

Swtor vanguard tactics 5.9

Here's a look at all the in-game events coming to Star Wars Old Republic coming in December 2020 For more review of the Furious juggernaut discipline. This guide covers ability and passive, utilities, gears and stats, rotations and some tips. More Madness Sorcerer, formerly known as Sadness the Sorcerer, in 5.0, got some good loving from Bioware in the latest extension - 6.0 'The Onslaught'. A fairly simple class to learn the basics, but takes a while to master, Madness the Sorcerer is a point specification class that is great in one goal and AoE damaging situations. More Comprehensive guide to the Star Wars Seasonal Prosperity Celebration Old Republic event Xam Xam. More recently Bioware announced some changes in PvP. Here are my thoughts on potential changes. More you wonder what class you should play in Star Wars Old Republic? Check out this guide for help! More Overview of all the recently announced rating and unreceived PvP changes have come together in one handy guide! More SWTOR Developers are doing a livestream on July 21st on Twitch! More A review of the new additions and awards, as well as a comprehensive guide to the new daily newspapers presented for the 2020 Nightlife event in Star Wars Old Republic. Read more Yes! It finally happened! Star Wars Old Republic has introduced Swoop Bike Racing into the game through the event. Check out this guide for all the information you need particpate in this event! More Vanguard Tactics is a strong melee explosion DPS class. The tactic is arguably the highest explosion in the game due to its ability to front load damage through Cell Burst and outside the GCD shoulder gun rockets. The tactic also functions as a semi-dian ranged class. because of the 10m range of many of its abilities. Combined with all his instant and unrivalled mobility abilities with Hold the Line, breaking closer and pulling ability, and cheese potential through Sonic Rebounder, Tactics is a strong addition to any raid team. The melee tactic is an explosion of DPS class. but with a unique semi-ranged capability. Thus, the tactics can be very useful in many targeted replacements in AOE situations due to the need to reuse Gut. The tactics will do the best thing with adds that include explosion phases such as anomalies in Phase 2 terror due to HM/NiM encounters. The tactic also has several defensive capabilities and heavy armor, so it can function as an outside tank in an emergency as long as there are no serious damage spikes. The avant-gardes have a strong utility for the DPS class. They can guard and tease, they have Hard Stun (Cryo Grenade), 2.5 seconds AoE stun (Neural Surge), can pull certain targets for positioning, can use Sonic Rebounder for a group reflect various heavy mechanics, and can apply armor and technical damage to the debuff for purposes. As far as mobility is concerned, Vanguard is unmatched among all classes. All of their abilities are instantaneous and can be used on the go, many are 10m range (or with a rarely used utility can be increased to 30m), they have a closer gap and pull ability, and hold a line that can provide a huge speed boost with up to 10s duration and only 35s cooling (with all utilities taken for buff Hold The Line). As a class with tank specialization, the Vanguards have a strong defensive cooling in The Reflexive Shield, 30% AOE/Stun damage reduction, the Vanguards are able to intervene in the off-tank when the tank dies until they can be rezzed. After spending most of the 5.X patch cycle in a very strong position on DPS charts, Tactics started 6.0 much weaker than most expected. Between the weak position and the very strong synergy provided by the Plasmatech Meteor Brawler bonus set and superheated fuel tactical, relatively few people ran Tactics early on in 6.0. Thankfully, the developer's expectations they seem to think the veteran ranger should be the perfect bonus set and the early consensus at 6.1 is that the Meteor Brawler is still on the way - but discipline has returned to being a burst of DPS powerhouse. Between Powerlode Crits and Firefall Explosion, discipline can crank up a huge explosion of damage better than anyone. I usually take some combinations of the following utilities, although the optimal combination can change from fight to fight. At 6.0 levels have been reorganized. You have to take 3 to step over to Masterful. Parallactic Combat Stims - you top up 20 energy elements when stunned, immobilized, knocked down or otherwise incapacitated. Also, when incapacitated, your next tech ability deals with 10% damage or healing. This effect lasts 15 seconds. A very useful utility for any fights with a lot of physics based on mechanics, as it increases energy regeneration and damage Reflective Armor - When Into the Fray is a passive ability that can be caused by attacker is within 10 meters. Into the Fray is a passive ability that can be caused by attacks in the area. Usually it will regenerate some energy and provide minimal healing. In any battle with a lot of AoE damage, this utility is worth taking. It is particularly powerful in the Underlurker collision due to near-constant damage to the AoE. Iron Will - reduces cooling tenacity by 30 seconds and cooling Hold the 10 seconds. I usually take this tool in any situation where Hold the Line is useful. Shrap Satchel - increases the damage from the explosive burst by 25%. 