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Sub rogue pvp guide classic

Welcome to Wowhead's DPS Rogue Class PvP Classic Guide, updated. In this guide, you will go through everything you need to know to be the best Rogue possible in the fight against PvP. Here you can learn more about the best Rogue PvP races, the best Rogue PvP trades, all Rogue important PvP capabilities, the best Rogue PvP builds, stats, and the best Rogue PvP Gear.Our Rogue guides always update the latest information on game experience, theory, and logs; Be sure to check the changelog on this page, click view changelog at the top of the page. If you are interested in more detailed Rogue guides, be sure to browse the navigation bar below and make a list of related tutorials below the Table of Contents.OverviewLeveling (1-60)BeginnersTalents & BuildsBiS GearRotation & SbilitiesStatsEnchantsConsumablesAddonsMacrosPvPDuelingPvP BiS GearWarsong Gulch TipsAlterac Valley TipsArathi Basin TipsAbout a World of Warcraft veteran, having played vanilla, the burning crusade, and wrath of the King. Rokman focused primarily on Player versus Player, Battlegrounds and Arenas and produced featured videos. If you like Rokman's content, you can follow him on Twitter and twitch. The Ladino class is one of the most notorious PvP classes of all World of Warcraft. A Ladino's biggest strength in PvP is being able to pick their battles, thanks to Furtividade. A Ladino runs into a Guerreiro and a Paladino in a level 2 set? Well, the Ladino can keep sneaking around without fighting. The same Ladino runs into a Bruxo halfway to Health and fights a Quest mafia? Well... It's a dead Bruxo.Some things make a Ladino such a powerful killer with powerful cooldown abilities, such as Sumir and Cegar, allowing Ladino to use multiple Opening Skills against a goal, Openers like Golpe Baixo, which both stun the goal and take 2 combo points, refueling the combined points of the mighty Finisher Eviscerar. Eviscerar, after the Ladino use Sangue Frio can do serious damage regardless of Ladino's Gear. The Evisceration Flood is a flat damage, which means damage doesn't take a good weapon or a lot of attack power on gear. In the early stages of the Ladino journey, it's a prime PvP Build, focusing on getting combo points quickly and popping off with Sangue Frio Eviscerar! With Group PvP, Ladinos offers a crazy utility that can crowd controlling and lock down multiple targets with capabilities like Aturdir, Esfaquear, and Golpe no Rim, as well as powerful magic interruptions thanks to Chute, which is great to use healers! Furthermore, Ladinos is the best class to get into the enemy group backline, focusing off Healers and Spellcasters. Since both groups of enemies usually wear Cloth Armor, the Ladino can shred through them! You may be interested in the next WoW Classic to learn more about the intricacies of rogue class: Rogue Class OverviewRogue Leveling GuideRogue PvE GuideRogue Duel GuideAnão is the best Classic WoW Alliance Rogue contest solo duels and World PvP. Gnome is the best Classic WoW Alliance Rogue racing group Battlegrounds PvP.Alliance Ladino has the advantage of doing Battlegrounds in a Paladin, which Buff the Rogue with strong blessings like Bênção do Poder or Bênção dos Reis. The Paladin also uses different Auras, but most of the time, the Paladin will use Aura de Concentração, which is not beneficial for Rogue in any way. HumanoHumans is the best PvE Race for sure. But with PvP, they are pretty dingy. Percepção may increase the chances of the Opener versus another Ladino in a duel or open World PvP. In pre-made battlegrounds, however, two Ladino rarely crosses paths. In some very niche cases, people may have an excellent Race to a Hemorragia using Swords. The extra +5 Sword Skill may make some difference in PvP.AnãoDwarves is one of the best PvP races for a villain, especially in duels or World PvP. Again, race mostly only helps against other Ladino, Formula de Pedra allows you to remove all poison effects, but more importantly, it allows the dwarf to break out of Cegar, even then if you're blind! Form de Pedra for other purposes as well, allowing the dwarf to remove the Guerreiro bleeds, or even a Morto-vivo Sacerdote class race, Peste Devoradora! It is extremely useful for Formula de Pedra to remove damage over time effects, allowing the dwarf cast sumir, without breaking shortly after. Elfo NoturnoNight Elf has almost no advantage over Rogue. Fusão Sombria does little except passively increase the Furtividade level. While the choice to play Night Elf doesn't have much effect on PvP, Night Elf doesn't begin with the highest Agility of any tournaments, but it's a fairly slim advantage. Compared to dwarvas, the night elf is always 9 more Agility, even with the right Gear. Of course, Night Elf is a fable jump animation, and while it's purely cosmetic, it's a huge Buff of Night Elf Rogues! It is also worth mentioning; Women's Night Elves is the best dance animation in the game! Resistência à NaturezaEspírito de Fog-fátuoRapidezFusão SombriaGnomeDwarves may be the best duelladino race, but gnomes are the best in pre-made Battlegrounds, thanks to the racial ability of Artista da Fuga. One of the easiest ways to control rogue is to use immobilize effects such as Nova Congelante, Raízes Enredantes, or Cortar Tendão Aprimorado. This is called peeling the PvP, where the player uses slow and

