum of 20 owned gods at Mastery Level 2 or higher. Ranked matches require players to have played a minimum of 30 Normal (PvP) Conquest matches. Players queuing in a party of two must be within one tier of each other. Qualifying players may queue together or with players who are placed currently in Bronze, Silver, or Gold Tier. Ranked uses a 10 ban draft pick system. Ranked is broken up into 5 Tiers, with 5 Divisions each, and one Grandmasters Tier. As you win Ranked games, you earn Tribute. After earning more than 100 Tribute, your will advance you up into a new Division. Occasionally you may be promoted up more than one Division. If your play has been exceptional, Losing Ranked games at 0 Tribute may result in you being demoted down one Division. New players to Ranked must play 10 qualifying matches before being placed into a Division. Tiers: Bronzonne Silvernone Goldtop 72% Platinumup 40% Diamondtop 16% Mastertop 2% GrandmasterTop 25 Masters Rewards[] There are several special rewards that can be earned for playing Ranked matches. Some rewards are exclusive to each split. Full Season rewards[] Berserker Bow Rama Win 75 Games, Berserker Bow Loading Frame Win 150 Games, Split 1 rewards[] Treasure Chest Roll Win 15 games, Grants a Victory Chest roll. Win 75 Games. Grants 75. Split 2 rewards[] Treasure Chest Roll Win 15 games. Grants a Victory Chest roll. Win 50 Games. Grants 50. Split 3 rewards[] Treasure Chest Roll Win 15 games. Grants a Victory Chest roll. Win 50 Games. Grants 50. Join the Battleground of the Gods: SMITE 2 is Now Free-to-Play/Step into the all-new SMITE 2 Open Beta and experience the next evolution of third-person action MOBA combat—now powered by Unreal Engine 5. If you crave challenging competition, intense gameplay, ability-driven team fights, and godly mythological themes, it's time to see why over 40 million players are hooked on SMITE. Become a God today!What's New in the SMITE 2 Open Beta? 45 Gods — Including the brand-new God Aladdin (and his mighty Genie), 6 Game Modes — Featuring brand-new Joust, Duel, and Assault alongside an updated Conquest map with fresh objectives, 20 Aspects — Transform your favorite Gods with game-changing playstyle twists. Countless Improvements — Months of Closed Alpha feedback have shaped SMITE 2 into a more refined, optimized experience. Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Hey, this guide is brought to you by TottIGR! I started playing Smite on PC in February 2014. I have been playing competitive since 2016 and I have been a professional Smite player between March 2020 to July 2023. I have played in different teams like JustF6, Glided Gladiators or Tartarus Titans this last year. I have peaked 3500 MMR GM/Masters in Ranked Conquest on PC every season since 2017. I also made Smite Masters (LAN) 4 times in 2022 so I really think I have the knowledge about guiding about the ADC role. I hope you find this guide as a useful learning resource for playing Neith as an ADC. Here are my socials: YouTube Twitter Instagram Discord Hi, this guide is brought to you by lestimies. I started playing Smite 1 on PC in 2014. I've been playing competitively since 2020 and have been a professional Smite player from 2021 to 2023. I've played on different teams like JustF6, Glided Gladiators or Tartarus Titans. You can check out the SmiteVOD YouTube channel where my recorded professional games are. I've peaked at 3500 MMR GrandMaster/Masters in Ranked Conquest on the PC platform every season since 2020. I've also done Smite Masters (LAN) 4 times in 2022, so I really think I have the knowledge to guide on the Solo role in SMITE 2. I hope you find this guide as a useful learning resource for playing as Solo. Here are my socials: X (Twitter) Instagram Hey there, I go by Dashboard and I'm a Grandmaster Support Conquest player. I've completed in the SCC (Smite Challenger Circuit) and I have won SOC (Smite Open Circuit). I have also won plenty of gem tournaments during the weekends, such as Iced and Vulpis. I have put in many hours into Smite and in particular Ares. I hope this guide can give you some new direction with Ares if you're struggling with him, or just improve your overall Ares gameplay. You can reach out to me via the following channels: Twitch YouTube Twitter Recent Guide Updates: 2025/1/26: Guide is/should be generally current as of Patch 12.1. "Laughs of the Past." Nut added. General information updated. Tier lists updated. Unlikely to be many more updates as we shift focus to SMITE 2. 