25%. Situational, I only take this utility in battles where I know adding control is important and I only need 2 of the 3 utilities above. Muzzle Augusts - increases the range of Ion pulse and tactical surge by 2 meters and the radius of the explosive burst by 1 meter. I almost never take it, but mentioning high-traffic fights to extra range can be helpful if no other utilities in this tier are required. You have to take 6 between Heroic and Masterful. Sonic Rebounder - Sonic Round defends all friendly goals in its strike area, excluding you, providing a Sonic Rebounder that reflects the next direct, single-target attack back on the attacker. The best and only mandatory utility for Vanguards, this can provide a huge survivability boost (and in some cases even a noticeable increase in DPS) by timely use of your AOE taunts/drop threats. Always go. See below for further discussion around the potential use of Rebounder. Electro Shield - When activated, your jet shield is charged with electricity, driving intruders for elementary damage when they cause direct damage to you. This effect cannot occur more than once a second. Useful DPS boost especially for tanks because they tend to take direct damage, I usually take if I need the utility below. Front-line defense - reduces the cooling of Riot Strike by 2 seconds. In addition, the damage done during the stun is reduced by 30% for the shield specialist, and the damage caused by exposure to the area is reduced by 30% for Plasmatech and Tactics. A mandatory utility for DPS and a very useful if situational utility for tanks. I always take as a tank for any encounter with notable stuns (like Coratanni/Ruugar's Ravagers to reduce the damage from pearl's stun attack). Battlefield Training -Increases the speed of movement by 15%. Can be useful on high motion fights. However, I believe between harpoon, storm and draw a line, which is sufficient ability to move. Given that I often take the utility polishing Hold The Line, this utility seems redundant in most encounters. Power Focus - Power Yield increases the damage done by another 2% in an attack, while the ion cell is used, and updates its duration in an attack, while the ion cell is not used. Power Yield functions as offensive and defensive cooling. For tanks, the power provides a slight increase in DPS during its duration. For DPS, power vield is extended. I recommend taking this new tool in all situations. Charge line - Hold the Line increases 45% in active traffic. I believe that this utility would be a much more useful choice than the Advance Line for an additional 4 seconds of duration and almost always take it. For fights where hold the line is often useful, taking both as well as iron will provide a huge positive effect Line. Re-energizers - When the Powercell reserve is activated, it charges 10 energy elements within the next 5 seconds and immediately increases the threat to all current enemies by a small amount if the ion cell is active, or reduces the threat to all current enemies if the ion cell is not active. Additional energy regeneration is always useful. It is also useful to increase the threat to tanks or reduce the threat to DPS. I usually take this utility, although I can sometimes choose an additional lower level of utility for situational fights. Line in advance - increases the length of line hold by 4 seconds. I often take this utility if I don't feel the need for an extra item to take a situational utility in the lower tier. Most of the motion phases in SWOTR are relatively short, so often the extra 4 seconds are not super useful. There are some exceptions, most notably the rain pain phase in the Master/Blaster meeting in Ravagers surgery. However, another positive effect to your best movement ability is always nice, so I find I often take it. Expansion Goal - Battle Focus provides an expansion goal while active, increasing the range of ion pulse, tactical surge, flak Shell, artillery blitz, energy explosion, cell burst, plasma flash and plasma by 20 meters. Very situational for combat, where the use of abilities at range is desirable. It can be useful on battles like Master/Blaster, although the overall possibility of costing other potential options makes it suboptimal. Serrated Blades - Increases the damage caused by the Gut bleeding effect by 15% and causes targets damaged by your Stockstrik to become Sundered, reducing their armor by 20% within 45 seconds. This passive is notable for allowing tactics to apply destaff armor. This should occur by rotation, so as not to affect the rotation, but should be applied as early as possible in the knife. High friction Bolts - Bolt's high kick can be dismissed on goals that are not incapacitated or suffer from recurrent damage. In addition, High Impact Bolt ignores 30% of the target armor, shields 5 energy elements if it hits a bleeding target, and updates the duration of your Gut's bleeding effect if it is present. This passive and tactical accelerator is the basis of energy management tactics. Using High Bolt Impact as often as possible is key because of its 5-cell energy regeneration. This passive also buffs High Impact Bolt's armor penetration (effectively 50% combined with the Sundered Debuff applied by Stockstrike) and makes it use at all. Tactical Accelerator - Stockstrike, Tactical Splash, Flak Shell, and Explosive Splash finish cooling on high impact Bolt and Bolt's next high blow deplete no energy elements. This effect cannot occur more than once every 6 seconds. This passive is the most important for rotation tactics. Because of the high impact of Bolt being free when procced, regeneration of 5 energy energy Due to the high friction Bolt passive, as well as passive energy regeneration, proceing tactical accelerator every 6 seconds becomes the most important goal of rotation. Havoc Training - Increases the critical damage bonus from Stockstrike, High Impact Bolt, Tactical Surge, Gut, Assault Plastique and Cell Burst by 10%. In addition, when Assault Plastique damages the target, the target becomes receptive, increasing the damage it causes from technological attacks by 5% within 45 seconds. This passive provides a useful pulse of damage, but is notable primarily for applying the second purpose of debuff. Because