immobilize effects to effectively peel the melee character off his ally. While rogues have access to Disparada Aprimorada in the battle tree, Gnome Rogues can renounce talents, increasing the damage output and going for more aggressive talents like Sangue Frio in the murder tree. Morto-vivo is the best Classic WoW Horde Rogue contest solo duels and World PvP. Orc is the best Classic WoW Horde Rogue competition group Battlegrounds PvP.Horde Ladino has the advantage of doing Battlegrounds with a shaman that gives you access to the Totem de Fúry dos Ventos. Unfortunately, to take advantage of the Totem de Fúry dos Ventos, the Ladino would have to surrender the Poison to the main hand gun. At Battlegrounds, it's important to have Veneno Debilitante II on it, so it's not much of an option. But, Xamã also have access to great totems like Totem Sísmico and Totem de Aterramento, which really helps the Ladino stay on target! Orkorok is the absolute best PvP Race in the game, period. Robustez is so strong, Blizzard had no choice but to nerf it a total of three times, leading the Warlords to Draenor. Now that Classic is released, Robustez's true power will be realized again. Each character in World of Warcraft has a basic 5% chance to withstand the stunning effect. Robustez increases the stunner's resist chance, effectively giving the orca a 30% chance to withstand incoming Stuns. Things like Granada de Ferro, Patua das Marés, or even an enemy Rogue's Golpe no Rim, we can all resist. It is also important to mention that the Rogue of the PvP Trinket (Insignia da Horde) does not remove stunning effects, only increases the strength of Robustez. Especialização em MachadoComandoRobustezFúria SangrentaMorto-vivoUndead is the absolute best looking Race for a Rogue. The female eviscerar animation has a chance for an epic fable attack, while the male attack animations are beautiful. When it comes to PvP, Undead is a formidable Race for Rogues because of its racial ability Determinação dos Renegados. It was a strictly better Insignia da Horde to have only a 2 minute cooldown, as opposed to 5 minutes. Furthermore, with Determinação dos Renegados, you can essentially have another Trinket slot, because you will not have to carry the Badge. Undead are definitely the best solo PvP class because they can break Fear more often, without the need of a Healer/someone to Dispel.TrollTrolls, unfortunately, isn't that great for PvP, compared to Ork and Undead. Of course, Regeneração can give the Rogue a little extra health, but in most custom PvP scenarios, it won't be that noticeable (people can die very quickly with PvP!) In a kind of surprising way, Troll might actually be the best Race duel against Caçador. In an often underrated game, the Ladino is Cegar's Caçador and focus off the pet. Thanks to Matança de Feras, a Villain might actually defeat a Pet fairly quickly! This build is an incredibly powerful PvP build in the early stages of classic. Phase 1 and Phase 2, most players will not be perfect equipment, low health pools. With Sangue Frio, Eviscerar, and Eviscerar Aprimorado, the Rogue is close to a shot for most Enemy Players. To make matters worse, the Rogue will preparação and do it again! In general, PvP Rogues is one of the most important pvp rogues in the 1st century. In Phase 2, however, most players can easily reach Rank 2, gaining access to buy Insignia trinkets, where many classes will be able to break out of Stuns.Lastly, there is a conversation dropping Sentidos Aguçados 2 points golpe not Rim Aprimorado. This change is an excellent opportunity for a Rogue that wants to spend a lot of time in Warsong Gulch. In Warsong Gulch, the Rogue's responsibility is to hunt down the enemy flag carrier and taking advantage of Right Kidney Shot, the Rogue can increase the damage to his teammates on target, making it a valuable Talent.Golpe Fantasmagórico is a good pickup in this Build if a Ladino does a lot of Warsong Gulch or duels in melee classes. In Warsong Gulch, if the Rogue is tax evasion, Ghostly