2023/12/14: Guide is current as of Patch 10.13. "Yokai of Despair." Bake Kujira added. ADC builds updated. 2023/9/13: Guide is current as of Patch 10.9 Bonus Update. General info updated. ADC builds and Support items updated. Starting processes and items for all roles updated. Tier lists updated. (Warding in process.) 2023/1/26: Guide is current as of Patch 10.1, "The Fire King." General info updated. Surtir added. ADC builds and Support items updated. Starting processes and items for all roles updated. Tier lists updated. (Warding in process.) 2022/1/22: Guide is current as of Patch 9.11 Bonus Update. ADC builds updated. Maui added. General info updated. Tier lists updated. 2022/10/12: Guide is current as of Patch 9.9 Bonus Update. ADC builds updated. Tier lists updated. 2022/8/28: Guide is current as of Patch 9.7 Bonus 2 Update. Ishtar added. ADC builds updated. General info updated. 2022/8/2: Guide is current as of Patch 9.7 Bonus 2 Update. Lancelot added. General info updated. 2022/5/31: Guide is current as of Patch 9.5. "Slipknot." General info updated. ADC builds updated. Tier lists updated. 2022/4/19: Guide is current as of Patch 9.5 Bonus Balance. Adjusted information based on various general changes to objectives. 2022/4/19: Guide is current as of Patch 9.4, "The Jade Emperor." Yu Huang added. General info updated. Tier lists updated. 2022/3/28: Guide is current as of Patch 9.3. "Heavenly Light." Tier lists updated. 2022/2/24: Guide is current as of Patch 9.2, "The Destroyer." Shiva added. 2022/2/8: Guide is current as of Patch 9.1 Bonus Update. New maps utilized in various chapters, updated info on starts, relics, etc. ADC builds updated. 2021/12/17: Guide is current as of Patch 8.12, "Titan of the Cosmos." 2021/11/30: Guide is current as of Patch 8.11 Bonus Update. Updated ADC builds (thanks Krieg1a), general info and starting item evaluations. 2021/11/8: Guide is current as of Patch 8.10 Bonus Update. Continued work on visual enhancements, added Cliondra. 2021/9/21: Guide is current as of Patch 8.9. "Cleanliness vs. Godliness." General conquest details updated. ADC builds updated. Starting items updated. 2021/9/2: Guide is current as of Patch 8.8, "The Ceaseless Whirlpool." Charybdis added. Clarification and added writup on offensive and defensive lane freezing added. Tier lists updated. 2021/7/13: Guide is current as of Patch 8.7, "Mid-Season." Morgan Le Fay added. ADC builds updated. Starting itemization and processes updated. Tier lists updated. 2021/5/18: Guide is current as of Patch 8.5, "Monstercat." ADC builds updated. 2021/4/12: Guide is current as of Patch 8.3 Bonus Update. ADC builds updated. Tier lists updated. 2021/3/19: Guide is current as of Patch 8.2 Bonus Update. ADC builds updated. Tier lists updated. 2021/3/3: Guide is current as of Patch 8.2, "Goddess of the Salt Sea." Tiarnat added. Minor general Conquest details updated. 2021/2/15: Guide is current as of Patch 8.1, Bonus Update. Minor adjustments, and added some gods back into the Solo categories per Big damage's suggestion. 2021/2/3: Guide is current as of Patch 8.1, "Season 8." The new season is here! Brand new Conquest map with a slew of new art, features and minions. New categorization of gods used in each role, with a focus on viability. New Starter Items + Upgrades. Added info on Global Anti-Heal Aura. All starting items and starting processes updated. Hunter Builds Updated. Warding maps updated. Tier lists updated. Big thanks to Didacted for a lot of help in multiple areas of the guide, as well as official Smite Discord feedback from mentor Malcaster and SF Veterans Krieg1a and Big damage. 2020/12/21: Guide has been updated for mobile-friendly function. 2020/11/19: Guide is current as of Patch 7.12, "The Legendary Tanuki." Danzaburo added. Tier lists updated. 