of this positive effect and its high inherent damage, Assault Plastigue should be used very early in the knife. As Assault Plastic should maintain a full-time job. Reflexive Shield - When you take damage, the active cooling of the jet shield decreases by 3 seconds. This effect cannot occur more than once every 1.5 seconds. In addition, when you take damage, you have a 20% chance of radiating a redoubt of energy that absorbs a small amount of damage lasting 6 seconds. This effect cannot occur more than once every 10 seconds. This passive provides a useful cooling reduction on the jet shield. Given that this is Vanguard's main defensive cooling, it is a much-needed passive advantage that can reduce the cooling of the jet shield from 2 minutes to 40 seconds if you take continuous damage (i.e., this means that with 15% jet shield duration, this downtime can range from 12.5% to 37.5% of the combat). Charged loaders - increases the damage caused by the shoulder gun by 15%, and also loads 3 additional missiles. It also increases the critical chance of hitting Stockstrike and Plastigue attack by 5%. This passive gives Tactics additional use of the shoulder gun. An additional 3 rockets are loaded immediately, but it's still important to wait before pulling the opening. Critical Recharge - Increases range and tech critical chance by 2% and reduces the cooling of charging cells and backup powercell by 30 seconds. In addition, your ability to regenerate energy Lodes. This passive is notable for allowing you to build Energy Lodes through your energy regen ability from combat. This should be used to ensure each boss meeting started with 4 Energy Lodes so Cell Burst is ready to use at the beginning of the opener. Please check out my Gearing Guide for a detailed review of the gears in 6.x in SWTOR. For Vanguard Tactics, I'm Gearing Like This: Set Bonus: Meteor BrawlerTactical: Powerlode (Flame Detonation Only for Very Heavy Fights Unpicked) Deadly ModsRelica: Destructive Revenge and Primeval Fatesealer (Happy Assault) stats as follows: Precision: 1,585 - 1630 (anything outside this approximate range, and I usually try to optimize by swapping around improvements and add-ons)Ready: 1005 w/guild will look for 1 GCD 1.3s (1,213 w/o guild perk for 1.4s GCD)Critical: All other tertiary points go to CriticalShield: NoneAbrbso: NoneInascreed Activity Rate From Activity. (2) Endurance (4%) Shockstrake and stockstrike energy cost drops by 4. Energy explosion, shock and tactical wave increase damage by 10% within 15 seconds, this effect cannot occur more than once every 30 seconds. (6) Activation of combat focus gives you lonfall on the time of combat focus. During this time, damages ion waves, ion pulse, tactical surge, Stockstrike or Shockstrike builds up to 7 stacks of lonfall. When Battle Focus ends, it blows up the case of elementary damage to all enemies around this scale with lonfall stacks. Once it explodes, your energy efficiency costs 50% less energy for 20 seconds. Analysis: Meteor Brawler is an awesome bonus set for DPS between a 4-piece reduction in energy costs and a 10% damage positive effect, which should have a very high downtime and 6-piece Ionfall damage and subsequent reduction in energy costs. Although this kit seems to have been developed primarily with Plasmatech in mind, it still provides great utility for tactics. Stockstrike is already a key element in rotation tactics, so reducing energy costs is a notable advantage, especially given that up to 6.0 set bonuses are usually factored in reducing energy costs already. In addition, the 6-piece set bonus reduces energy costs after Ionfall helps Tactics just like Plasmatech. Effect on rotation: Make sure to use Battle Focus as offensive cooling aggressively and make sure you build 7 stacks of lonfall to maximize its explosion of damage and then be aggressive with energy reduction. When to take: I very much prefer this bonus veteran ranger set set. It seems to me ideal for a sustainable DPS for periodic bonus rockets provided by the veteran ranger, and consistent and explosive reductions make the tactic more fun and easier to play without the difficulty of energy management. With no further change to the veteran Ranger's positive effect in terms of energy management. I expect the preservation of the Meteor Brawler as my recruitment bonus for both Vanguard DPS disciplines. Increase the rate of fall from Dxun Nature progress operation. Not available from a Tech Frag provider. (2) 2% Mastery (4) Injury of the shoulder Cannon provides increasing shoulder gun damage by 3% within 5 seconds. This effect can be stacked up to 5 times. While the shoulder gun loads the rocket you recover 2 energy per second. (6) Each shoulder gun missile has a 75% chance of triggering an additional missile. When the shoulder of the gun is put on cooling, he he Autocannon you for 60 seconds, firing a rocket at your current target whenever you cause damage. This additional rocket can fire once every 10 seconds. Analysis: Developers have said they designed the Veteran Ranger bonus kit to be the preferred bonus set for tactics. In my analysis it continues to fall away from tactics primarily due to the weak benefits of a 4-piece bonus set. The 4-piece bonus set provides some sustained energy regeneration once every 1.5 minutes as you load must-gun rockets. This is good, but difficult to fully use because often the shoulder gun should be used to align with the combat focus and/or power yield blast box, rather than for energy regeneration purposes. The secondary advantage of forcing Ion Wave to apply debuff is simply silly because (1) Ion Wave is not a rotational tactician ability and is very energy intensive, making it clumsy within rotation; and (2) the duration of 5s is enough just to place no more than 4 missiles in a vulnerable window anyway, which makes very little sense not to provide a window to make full use of all the missiles. Compared to Meteor Brawler, the 4-piece just pales in comparison. Meteor Brawler provides essentially a nearly constant 10% increase in damage and a much better constant reduction in costs for 4 Energy Stockstrike. This four-piece bonus set is so good and the veteran Ranger just isn't that great. The 6-piece bonus set is nice to provide periodic additional damage. Every 1.5 minutes you should be able to fire 7 missiles normally and up to 6 additional missiles from 6 parts to RNG chance for additional missiles. So it's 13 missiles in total with a chance to get another 3-5 missiles most of the time. Very respectable. However, again it pales in comparison to the Meteor Brawler. Meteor Brawler provides Ionfall with a massive explosion of damage to the ability every 2 minutes and then a 20s 50% reduction in energy costs. Ionfall probably already has enough extra bonus damage to outweigh all the veteran Ranger Rockets, but even if not, the extra spam of higher damage abilities can be made possible by reducing energy tips tips. Thus, in the final analysis, the veteran Ranger is neat, but the Meteor Brawler provides better and more usable energy management options, better overall 10% positive damage effects and more manageable