Strike, Sprint, and Free Action Potion up and ready, you can have a decent Flag Carrier in one of the three captures. Cold-blooded bleeding weaponsCB Hemo, as the build is often called, is very easy in the PvE Combat Swords Rogue transition, because CB Hemo can be very successful with a good number of PvE swords. It is usually recommended to use a slow main hand weapon, the maximum possible upper end damage on it, weapons such as Encargo Sagrado de Dal'Rend, Lâmina Krol, and Vis'kag, o Dessangrador are some phase 1 examples. In the off hand, it's not necessarily necessary to wield a sword, in fact, many Rogues instead put on a dagger because having a fast weapon speed triggers poisons more often. The PvP, off hand weapons is not as important as rogue doesn't actually sit on top of the enemy for a long time, there may be only a handful of off hand auto-attacks to go through. But, if you really want to min/max the Rogue of CB Hemo PvP, the best off hand would be Navalha Solar de Alcor in Phase 1. But really, any off hand gun with less than 1.80 Speed will do just fine. The improved Sprint Build focuses on Rogue using Punhalada pelas Costas and using Disparada to stay on top of the target. The Rogue PvP Insignia, Insígnia da Aliança, does not break movement slows down and roots, leaving Disparada Aprimorada to be much stronger. Of course, with the group's PvP content, the Rogue can always rely on a friendly priest to dispel the movement of debuffs of Rogue! Another version of this is the improved Kick Build. This build is slightly better against Rollers while being slightly worse against Melee. Essentially, the takes extra damage for the guaranteed 2-second silence of Chute Aprimorado. The reason he picks up Golpe Sinistro Aprimorado in both builds is because in some situations, it might be hard to get behind the goal to use Backstab. And if the Rogue Energy Bar is full, it's better to hit some Sinister Strikes, just so that the energy won't be wasted! Improved Sprint Backstab weaponsBehake so much of this build damage comes from huge Backstabs, it's very important to have a powerful main hand Dagger. Fortunately Phase 1, there are many fantastic Daggers available even before raiding. Daggers such as Acerta-peito, Adagavil, Rasgatripas, Dente de Cão-magma, or the great, Lâmina da Perdição. These daggers also output significant Backstab and Amsbush damage to most enemy targets, as many are not aligned to do well in the early stages of Classic WoW.5% Hit RatingStaminaAttack Power/Crit ChanceOf course, the mandatory 5% Hit Rating is the most important attribute of classic rogues in PvP. Fortunately, most of that can be covered by Precisão's Combat Tree for Backstab based Ladinos. At the beginning of the first phase, when most Ladinos are only hitting 60, some of the first items they should look for would be the Armadura de Demossauro look. That's 2% Hit there, which could be a long way off. Next, Stamina should be the most important. Stamina is such a powerful attribute of PvP that many people stack heavy stamina favored items, the price of the damage. Items such as Medalhão do Mestre Mata-dragões, Pelagem de Eskhandar, and Anel do Discernimento de Archimírios. Given how quickly a player can break down his high-end PvP, having just a little more health to survive the initial burst can be the real difference-maker of victory or loss. Finally, depending on the Build the Ladino plays, it can play a role that is more important, raw Attack Power or Crit Chance. For most Hemorragia Ladinos, the answer is simple- Attack force. Due to the low energy cost of bleeding, Ladino will be spamming more often, which means attack power can have a greater impact. Hemorrhage Build is Sangue Frio, controlling when critically Strike.As Punhalada pelas Costas builds, Crit Chance could have a bigger role in the battle as opposed to Attack Power. With talents like Punhalada pelas Costas Aprimorada, Emboscada Aprimorada, Malícia, and Letalidade, having enough Crit Chance to really take advantage of all of these talents is an absolutely important part of being able to burst the target down quickly. Typically, the most important piece of equipment is a Ladino's weapon. Some great entry level PvP weapons of course, right outside Núcleo Derretido. Lâmina da Perdição is a great Backstab Build Dagger and a long way from the Main Hand. Off-Hand, Dente de Cão-magma is one of the best options a few more phases after Phase 1! Luvas Velhas de Couro do Núcleo also drops the Molten Core and has the best slot Hand element in almost all Classic phases. The Hemorrhage Rogues, Vis'kag, o Dessangrador drop Onyxia and a phenomenal weapon, because of the high base damage, which is great for Hemorrhage.There