2020/11/19: Guide is current as of Patch 7.11, "TMNT." Tier lists updated. 2020/10/20: Guide is current as of Patch 7.10 Bonus Update. Loki rework is live. HS / Serrated nerfs, high-performing gods nerfed. Tier lists updated. Jungler / Solo starting processes updated. 2020/9/10: Made some adjustments to hunter builds. 2020/9/10: Guide is current as of Patch 7.9, "Odyssey: Reckoning." A few Hunter builds have been added back in. 2020/8/27: Guide is current as of Patch 7.8, Bonus Update. Tsukuyomi added (Solo and Jungle roles), tier lists updated, some item starts updated, other minor adjustments. 2020/7/13: Guide is current as of Patch 7.7, "Mid-Season." Cthulu added, general information updated, tier list updated, hunter builds on hold. Solo starting items updated. 2020/6/3: Guide is current as of Patch 7.5, Bonus Balance. 2020/4/24: Guide is current as of Patch 7.4, "Witch of the Woods." Baba Yaga added, hunter builds updated, some role starts revised. Tier lists updated. 2020/3/24: Guide is current as of Patch 7.3, "Grin Omens." Mulan added as part of Patch 7.2, "The Ascendant Warrior." 2020/1/29: Guide is current (but a work in progress) as of Patch 7.1, "Season 7." Significant adjustments to the Conquest map, Jungle buffs and spawn timers, minion values, new Jungle camps, new items...you get the point. Bastet and Odin reworks. The various changes have been revised (lots of info I've possibly missed so please let me know if you spot any). Carry builds revised, tier lists mostly wiped clean except for one by fineokay (to be re-added as they are produced), map info updated, starting items revised, starting processes revised, warding updated. I'll be watching how the meta develops and making adjustments as needed. 2019/12/11: Guide is current as of Patch 6.13, "The Vigilant." Heimdallr added. 2019/10/22: Guide is current as of Patch 6.11, "Goddess of Rivers." Yemoja added (only to Support listing for now). Tier lists updated. 2019/9/18: Guide is current as of Patch 6.10, "Odyssey: Underworld." 2019/8/22: Guide is current as of Patch 6.9, "Queen of the Underworld." Persephone added. Revision to Solo lane starts. Tier lists updated. Other minor adjustments. 2019/8/1: Guide is current as of Patch 6.8, "Mid Season." Map finally updated. Hunter (ADC) builds updated. Contagion added in Early Support items listing/discussion. Tier lists updated. 2019/7/3: Guide is current as of Patch 6.7, "Ruler of the Heavens." Hunter builds updated. Oloron added. 2019/5/29: Guide is current as of Patch 6.6, "Neo Olympia." Minor changes to Fire Giant and Primal Fury, various god buffs/nerfs. Added additional hunter build. Revamped all role "101" intro sections for better clarity. Updated tier lists. Added Set to Mid-Lane and Solo-Lane categories. Added a video from Kitten of Doom for how to use keyboard to chat on Xbox. 2019/5/2: Guide is current as of Patch 6.5, "Sands & Skies." Horus and Set added. Hunter builds adjusted. 2019/3/18: Mostly minor fixes, thanks to the keen eyes of NitroC and PsiGuard. Added more Jungler starts (didn't really have any magical god options other than shoes listed, oops). Added Ao Kuang to the Solo list. 2019/4/4: Guide is current as of Patch 6.4, "Darkness Falls." Updated Hunter builds. 2019/3/18: Guide is current as of Patch 6.2, "The World Serpent." Updated Hunter builds, updated Tier lists. 2019/2/11: Guide is (mostly) current as of Patch 6.1, "Season 6." King Arthur and Merin added, minion info updated. ADC builds updated. Starting itemization adjusted here and there. Added a "Playing From Behind" section in the Lane Minions & Strategies section in the Conquest Overview chapter. Deleted the God Guides reference section as it was way too difficult to upkeep. Continued WIP, as maps need to be updated (waiting for SMITE Wiki to provide those). 2018/11/7: Guide is current as of Patch 5.21, "Celestial Domination." Updated tier lists. Added links to some guides by Smoothfomie. 2018/10/8: Guide is current as of Patch 5.19, "Queen of the Gods." Hera added, Baron Samedi added (to the Support listing (forgot to do this earlier)). Tier list links updated. 