and targeted explosion damage through lonfall. Impact on rotation: The only change would be to consider using lonic Waves before the start of The Cannon's shoulder spam, although it's unclear whether this is enough to increase DPS to justify its cost and place in the rotation. Otherwise, the set bonus emphasis on the extra rocket makes it even more It is important to align the shoulder cannon spam with combat focus and power vield offensive cooling to maximize additional damage. When to take: I recommend the Meteor Brawler over the Veteran Ranger in all cases. Increases Cell Burst's Critical Chance Power Yield instantly builds 4 Lodes Energy and getting critically hit while under power creates Lode Energy. Analysis: Even if it may not be optimal in the context of sustained damage, Powerlode is really fun when paired with a Meteor Brawler set bonus. Consider that you can hit Battle Focus (25% critical chance for 15s) and then call a 4-stack Cell Burst and have a cumulative 125% critical chance, which is more like a 170% critical chance when considering a critical chance base from statistics. Oh and if the power exit is with a cooldown, you can hit two four-stacked cell explosion hits in a row... That is some CRAY super critical damage, and even more if you use Power Yield to get some additional damage and/or 10% damage to the positive effect of the Meteor Brawler 4-piece bonus set running. Oh, and don't forget lonfall launching at the end of battle Focus and hitting another huge burst of explosions. Above, essentially all that needs to be said about Powerlode, as it gives Tactics a huge burst of explosion of damage that is accompanied periodically by another huge spike in Ionfall. This may not be the best tactical for sustained damage, but for any combat where the DPS explosion is a factor, this one is great because it concentrates that the damage increases in a very manageable way. Rotating Effect: Try to make use of Power Yield right after Cell Burst is launched. This will allow for the second time in a row to use without spending stacks Energy Lode. If possible, try to attach as many Power Yield applications as possible during Battle Focus to maximize the gradual increase in damage. When to take: I usually take The Powerlode to maximize my burst of window damage. On fights that don't have burn windows or downtime, I sometimes swap for an energetic blade. However, I usually stay with Powerlode because it's just a lot more fun. Increase the rate of fall from hotspots. The Gut bleeding effect does more damage than the more Energy Lode stacks you have. Lode's energy stacks increase Gut's damage by 25% per stack (up to 100% more damage), this effect lasts 10 seconds and is updated when Energy Lode is received. Analysis: Energized Blade seems to be clearly designed by developers to be a sustainable DPS tactical against flame detonation (AoE tactical). However, I struggle a little to recognize that energized Blade is optimal for most situations. The main problem with The Energized Blade for me is that Gut is not that strong doT and discipline does not have the feature of allowing the DoT to tick in an accelerated amount for any reason. His goal in discipline is to promote energy management by making High Impact Bolt restore energy when proceed by tactical how much positive effect should this provide Gut? Discipline should rotate through Energy Lode stacks from 0 stacks to 4 stacks. Given that we know that keeping higher stack stacks Through this tactical, it should be possible to almost eliminate any downtime on 0 stacks, making sure to proc High Impact Bolt before using 4-stack Cell Burst (return to 0 Energy Lode stacks) and then immediately using High Impact Bolt to return to 1 Energy Lode. This rotational strategy will also maximize the time we spend on 4 Lodes Energy. So,..., if we assume that we essentially don't have the time spent on 0 stacks of Energy Lode, then we can average 1 to 4 stacks and average 2.5 stacks or 62.5% of additional damage to Gut damage. Theorycrafting shows that Gut must deal with about 10-11% of the total damage before considering the tactical amateurs item. So this tactical should provide an additional 6% of the damage and the positive effect of Gut to address about 17-18% of the total damage. Effect on rotation: As discussed in the analysis, the main goal should be to minimize the time spent on 4 stacks of Lode. Consider rotation as one approaches 4 stacks of Lode energy. Depending on the time when High Impact Bolt is used to purchase the 4th Energy Lode stack, you can almost immediately use Cell Burst to return to 0 stacks or can hold it up to about 5 GCDs (more than one High Impact Bolt cycle). An example of the ideal rotation to maximize the benefit of tactical should the beginning when the player Tactics has 3 stacks of Lode energy and is ready to reach 4 stacks and use a polished splash or Stockstrike (proc High Impact Bolt) High Impact Bolt (builds 4th lode energy stack) Priority Filler Priority Filler Tactical Surge High Strike Bolt (builds 2nd Lode Energy Stack) High Strike Bolt (builds 2nd Lode Energy Stack) Notice how we get 5 GCDs on 4 stacks of Lode energy, only 1 GCD per 0 stacks, and 2 GCDs on 1 stacks. This means that through 16 GCDs for full rotation going from 0 to 4 stacks of Lode energy, we can potentially spend 31% and 4 stacks. 6% and 0 stacks. 