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## 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 coming to guard for DPS in an attempt to resolve issues 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 participate 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 replacement meetings. However, you should take care of 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 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 Vanguard's have a strong survivability. Possessing heavy armor, strong defensive cooling in The Reflexive Shield, 30% AOE/Stun damage reduction, the Vanguard's 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 developers adjusted the course and provided some buff discipline and changes in Powerlode tactical that bring it in line in terms of DPS. Discipline still seems a little out of line with 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 Stimms - 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 triggered, it will also cause elementary damage to the attacker if the 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 Augments - 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 Vanguard's, 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 DPS player and 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 cannot last longer than 30 seconds. A useful utility for all Vanguard players like Power Yield functions as offensive and defensive cooling. For tanks, the power provides a slight increase in DPS during its duration. For DPS, power yield 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 proceed, regeneration of 5 energy energy Due to the high friction Bolt passive, as well as passive energy regeneration, proccing 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