2018/8/30: Guide is current as of Patch 5.16, "Divine Dragon." Starts/starting process info updated. Tier lists updated. 2018/8/2: Guide is current as of Patch 5.14, "Goddess of Volcanoes." Pele added, Ravana changed to Assassin (forgot for 5.13, oops). Had to make a new Solo chapter header, since Ravana was the featured pic =) 2018/7/24: Guide is current as of Patch 5.13, "Mid-Season." 2018/6/27: Guide is current as of Patch 5.11, "Life and Death." Baron Samedi added to both Mid and Solo. Hunter builds updated. Other minor adjustments. 2018/5/21: Adjustments to lists of gods in various roles, from comment by Krieg1a. 2018/5/14: Guide is current as of Patch 5.8, "Lord of Darkness." Builds updated for ADCs. Chernobog added. 2018/4/20: Guide is current as of Patch 5.7, "Drop the Beat." 2018/4/3: Guide is current as of Patch 5.5, "Time to Party." Updated ADC builds. Other adjustments throughout. 2018/2/28: Guide is current as of Patch 5.3, "Hero of the Trojan War." Added Achilles. Updated basic attack ADC build. Updated common Support god list. Updated starting item options for Supports and Junglers. Added select god guides to the references section. 2018/2/6: Added key Support items (early items & counter items) to the Support section. 2018/2/4: Added EmilyZ's S5 Warding video. 2018/1/31: Guide is current as of Patch 5.1, "Season 5." Cerberus added, all info updated for the new season. Meta has not been established. I've tried to provide as much reasonable information as possible, but will likely need to revise as the meta is formed. Also, there is a lot of information, so I may have missed some things. Please let me know if you spot anything suspicious! 2017/11/3: Guide is current as of Patch 4.21, "Shadows over Heracopolis." Added Discordia. Added notation on alternative starting processes (partial meta shift w/ Support starting Mid and Jungle starting Solo). 2017/9/21: Guide is current as of Patch 4.18, "Journey to Asgard." Added Hachiman. 2017/8/25: Guide is current as of Patch 4.16, "Summer Knocout." Added Artio. Slight adjustments to listed gods in various roles (thanks MrBuildandKil92). Other slight adjustments. 2017/8/17: Guide is current as of Patch 4.15, "Corrupted Arena." Due to item changes that significantly affect Hunters, revised suggested ADC builds (again). 2017/8/3: Guide is current as of Patch 4.14, "Ursa Major." Artio added. ADC builds revised. Starting process discussions. 2017/7/7: Guide is current as of Patch 4.12, "Divine Light." Added Kukulkan Cu Chulainn, other minor adjustments. 2017/6/12: Guide is current as of Patch 4.10, "Trials of King Hercules." Added "recent patch" reference in the intro chapter. 2017/5/10-13: Guide is current as of Patch 4.8, "Happy Trees." Added DukeSloth's warding video. Updated Ganesha, added notation for the buffed Rage in the ADC builds, expanded it a bit on Support roaming, updated tier lists. *5/14 QuickFix: god-created minions no longer drop structure added protections, adjusted wording to account for this. Also added Belt of Frozeny back to specific relic suggestions (ADC & Jungler). 2016/9/20: Guide is current as of Patch 4.5, "Celestial Voyage." Rituals have been taken out. Cernunnos added to ADC and Jungle lists. Tier lists updated. Referenced god guide list has been updated. 2017/3/1: Guide is current as of Patch 4.3, "Valley of Victory." Kuzenbo from Patch 4.2 added. Some adjustments to starting items and processes. 2017/2/14: Guide is in full release form. All maps and warding are updated, and starting items/starting processes finalized for now. Also added console communication information. Made corrections. Added links to DukeSloth's S4 Conquest Overview video. We expect some changes for 4.2. 2017/1/28-1/30: Guide is updated in preliminary state for Season 4, Patch 4.1. Updated items include references to general Conquest details, and Minion/Objective details. Also revised but under heavy scrutiny are starting items and starting processes for all roles, as well as gameplay strategies. These will be watched closely, with adjustments and additional options provided as the meta develops. Not updated at this time are Tier Lists, and all references to individual god Guides should be checked before use (see revision dates and notes). 