12% and 1 stack, and 51% and 2-3 stacks. This maximizes the positive effect of the damage from the tactical, suggesting that we can properly balance this rotational goal without delaying priority fillers like Stockstrike or Attack Plastique. When to take: This tactical must be optimal for one goal of sustained injury situations. With that said, I often take Powerlode as he plays more on the strengths of discipline. When I have a 4-stack Cell Burst and can use it under Battle Focus and then Ionfall, there is no other discipline in the game that is approaching this potential damaging explosion. Increase the rate of fall from hotspots. Damage by a wave or explosion, creating a large large and damages all nearby enemies. Analysis: Tactics have major weaknesses usually when it comes to dealing with sustained damage to AoE. Artillery Blitz and Ion Wave are good AoE abilities, but with long cooling, leaving discipline only an explosive splash. Worse, energy management discipline falls apart without continuing to use High Impact Bolt when procced. leaving discipline unable to even spam AoE damage to the same extent as many other classes. Assault plastic is a strong single target of damaging ability, so making it effective AoE ability is a huge help. Between this and other cooling-based AoE abilities and some spam blasting splash, Tactics should be able to at least hold their own on a few fights where high AoE damage is mandatory. With all that said, if you run both disciplines I tend to be prone to swap for Plasmatech for heavy AoE fights. Effect on rotation: In an AoE situation you should use an explosive splash as a filler ability anyway. Just use Assault Plastique on cooling (as you would in one priority rotation target) and then make sure to use an explosive splash immediately after spreading its damage. When to take: Any fights with severe AoE damage requirements. The tactics of the deals are pretty weak sustained AoE Damage so requires this tactical even case of decent sustained damage to AoE. Taking a Meteor Brawler bonus set also helps provide some solid blast AoE damage through lonfall. Tech Wizardry is an easy choice because Vanguard disciplines the deal primarily with tech damage and therefore get the greatest increase in DPS and only increase, which is consistent in both tactics and Plasmatech. Power Yield (60s Cooling, Instant) NEW IN 6.0 - Applies a power yield stack to you, increasing your armor by 40% and your damage done by 2% in 10 seconds. Whenever you take damage, an additional power yield stack applies, up to 5 times. Power Yield is a new cooling ability of 6.0. It provides both offensive and defensive momentum and stands out at the stages when the player is doing damage. Gut (15 cells, no cooling, range of 4 m) - Stabs the target with a fist plate vibrate, dealing kinetic damage and causing the target to bleed for internal damage for 18 seconds. Vanguard's only DoT ability, it updated High Impact Bolt because of the high friction Bolts passive ability. Thus, it should only be applied when the target is first attracted and will be updated automatically through rotation. Assault plastic (15 cells, 15s cooling, range 30 m) - Throws explosives that stick to explodes in 4 seconds, exploding for kinetic damage. High ability to cool. Please note that Assault Plastique does not proc High Impact Bolt through the passive ability of the tactical accelerator, so it should be postponed either on Stockstrike or on tactical tactical if it will be a proc High Impact Bolt. Stockstrike (15 cells / 11 cells with a set of bonuses, 9s cooling, range of 4 m) - Striking goal, a matter of kinetic damage. Tactics only the ability of melee (except the initial application of Gut DoT), Stockstrike is a high ability to filler damage and procs High Impact Bolt through tactical accelerator passive ability. This should be used very closely on cooling. High Impact Bolt (15 cells, 15s cooling, range 10 m) - Shoots a very powerful round on the target, damages the weapon High Impact Bolt is the key to rotation tactics through various liabilities, making it able to be proceed every 6 seconds and make it free, regenerating 5 cells, providing Lode energy, and dealing with additional armor penetration. The high-blow Bolt should be proceed every 6 seconds/4 GCDs and must be used in 3 GCDs afterwards before being procced again. Tactical Splash (15 cells, no cooling, range of 10 m) - Shoots a concentrated burst of energy damage. Tactical splash is a Vanguard spam filler deal of moderate damage. Tactical Surge procs High Impact Bolt through the tactical accelerator and should be used for this whenever Stockstrike is on cooling. A skillful game tactic requires careful use of a tactical splash to avoid damage to energy levels. Shoulder Gun (1.5 minutes cooling, range 10 m) - Deploys shoulder gun that gradually loads 4 missiles over time. gets a bonus of 3 initial missiles, so gets 7 in total as soon as all the missiles are loaded. Once loaded, the shoulder gun can be called again to shoot at the enemy target for 10 meters, launching one missile that causes kinetic damage. The rocket can be launched up to once in 1.5 seconds Loading and launching a shoulder gun does not respect global cooling and can be done under control. Once all the missiles have been loaded, the depletion of all the missiles puts the shoulder of the gun on cooling for 1.5 minutes. Shoulder gun is a big reason that the tactic has such amazing explosive damage capabilities. The shoulder of the gun must be pre-loaded before each fight and used during the knife. As far as possible, it should be used at the same time as Battle Focus onset cooling to maximize its damage. Cell Burst (20 cells, no cooling, a range of 10 m) - releases the stored energy of your high energy cell to destroy the target, damaging energy. This damage increases depending on the current amount of Energy Lodes, Energy Lodes, and up to 4 charges can be stored immediately. Tactics of the highest ability Cell Burst should only be used with 4 charges (it will glow when 4 charges are present). Because of its higher cost, it will usually have to be paired with The Reserve Powercell to maximize energy levels. It is important to use it on 4 charges, but not delaying the proc high percussion bolt and avoid capping (i.e. using the help of Beat Bolt when already with 4 Energy Lode charges will waste Lode energy and lead to the loss of DPS due to less frequent cell bursts). Hammer Shot (no cooling, range 30 m) - Main attack, Your free filler range. Use it whenever you are in range and without bursting closer or sometimes for energy management. purposes. Explosive splash (15 cells, without cooling) - emits an explosive burst, inflicts elementary damage to 8 enemies within 5 meters. AOE's tactics filler the ability, the explosive splash also procs a high-blow Bolt. In the AOE rotation, an explosive splash should be used instead of a tactical splash. Artillery Blitz (directed over 3s, 30 cells, 15s cooling, range of 10 m) - Causes down artillery strikes while unleashing plasma explosions that cause kinetic and elementary damage to 8 enemies in the target area while depleting 30 energy