are also some really great trick items like Cinto da Aranha, Crânio do Destino Iminente, and of course Engineering Gadgets, Capacete-foguete Gobliníco, Botas-foguete Goblinícas, and Casquete Gnômico de Controle Mental. These batteries usually have a very long cooldown time and can be replaced while replacing at Cooldown, an item that actually offers statistics. Ladino also take advantage of the so-called Sealth Set, which uses Ultra-óculos Olho-de-gato and Botas Murmupasso when participating in the Stealth Battle with another Ladino.Take a look at our Classic PvP Gear guides to better understand how to gear the Rogue in the Classic WoW PvP.Lastly, the most important thing to talk about is PvP's PvP! Trinket Trinket. Trinket choices and filming with trinkets are a huge part of the success of PvP. Some of the most common trinkets you will see mentioned are Patuá das Marés, Insignia da Horda, and Patuá Ardiloso de Renataki. But some less referenced Trinkets are just as useful. Trinkets such as Grande Mestre da Arena, Convocador de Serviços de Barov, Insígnia de Mithril Rutilante, even Coração de Tóxico! We'll spread Trinkets and Ladino much more closely to the Classic Rogue Duel Guide, which Trinkets is best used to determine primarily who the Ladino faces in combat. Stealth is at the top of the list because you need an Opener to be used. One of the Ladino class's most cyonic abilities, Stealth, allows Rogue to snot, virtually invisible. Rogues of course you have to look at the human Percepção, or be sure to slip into the Botas Murmupasso! Garrote is unfortunately one of the least used Openers in the Rogue toolbar. It's really just the effectiveness against heavily armored targets because Bleed Damage (which is what Garrote has, although the tooltip doesn't explain it) ignores Armor values on target. Great against Guerreiro or Paladino, followed by a 5 combo point Ruptura.Emboscar (Needed Daggers)Ambush can be absolutely devastating when it comes to krit, and in The Backstab Build, Rogues picks up Emboscada Aprimorada, that's exactly why. Especially against Cloth targets that have reduced Armor values, Ambush can do serious damage. In most cases, Ambush is used when the target is low health, something like Executing, the Ladino will be Sumir, then Ambush! Cheap Shot is why most classes hate the fight against Ladino. This is the first step in the so-called stun lock, putting the target of the Rogue attack in a seemingly endless loop and disorients. Some argue the most powerful thing about Cheap Shot is the fact that cheap Shot prizes are 2 Combo Points, but also the typical 1! It's actually a really big deal because it makes it a lot easier to achieve a full 5-combo point Evisceration! Sap almost requires all 3 points of the Grit Talent, Aturdir Aprimorado, to be truly effective. Unfortunately, even in Aturdir Aprimorado, there is still a 10% chance the Rogue will lose Furtividade after Sapping. With PvP, Sap allows rogue to fight for multiple targets at once, sapping one and killing the other as mentioned earlier. In the group's PvP scenarios, Sap can also be used to stop the target's escape, allowing rogue allies to catch up and swarm the enemy. Sinister Strike is not used very often for PvP. Most Rogues prefer to use Backstab or Bleeding because they offer more value for an energy spent. In Backstab's case, that's a bigger damage. And with bleeding from the cast, it requires less energy at a Combo Point. Punhalada pelas Costas (Required Daggers)Sure, it costs more energy and requires the Rogue behind the goal, but it's definitely worth the PvP. Backstab can completely shred targets, but sometimes the Rogue can be used expor armadura first Hemorrhagy (Talent Gringiness)Usually, Bleeding is used as a PvP spec because of the low energy cost of the ability of 35, it's a very effective way to build Combo Points! One of the most popular builds on PvP uses Bleeding to gain combo points quickly, setting up a full 5-point kidney shots or in cold blood for evisceration.Golpe Fantasmagórico (Talent griers)Ghostly Strike is not that common in PvP. Of course it comes in handy when dueling against the Guerreiro, Ladino, or Druid (They'll go to Formula de Urso and try Trombar it). It can also be useful in those rare situations where the Ladino must desperately pick up the flag of Warsong Gulch before forwarding it to the Flag Carrier of the team. Gouge is one of the most useful skills Ladino possesses. Esfaquear Aprimorado, Gouge, will be incapacitated for a total of 5.5 seconds. It takes 6 seconds for a Ladino to drop the fight, allowing Rogue to use the Furtividade without needing Sumir as long as there is enough distance between the Ladino and the target! Gouge