2016/12/20: Guide is current as of Patch 3.24, "Journey to HXK." Updated Reddit and TenTonHammer tier listings. 2016/12/06: Guide is current as of Patch 3.23, "Wings of Victory." 2016/11/21: Guide is current as of Patch 3.22, "Fahirs' Wonderland." Major aesthetic adjustments. 2016/11/9-10: Guide is current as of Patch 3.21, "Archiver of the Damned." Slight adjustments to ADC builds, with influence from DukeSloth's recent YouTube video. Added a section in the Introduction about toxicity, and organized for better separation of topics. Updated Prism's Tier List. 2016/10/28-11/2: Guide is current as of Patch 3.20, "Cyber Sentinel." Aesthetic improvements and minor corrections. Deleted the Venenu hunter build. Added another hunter build (Qin's Rush) thanks to notification by DukeSloth. Added/deleted some guides from the references section. Added references for DukeSloth's YouTube channel, and his tier list. Updated Incon/Jungler/TenTon tier lists. 2016/10/18: Guide is current as of Patch 3.19, "Terror of the Night." Added Camazottz to the Jungler section, along with accompanying info. Updated several tier lists. 2016/9/29: Guide is current as of Patch 3.18, "Rising Flames." Updated Ducks' ADC tier list and accompanying commentary. 2016/9/12: Guide is current as of Patch 3.17, "The Odyssey 2017." Worked with Prism to update our Support tier list. We're going to be watching to see if Ninja Tabi is going to be picked up more by ADCs in the early going, or remain a late-game switch, and will adjust as necessary. 2016/8/29: Guide is current as of Patch 3.16, "Fatal Awakening." Added Izanami to the hunter list. 2016/8/15: Guide is current as of Patch 3.15, "Under the Sea." Updated Ducks' ADC tier list. Updated tier lists from Incon, Weak3n, TenTonHammer, and the Reddit Community. 2016/8/7: Minor addition...added Soul Stone start to Mid-Lane section. Changed intro picture. 2016/8/2: Updated info based on Patch 3.12, "Mid Season Update." Throwing Dagger/Golden Bow have been removed, so Hunter builds have been revised. Added Erlang Shen to the Jungler and Solo categories. Added Relic suggestions for all roles. Minor update to ADC starting process. Updated Prism's Support Tier List and commentary. Updated DucksRock's ADC Tier List and commentary. Minor cosmetic adjustments. No Pro tier lists are up-to-date yet...will update as these become available. 2016/6/22-23: Updated hunter builds. Clarified role of "ADC" as also being called "Carry" for P5A players (ADC is still standard name in most body of text, Carry added in key areas). Added further detail and organization in the Overview Structures/Objectives section (thanks, Kelton The Great!). DucksRock's commentary is live. Prism's tier list is updated, though commentary is not. 2016/6/14: Updated Mid-Lane starts. Added DucksRock's personal ADC tier list (comments are coming soon). 2016/6/1-5: Added Weak3n's tier list. Updated Reddit voting tier list. Added some wording here and there (minor). Added mention of Aramey's BUGS in the intro. 2016/5/23: Adjusted Hunter builds. Adjusted starting process for Junglers. 2016/5/12: Adjusted Hunter builds. Revised "common" gods in the Support category. Added Juice Tier List. Added Medusa to the Mid-Laner section. 2016/5/10: Updated map, warding section, and all relevant info for Patch 3.8, "Perfect Storm." Added visuals for starting processes for each role. 2016/5/6: Minor corrections. Added several guides to the reference section. Gave the reference section the same look (w/ headers) as the others for consistency. 2016/5/4: Per great suggestion by KingScuba from the Official Smite Forums, I've expanded the minion discussion in the Conquest Overview chapter, including more detailed information and strategies revolving around our little buddies. 2016/5/3: Added early gameplay videos, courtesy of Daekin (thanks dude!). Added a Weak3n gameplay video for Mid. Minor visual updates, and other small adjustments. 