elements over a long period of time. AOE's useful offensive ability. Should be paired with The Reserve Powercell whenever possible. Flak Shell (15 cells, 9s cooling, range 10 m) - Flres high impact shell that instantly explodes upon contact with the target, spraving the area with searing bits of slag that cause kinetic damage to 8 enemies within 8 meters of the original target. Useful AOE filler, although depending on the choice of utility Explosive splash may still be preferable. Storm (15s cooling, range 10-30 m) - jumping to a distant target, dealing kinetic damage, interrupting the current action and immobilizing the target for 2 seconds. The Vanguard rupture is closer, which causes low damage and can interrupt certain abilities. The immobilizing effect is not relevant in PVE content. Hargoon (45s cooling, range 10-30 m) - pulls the target to your location and generates a high threat. Hold the line - Provides 6 seconds of immunity from motion-disrupting effects. knockdowns and physics and increases the speed of movement by 30%. 45s cooling. Sonic Round (45s cooldown, 30m range) - Launches a sound round that taunts your target and all your closest enemies, forcing them to attack you within 6 seconds if the ion cell is active. If the ion cell is not active, the threat to all current enemies is immediately reduced. Battle Focus (2 minutes of cooling) - Increases range and technology critical chance by 25% within 15 seconds. Powercell Reserve (1:30 minutes of cooling) - Your next ability depletes no energy elements. The effect lasts 15 seconds. Recharging cells (1:30 minute cooling) - recharges 50 energy elements in 3 seconds. Jet Shield - increases damage reduction by 25% within 12 seconds. 2:00 cool. Adrenal Rush - uses a health monitor that lasts 60 seconds, which causes Kolto overload when health decreases to 35% or less. If your health is already 35% or less, it is immediate. Once triggered, it goes on to cool for 3 minutes and guickly heals you up to 35% of your maximum health. Rotating tactics revolves around High bolt kick through a tactical passive ability accelerator that can be done every 6 seconds/4 GCDs. Proc makes High Impact Bolt free, and will regenerate 5 cells if Gut is active on target (which should always be active). This is a key aspect of rotation tactics, given that specialization has no free damaging abilities other than the main Hammer Shot. Thus, any player who fails to proc High Impact Bolt every 4 GCDs will do significantly less DPS, either because of having to use the Hammer Shot much more often or by destroying their energy (usually both). Aside from the overall goals (1) to support Gut on target (which automatically updates the rotation, so only have to be applied once): and (2) proc High Impact Bolt every 4 GCDs, the rest of the rotation is all about setting up and optimizing damage output. Make sure to use Cell Burst on 4 stacks before the next use of High Impact Bolt. Always try to use Assault Plastique and Stockstrike for cooling. Try to keep Battle Focus blast windows aligned with the presence of Cell Burst and shoulder guns to maximize your advantage. 6.0 NOTE: This knife and rotation suggests that the player uses a tactical Powerlode. If you don't use this tactical, the knife and priority will be slightly different as Cell Burst cannot be used consistently through Power Yield in the Battle Focus window. (Before the fight) - Using the energy regen ability to load 4 Energy Lodes (pre-match) - Load shoulder gun rocket Attack Plastigue - Since we usually have to work in or storm. I bucket with this attack because it takes a few seconds to inflict damage. As much as possible, I try to get close enough before pulling that I can skip the gap closer to the GCD for #5 as it allows more DPS in my opener without delaying all 1 GCD. Storm - Use the gap closer if you are unable to run in during the GCD that you apply Plastigue Attack.Gut - First business order applies our DoT forms the spin base by allowing net-positive energy use of High Impact Bolt. Adrenal OFF GCD - We are about to start dealing with crazy damage and ideally we launch our adrenals before the Plastique attacks explode so its damage is also buffed. Battle Focus OFF GCD -Unloading cooling for our exploding windowBegin Spamming shoulder gun OFF GCD - Always a priority for spamming your missiles during the Battle Focus window. Most of these missiles will also benefit from damaging the positive effect of Power Yield as well. Cellular explosion - The beginning of our window explosion opens with a large attacker. Power Yield OFF GCD - Offensive cooling and gives us 4 free Lodes energy through Powerlode Tactical. Powercell RESERVE OFF GCD - I always Use for the second Cell Burst, although using it for the first is also good. I'll delay it mainly because of a lot with GCD cooldowns being percussion directly, so this smooths it out a bit better for us non-keybinders. If you don't This energy is cooling early, then you will crash your energy. This is usually enough for me to avoid going far negatively on energy, so once lonfall triggers I can work my way out of it through a reduced cost ability from Meteor Brawler. Cell Burst - the second cell surge is so fast a crazy strong explosion with a combat focus tactical. Sonic Round OFF GCD - Good time to hit the threat drop after a 1-2-3 plastic attack and two cell explosions. It's very easy to pull agro on tactics at this point (and again when lonfall triggers in a few GCDs). High Impact Bolt - This should be your only proprietary use. Stockstrike (procs High Impact Bolt / Rail Shot) High Impact Bolt / Rail Shot) High Impact Bolt (procced, free) - You must use every 4 GCDs no matter what. Tactical Splash - Filler when nothing is better on cooldownTactical Surge - Filler, when nothing is better on the cooling Tactical Splash (procs High Impact Bolt) - Must proc every 4 GCDS high Impact Bolt (procced, free) - need to use every 4 GCDs no matter what. Stockstrike - Priorities over Plastique Attack in order to get it damaged inside the Battle Focus window. (Note that Ionfall is usually caused during this GCD and the case is still somewhat very high explosion of AoE damage.) Attack Plastique - It came off cooling around the same time as Stockstrike in the previous