is also useful in the world when a rogue pulls an extra mob or doesn't want to deal with a creature in the wild, just Gouge them and keep running! Eviscerating another skill of Ladino starts the game at level 1. One of the most interesting and unique things about evisceration and rogues, usually, is that this ability is flat damage, which means the Critical Strike 5-Point Evisceration is close to a one-shot target, regardless of the gear the Rogue wears. Which means yes, even a naked Rogue is a one-shot of a mis-aligned Level 60 We're eviscerating Crits! Slices and cubes are not very common for Ladino to use PvP. In most cases, if extra Combo Points are on target, it is better to use Exposed Armor instead of Slice and Cube. In general, it's mostly a PvE Finisher.Rupture similar to Garrote, in that it also ignores Armor values because it catwalk damage (still not included in the tooltip). As mentioned earlier, using Garrote and rupture heavily armored targets is the recommendation and the most characteristic use of this capability. However, if the Ladino is fighting another Rogue, it might be a good idea to apply the damage over time to the target, making it difficult for the enemy Rogue to use Furtividade! Expose Armor is a great tool for PvP. Used to cloth targets, the Ladino can reduce the enemy Armor to almost 0, effectively increasing the Rogue damage by a noticeable amount. It is often used to dump extra Combo Points after using Cegar. Expose Armor can be cast without starting the Auto Attack animation, requiring specific placement. Kidney Shot is the most powerful stun ability in the entire game. With a total of 5 combined points, the Ladino stuns the target in a full 6 seconds. With only a meak 20-second Cooldown, Kidney Shot can never be placed on descending returns of the same Rogue, except of course that Rogue had to use Preparação reset kidney shot before the DR timer runs out. Sangue Frio (Talent in Assassination)Coolness is such a powerful skill because of how much Eviscerar can Crit for! As mentioned earlier, there is a whole build around getting Coolness and Evisceration down. Vanish has one of the strongest defensive skills in the game. Lets the Ladino escape a lost fight or be aggressive and get another Opener down. It is also important to be aware of how Vanish removes motion inhibitory effects such as The Nova Congelante or Raízes Enredantes.Blind has one of the strongest Crowd Control (CC) capabilities that allows the Ladino to disrupt the target for 10 seconds. Any damage will break the effect, so be careful not to blind the target with Garrote or Ruptura! The blind is slightly less powerful in Group PvP scenarios because the Druid can remove the blind from their allies. Preparação (Talent in Subtlety)Preparation, easily the most broken Talent Ladino has access to. Given how long most Cooldowns a Rogue can access, most of them are 5 minutes long, preparation allows rogue to have a second Cegar, a second Sumir, or even a second Sangue Frio if you have a specific Talent Build! Don't forget, preparation can restore things like Gouge, Kick, or even Distract! Tax evasion is an incredible defensive skill when it comes to a rogue fight against melee characters. Ellen Guerreiro, however, it should be noted that dodging the attacks activates Subjuagar (which is not as scary as it sounds). A Sprint as offensive or defensive because of different applications. Sprint can be used offensively, allowing the Ladino to stay on top of the goal, which may be trying to escape. This can be used defensively if a rogue can be trying to escape and run away from the target. And finally, Sprint's Disparada Aprimorada can be used to break out the roots. Kick is extremely valuable for Ladino, especially if you are trying to break off your healing. If a Rogue can catch a healing casting at the elementary school, interrupting that and locking them out of school can be a reliable way to take them down. This requires a lot of attention to detail to pull off reliably, however. (Don't forget that healers can fake cast you!) Distract is an extremely underrated skill. Out in the world to see so many different uses and tricks; it's almost a leader of its own. The most common use, of course, is when a Ladino must sneak past mobs or get through a cave without realizing it. The PvP, if the target is not yet involved in the fight yet, Distract can use them to make them face the wrong way, stopping cast going out! Disarm trap, while seemingly useless PvP, can be useful battlegrounds. If a Ladino is able to break the Caçador's trap while on Stealth, it could help the team infiltrate Warsong Gulch's roof! In PvP encounters, you almost always want Veneno Debilitante II to