2016/4/29: Standard corrections, additions, revisions, etc. 2016/4/28: Guide published! *YEAR 12 UPDATE* Year 12 (Patch 12.1) hit on January 24, 2025, with no major changes to the map from the end of the previous season. With SMITE 2 released in Open Beta, main development is focused on that game, with only minor balances to items and gods intended for Smite 1 from this point forward. No further gods will be released after Nut, who arrived on 2024/02/20. Art by Getsukei via DeviantArt Welcome! This is a guide for SMITE's Conquest mode, designed to play on a high level to general gameplay and tips, rather than focusing on individual gods or builds. The most competitive and complex mode in SMITE, Conquest can be played in both casual and ranked modes, and is the mode played by the pros. It provides the ultimate conglomeration of all aspects of SMITE gameplay and strategy, including 1 v 1, jangling, buff efficiency, counter-buffing, teamfighting, communication, and taking objectives. This guide targets the following players: New players looking for general information on the most competitive and comprehensive mode in SMITE Regulars looking for a refresher or to possibly learn a helpful tip or two Regulars that enjoy providing feedback, suggestions, and thoughts (thanks!) Conquest topics that will be covered: General rules and technical details Overview and gameplay for each role, including popular starting items and starting processes Coverage of strategic gameplay elements, including warding, awareness, and communication This guide is NOT designed to cover all of the intricacies and in-depth information required to be a successful ranked player, though the basics contained herein will help you prepare. As such, it will not cover topics such as picks and bans, or individual god strategies. With the exception of the ADC / Carry, I will also not be discussing complete builds, as there are many variations for building and counter-building for each role. *NOTE FOR TRUE BEGINNERS* If you're a true beginner, and you've stumbled upon this guide, it might be better if you start at the very beginning. That beginning is: BUGS (Beginner's Universal Guide to SMITE) by Aramey Keep in mind that it IS outdated, but the core information still applies. ROLE GUIDES FEATURE: There's a tutorial feature called "Role Guides" that is designed to help new players. It detects your assigned role from the lobby to provide a guided experience, showing you waypoints and starting paths, draws attention to respawning camps, and highlights jungle bosses and towers as the game progresses. Can be toggled on/off at any time, and works within Co-op and PvP modes. Check it out! *NOTE ON TOXICITY* SMITE is a MOBA. As such (unfortunately), you can expect to encounter toxicity in some of your matches. The easiest suggestion is to group with like-minded individuals / friends that are okay with you not being perfect (or otherwise close to...). Unfortunately, you won't always be able to do this. If you're able to brush nasty comments off, more power to you. Another GREAT option is the in-game MUTE button! As a final thought before we begin, understand that I am not a pro by any means. This project is a love letter to a game I've thoroughly enjoyed for years, and I've gathered as much information as I could from various sources and my own experience to help others develop the same love for the game that I have. You may not agree with everything contained herein, and with the plethora of information, there are likely to be mistakes (let me know if you catch any!). The following contains information obtained through time and experience, and I hope you get something of quality out of this. So let's start, shall we? Quick Tags Conquest Overview Roles: Duo Lane ADC (Carry) Roles: Duo Lane Support Roles: Jungler Roles: Mid-Lane Roles: Solo Lane Warding Awareness & Communication Tier Lists References & Definitions Art by DustyMcBacon via DeviantArt Hey, my name is AutoSpeed and I have been a Grandmaster + 3500 (MMR cap) in Conquest, Joust, and Duel in every recent season. I'm happy to share my knowledge of the game with everyone, and I appreciate any and all feedback! Here are my channels: Twitch Twitter YouTube Discord View all Smite guides Casual conquest is important to use casual conquest to get you ready for ranked. Casual