GCD. Normally I would prioritize it first, but in this case using Stockstrike first gets all its damage inside the Battle Focus box while the Plastique attack will tick after the cooling expires anyway. If Ionfall is triggered before this GCD (it should cause around the same time or just before depending on APM/readiness), then I benefit more from reducing the cost of energy by delaying it as well. Tactical Splash (procs High Impact Bolt) - Must proc every 4 GCDSHigh Impact Bolt (procced, free, 4 Energy Lodes) - You need to use every 4 GCDs no matter what. The cell explosion is the last big explosion of our window explosion. (Continue priority rotation - we still need to have a cost reduction on fillers from Meteor Brawler with a few more GCDs so we can continue prioritizing the Tactical Surge over the main attack and have to continue to do so until we are forced to hit the resupply cells then return to normal priority rotation and be very careful with our energy.) Every 4 GCDs, Stockstrike's tactical splash The most important goal of our rotation is to proc High Impact Bolt through a tactical passive can trigger every 6 seconds before readiness, meaning that network readiness can always be triggered every 4 GCDs. regeneration of energy, increases damage, and allows for more frequent use of Cell Burst. Within three GCDs after proc, use a high impact bolt while shining to produce Energy Lod, to do high single target damage, and regen energy. High impact Bolt can be delayed by 1-2 GCDs in order to use Stockstrike, Stockstrike, Plastic, or cell explosion. However. it cannot be delaved more than the GCD 3 after its proc. as this will result in either delaving the use of High Impact Bolt. If you have 4 Lodes energy, use Cell Burst before following using High Impact Bolt (use The Powercell Reserve if possible). At any time Cell Burst is available with 4 stacks, it must be used before High Impact Bolt. This is because High Impact Bolt without any problems, which should mean that you have at least 4 GCDs and as many as 5 GCDs after The Burst Cell starts to glow to use it. Use Assault Plastique and Stockstrike for cooling. These two abilities are a DPS increase over a tactical splash or your main attack, and they are not locked in their use unlike the High Impact Bolt. So the closer to their cool you use them, the more often they will be available and the higher the DPS you have to reach. Align the use of combat focus and shoulder cannon to blast windows when Cell Burst (and adrenal glands, if possible) is usable. At any time Cell Burst is available with 4 stacks, it must be used before High Impact Bolt. This is because High Impact Bolt will build another stack, or it's usually like because we're maxed out at the moment the rotation stack will be wasted. Keep in mind that you can PROC High Impact Bolt without any problems, which should mean that you have at least 4 GCDs and as many as 5 GCDs after The Burst Cell starts to glow to use it. When you're over 80, use Hammer Shot. The easiest mistake to make for tactics is to overuse tactical splash. If you drop below 60 energy, it can be hard to recover if you can't immediately hit the proced High Impact Bolt or the energy cooling available. (If cell recharging is available) Use a tactical splash as a filler of up to 20-30 energy, then use cell recharges and use priority above. Battery cells will regenerate 50 energy within 3 seconds. So if you use about 20 energy, you will regenerate up to 70 energy through ability. This should allow one use of an attack other than your main attack or use of a proced High Impact Bolt (which will regenerate energy as well). My strategy is usually to try to use about 20 energy if I have a High Impact Bolt or can use GCD to use basic attacks, otherwise I try to go no lower than 30 energy. Block rotation tactics are the shortest of all disciplines at 4 GCDs (most of them 6-12). It is also one of the simplest with only 4 regular abilities (Stockstrike, Assault Plastique, High Impact Bolt, Tactical Splash) along with your main attack and 2 semi-frequent abilities (Cell Burst and Shoulder Guns). How To ключ к принятию решений может показаться сложным в ходе обсуждения ниже, но это действительно сводится к интернализации приоритетной системы выше. Вращение предназначено, чтобы заставить вас контролировать несколько вещей одновременно, таких как (1) ваш энергетический уровень (решение о том, следует ли использовать основные атаки или нет); (2) будет ли следующий GCD proc High Impact Bolt; и (3) думать несколько GCDs вперед, чтобы сбалансировать #1-2 наряду с оптимизацией использования наступательных охлаждения. Анализ ниже предназначен для анализа каждого GCD в рамках этого 4-GCD мини-вращения. Начало и конец будут очень фиксированными и легкими, в то время как 2-е-3-е места будут плавать много в зависимости от имеющихся способностей, уровней энергии. Ключом к успеху будет думать несколько GCDs вперед, чтобы свести к минимуму задержку мощных наполнителей в то же время proceing High Impact Bolt каждые 4 GCDs без испортить вашу энергию. Stockstrike & qt; Тактический всплеск (для proc High Impact Bolt) Наша мини-вращение начинается с proceing High Impact Bolt через тактический ускоритель пассивный. Для одного урона цели, мы можем сделать это только через Stockstrike или тактический всплеск. Stockstrike строго лучше во всех аспектах, поэтому всегда должны иметь приоритет. Приоритет наполнителя (самый высокий до самого низкого): Hammer Shot <60 energy= cd= available)= assault= plastiguestockstrikecell= burst= (only= at= 4= stacks= and= glowing)high= impact= bolt= (should= be= procced= and= glowing)= tactical= surgealthough= the= use= of= cell= burst= and= high= impact= bolt= are= higher= overall= priority= to= the= rotation,= their= use= can= be= delayed= a= gcd= if= assault= plastigue= or= stockstrike= are= off= cd.= this= is= because= the= generation= of= energy= lodes= and= proc= of= high= impact= bolt= is= fixed= for= every= 4= gcds,= so= this= prioritization= should= enable= more= frequent= use= of= high= damage= fillers= in= assault= plastigue= and= stockstrike.