apply both the main hand and off hand weapon, allowing you to slow your target as often as possible. If you come across a spell caster like the mage, Warlock, or the priest, you might benefit from the Rogue to stay furtividade and change the Off Hand Poison to Veneno Entorpecente III, which allows you to slow down the Spell Caster cast time, allowing you to slide more often. This applies to veneno Ferino IV when it comes across healers around the world. It is important to note that most Healing classes also have a Curar Veneno type of spell that allows them to get out of Veneno Debilitante II and escape! Engineering is an absolute must-have profession for the PvP Ladino, and for that matter, all classes are PvP. Especially in scenarios where Rogue goes up against multiple enemies, Capacete-foguete Gobliníco is an insanely powerful tool. Aturdir one, Cegar another, Capacete-foguete Gobliníco a third, kills the fourth enemy, etc. As Engenheiro Goblin, the Ladino will be able to make his own Carga Sapadora Gobliníca, no need to buy them in the auction house at inflated prices. Carga Sapadora Gobliníca is an absolute monster in the world of PvP and group battles, allowing the team to completely decimate the other when the time is on the Sappers. It is also extremely important that all PvP scenarios take Dynamite Densa and Granada de Ferro in the bags. These allow a Ladino to chase the target or interrupt spellcaster when the Ladino Ladino Finally, the Spotlight With Trinkets. Refletor de Chamas Hyper-radiante, Refletor de Gelo Girogléido and Refletor de Sombras Ultrafulgurante. These trinkets allow the Rogue to reflect various spells back into the roller. Like Ignimpacto, Seta de Gelo and Espiral da Morte. These can be massively game-changing moments that can turn the tide towards Rogue's benefit when timed properly. Reflect Buff lasts only 5 seconds and has a noticeable effect on the Rogue's body, notifying all enemies on which the Spotlight is (i.e. if they are watching). Thistle Tea is only mentioned again in PvP consumables because of how incredible it is. Although the effect is quite limited pve, it really shines on PvP. Allows Rogue to keep up with the Stunlock's target, or even gives you the extra energy you need to get the big Esfaquear or Slide you needed to secure your kill! Grenades are one of the most powerful PvP tools available. A long-range stunner, a little injury, what more could you ask for? A mage blinks and begins to pour polymorphia? Throw a grenade at him. Your target is running away from you, and you're not in range for Melee to employ Veneno Debilitante II? Throw a grenade at him. Goblin Sapper Charge is the only way the PvP Rogue can do area damage, and the boy this damage is sweet. If you have enough players in the faction of each Goblin Sapper to charge your bags, you can easily clear the enemy Raid in a few seconds with these! Just be careful, you can kill yourself with the damage Sapper does to the user! Poção de Ação DesimpeididaFree Action Potion, also known as Fap, is a completely broken concoction. Take a bunch of these with you, because it's insanely strong when a Rogue has this. No slowing down, no roots, no STUNS, nothing! Just fast and run straight to the enemy! Restorative concoction, also known as Resto Pot, is the only way to deal with warlock or priest's damage time capabilities, allowing you to re-stealth or sumir. It is also a great tool to deal with the annoying druid Fogo Feérico. Bandagem Grossa de RunatramaHeavy Runecloth Bandage necessarily need consumable pvp. You can fully cast bandages while the target is under the influence of Cegar or even Aturdir. If you really have a pinch, you can also Esfaquear and immediately Bandage, trying to get some health if you are in a place where there are not many Cooldowns.Biscoito de Maná de AlteracAlterac Manna Biscuit listed here because not enough people know about it. Instead of begging magicians in the city for level 55 Food, you can go buy them yourself from the Alterac Valley Quartermaster, making it the best food in the game. Many are also incorrect if it is assumed that this can only be used in the Alterac Valley, such as PvP drinks sold by the seller, such as Tisana de Cura Elevada or Tisana de Mana Elevada. But Alterac Manna Biscuit really can be anywhere, even outside battlegrounds! Previous page: AddonsThank you for reading the class tutorials! If you have any feedback on the tutorials, feel free to comment in the section below and we will respond as quickly as possible. If you want to talk to any of our writers directly you can do so by connecting to the Feud server and finding them there! It's right there!

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