conquest should be your go to place to practice builds, gods you aren't comfortable with, and overall just warming up before diving into ranked. Once you hit level 30, I would highly suggest not just diving into ranked. You should be effectively playing enough conquest that builds, routes, and just overall decision making is second nature. Multiple gods masteredWith the ranked system requiring you to have gods mastered, having multiple gods mastered is extremely important. The best ideal situation is having at least 40 or so characters mastered, not only just so you have something to trade. It is also to have a basic understanding in each god you go against and play with. 2-3 rolesMost people go into ranked only knowing one role or even worse one god. You can get far with only knowing one god or role but once you get into later divisions of ranked people will start noticing and banning you out. Knowing more than one role prevents you from getting your role taking and just playing out of your comfort zone. Main a role you enjoy and love but also have a backup because you never know what will happen once you get into that match lobby. It is a MUST that you make sure support is one of those roles. You don't have to be the best support player in the world but knowing a basic understanding of the supports and that role helps so much when you are in that bottom pick situation.Being comfortable with your pics/buildsI said before, when you are queuing ranked you are essentially looking to win. Ranked isn't the place to play games you "guess" you can play. To effectively climb up the ranked ladder and getting more elo, you need to play gods you atleast have some basic understanding of them.Curse voiceCurse voice is socially accepted as a must have when going into ranked. It gives you the opportunity to work on your communication and shot calling. You should be comfortable talking with strangers and keeping a cool head. Curse can get heated at times so, I would suggest being prepared to handle hostile situations in curse. Having a cool head in my opinion a must have. Being positive can surprisingly get you to win more games. Think about it, if someone is giving you praise wouldn't you want to play good to consistently get that praise?Adjusting to "BM"As I said in the curse portion of this article, BM is going to happen regardless. However, realizing what bm is and what bm isn't is extremely important. Normal criticism of your play when you do make a mistake isn't BM. If you do happen to get that guy who just rages over curse and VGS, just simply mute him. Having him talk and getting you upset isn't going to help you win the game.Focusing on your own play and not your team.It's extremely easily for you to blame matchmaking or your team after you go 15-2 in a ranked game but that's not always the case. You should get into the mindset of understanding what you could have done better even if you ended a game 15-2. Could you have prevented those two deaths? Could you have shot called better and capitalize on going for objectives at the right time? Did you ward constantly an effectively? These are all questions you should be asking yourself when you lose a game where you were dominating.Knowing when to stop knowing when to stop playing ranked is very vital in my opinion. Some people tend to play ranked constantly after loss after loss and expecting to win. When you are constantly losing for hours on end, you won't be playing at your maximum potential. I suggest after two to three losses, just log off and try again tomorrow. Especially if you can tell you are playing incorrectly, just stop queuing because you are gaining effectively nothing by hitting that "play again" button.Knowing the meta and what can workOf course, knowing the meta is key when jumping into ranked. You should be watching pro player streams, tournaments, and just paying attention to what you see all the time in ranked. Knowing how and what to ban is one of the key components of winning ranked. You should be trying to mimic the pros to the best of your abilities to see great success in ranked. 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