= filler= priority= (highest= to= lowest):= cell= burst= (only= at= 4= stacks= and= stockstrike) glowing)hammer= shot= (if=></60> <60 energy= and= no= energy= cd= available)= assault= plastiguestockstrikehigh= impact= bolt= (should= be= procced= and= glowing)= tactical= surgethe= overall= ability= priority= is= the= same= except= that= cell= burst= becomes= top= priority= if= (1)= it= has= 4= energy= lodes;= and= (2)= high= impact= bolt= has= not= yet= been= used= in= this= rotation.= if= these= are= true,= cell= burst= must= be= used= here= so= high= impact= bolt= can= be= used= in= the= next= gcd,= otherwise= 1= energy= lode= would= be= wasted= and= would= lead= to= lower= dps= through= less= frequent= use= of= cell= burst.= filler= priority= (highest= to= lowest):= high= impact= bolt= (should= be= procced= and= glowing)= hammer= shot= (if=></60> <60 energy= no= energy= cd= available)= assault= plastiquestockstriketactical= surgeif= high= impact= bolt= has= not= been= used= vet.= it= takes= absolute= priority= in= this= acd= to= avoid= delaving= high= impact= bolt= cell= burst= is= not= on= the= priority= list.= as= if= it= had= 4= energy= lodes= prior= to= this= acd= it= should= have= been= used= by= now.= stockstrike=>(Если тактический всплеск (для proc high Impact</60> Impact</60> We return to the beginning of the mini-rotation 4 GCD and continue... The biggest trick in tactics is thinking 1-2-3-4 for your rotation and making sure you (1) use High Impact</60> We return to the beginning of the mini-rotation 4 GCD and continue... The biggest trick in tactics is thinking 1-2-3-4 for your rotation and making sure you (1) use High Impact</60> We return to the beginning of the mini-rotation 4 GCD and continue... The biggest trick in tactics is thinking 1-2-3-4 for your rotation and making sure you (1) use High Impact</60> We return to the beginning of the mini-rotation 4 GCD and continue... The biggest trick in tactics is thinking 1-2-3-4 for your rotation and making sure you (1) use High Impact</60> We return to the beginning of the mini-rotation 4 GCD and continue... The biggest trick in tactics is thinking 1-2-3-4 for your rotation and making sure you (1) use High Impact</60> We return to the beginning of the mini-rotation 4 GCD and continue... 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For early players, it really helps to think that way. Proceing High Impact Bolt on a CD will enhance your energy regen and overall DPS. The second biggest key to tactics is deciding when you can use a tactical splash and when to use a Hammer Shot. Skilled use requires thinking a few GCDs forward. For example, if you knew that Assault Plastique and Cell Burst would be cooling off in the next few GCDs and no reserve powercells are available, I would err on the Side of Hammer Shot to make sure that using my high damage abilities doesn't destroy my energy. It's impossible to get this perfect, but for new players to always go with The Hammer Shot, if you're near maximum energy, and as you play specs you'll get more comfortable with this solution. Another nuance in the tactics is deciding when to use High Impact Bolt in each mini rotation. If everything is on cooling, except for a tactical splash and your energy is below 85%, use High Impact Bolt always. If the same is true, but the energy is above 85%, I would use a tactical splash than a high Bolt kick on the next GCD (provided that it does a tactical splash). not delay the proc high Impact Bolt). Jet Shield (all damage) - Reduces all damage taken by 25% within 15 seconds. The Jet Shield is a good multi-purpose defensive, but not very well suited to mitigating a high-damage explosion, which really is Vanguard's only weakness compared to keepers and Shadows, which can cheese a lot of strength/tech attacks through Saber Reflect and Sustainability, respectively. You should take care of when to use this defensive. Recommended use is not necessary to mitigate the possibility of damaging a single burst. Try to make your defensive turn on a big attack kick, but also any high-impact phases of damage before or after depending on the mechanic of the boss. Using it to mitigate one attack, after which there is substantial downtime is a huge waste of Vanguard's precious defense. Adrenaline Rush (all damage) - When health goes below 35% it will provide

continuous healing during 8s, or if above 40% health will heal by 2% per second. It is not a defensive ability accurately, but functions in a similar way, helping you recover from damage. Not useful against a large spike injury, it is extremely useful against sustained damage in phase of the burn. Some examples include Draxus or add an attack, a tank call in Raptus, or burn phases in Dread Council. Sonic Round (raid utility) - Not useful for the Vanguard tank itself, Sonic Round is extremely useful to help mitigate the raid of wide damage or potential one-time attack on non-tanks through Sonic Rebounder utility. View View at the end for some examples of potential effective use of Sonic Rebounder. KP Jorn and Sarg - UnloadKP Carraga - Fire puddlesEC zorn - Toth - All circlesC tanks - Double Destruction, Lightning Pylons, AddsEC Vorgath - turretsEC Kephess - Add damage inside reflect bubble (reflects warrior), Walker (stand under it, while he's impervious after popping a reflection) TFB Dread Guard - DoomTFB ScreamS'V Thrasher - firebug AOES-V Chief of Operations - ceases with'V warlords - SunderS'V Styrak - add in the directed lightning attack, orange debaff during the lightning AOEDF Drax - Subteroth explosion, Draxo- Guardian Thunder explosion, Guardian cleaveDF Grob'thok - raid all over RoarDF Corruption zero - chest laser, missile barrage, hesitated to add attack VDF Brontes - balls (note you can tease someone else's ball then use the reflection of the pop without damage) DP Tyrans - fire at the door (not hell), though be very careful to do so , add jumpRavagers Bull - scattering blaster, massive barrage, ore carts, add attacksRavagers Torque - turrets, fire engine, shoots lasers, rollback from the panel destructionRavagers Master/Blaster - Rain painRavagers Cora/Ruugar - most bosses attackToS Malaphar - spearToS Commander Saber overcharge, HK mines, Core's AOEToborro - Purple CircleMonolith - slam, first © tick All relevant media used on this website are subject to copyright by their respective owners. Rele

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