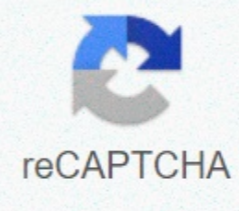




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Wow 3.3.5a sub rogue pvp guide

Previous updates: October 10, 2011: Added occupations.20. October 2011: Tidy Talents. It's more detailed now.20. October 2011: Advanced macros and bindings added.20. October 2011: Some minor updates to Gear, Gems & Enchants.21. October 2011: Added using slices and cubes for tips for spel & abilities.26th October 2011: Added new trinket macro to Advanced Macros And Bindings.27th October 2011: Updated gear: Weapon Speed -1.8 + 1.4 or 1.8 + 1.5 ?. October 27, 2011: Reduced return added.31. October 2011: Updated Talents - Heightened Senses talent.6. November 2011: Poisons added.9. November 2011: Updated gear: Advanced macros and bindings.10. November 2011: Added Anaesthetic PoiSON II and Poisons.10th November 2011: Added Shadowstep and Tips for spells & abilities.10th November 2011: Added FAQ.10th November 2011: Added Addons.18th November 2011: Updated screenshot in Advanced Macros And Bindings.20th November 2011 : Added the Dueling Strategy section in the second post in this thread. December 21, 2011: Updated full content.21. December 2011: Updated talents.21. December 2011: Updated dead links.12. April 2012: Updated Talents, Core u Gilfe21. May 2012: Added Arena Combos Last updated: September 26, 2012: ALL CONTENT UPDATED (click on spoiler for details) Spoiler: Show Talents content updated. Gilfe content updated. Shifting content updated and added Replacement PVP items with PVP. Tips for content spells & abilities updated. Arena Combos content updated. Updated macro and binding content. Index: IntroductionTalentGlyphsGearGems & EnchantsPoisonsTips for spells & abilitiesSome Tips & tricksDecidant returnsArena CombsBasic MacrosAdvanced Macros and BindingsProfessionsFinal Words INTRODUCTION Have in mind that Subtlety Rogue is not just about Shadow Dance and a huge burst in it. It's mostly about control, especially in the arena. This guide is from my point of view on Subtlety Rogues, so feel free to follow it. Some of my arguments may not be correct, so you can correct me. TALENTS Basic Spec I'll begin with this Basic spec that I'm using mostly, It's spec for everything (arena, battlegrounds, duels). I'd rather use [Ruthlessness] instead of [Bloody Crunch]. Better use Eviscerate instead of bleeding because you never know when you will need to escape the enemy with gouge, blind or so. Link (open wow talent calculator) Combo Point Building Spec This is a spec focused primarily on the combo point building, with [Ruthlessness], [Initiative] and [Honor Among Thieves] you won't have any problems with combined points, as if you always have 5 combined points on your goal. There is little difference between the basic spec and the thin spec. Link (open wow talent calculator) Bleed Spec This spec is focused on damage bleeding, so it is better to roll it with power folded. If you prefer Your enemies with bleeding, you should use this spec. It's also quite useful against warriors and other plates. Learn to kill your enemies and you can pretty nicely beat everyone by being bleeding at your destination and kitting. (Stitching for cripple venom and running, keeps a neutral distance away from the warrior?? range of melees and filling range, etc.). And some damage with the Eviscerat. It's like when you get a few combined points from the bleeding during kitting. Link (open wow talent calculator) Talent Information: [Ruthlessness] is a very useful talent that will give you a great bonus combo points. In my opinion, it is much better to place 3 talent points there instead of [Malice] [Cheat Death] OČó Very useful talent, try to follow 1 minute cool, you never know when you can be saved. That talent gave me a lot of arenas and duel. It's a nightmare. [Honor among thieves] OČó Why only 1/3? That's because that talent is being tapped at the moment. This means that 1/3 works in the same way as 3/3. I tested it, and I'm sure of it. There is also a link bug tracker : [BUG TRACKER LINK] - Honor Among Thieves (Talent) (check this link on the bug tracker to see the status of this bug.) [Increased senses] OČó This talent works now, sneaky mechanics are fixed. It's very useful, which is why I'm missing a lot of casters. Most casters have a 4% hit rating, so with that talent, you can make small changes like [Puncturing wounds] in [Ruthlessness], [Setup] or something else. Again, it depends on your style of play. GLYPHS Shadow Dance Tunneling/Backstab specs Shadow Dance tunneling means you usually pool full energy (130 with vigor glyph) before dancing and you'll get a little better burst than a gilfe-free vigor. I prefer that option. Major Gilfe: Preparation or Sprint (Sprint is very useful, preferring to sprint. I usually have a few more gilfe in my bags and between them I switch especially against warriors, where glyph preparations are quite useful (2x dismantle))Shadow Dance/Vigor Dueling Major Glyphs: Preparation or Sprint (Sprint is very useful, preferring to sprint. I usually have a few more gilfe in my bags and between them I switch especially towards warriors where the gilp preparation is quite useful (2x dismantle))Shadow Dance/Gouge Hemorrhage spec Major Glyphs: Preparation or Sprint (Sprint is very useful, preferred sprint. I usually have a few more glyphs in the bags, and between them I switch especially to the warriors, where there is a gilp of preparation Shadow Dance/Hemorrhage Minor Glyphs for all specs: Minor Glyphs: GEAR Here are some important things that I recommend: Very important thing is HIT CAP for PVP. That's 5% (score for about 164 hits). I usually have 178 hits, which is 5.43% maintain at least 950 resistance. It's better to have 1.000+. In fact, I used to use about 1100 ressilience in 3v3 as well as in 2v2 if I play a dual DPS comk. About weapons: The best option is to use a 1.8 speed main hand (dagger, of course), and a 1.4 speed dagger as an off-hand. Well, you can also use a 1.5 speed axe, first weapon, or sword, but best probably 1.4 speed dagger. (See below why.) AP, ARP or AGI? OČó This is a very contentious issue. As a subtle villain, you should have 2 sty cans for PVP. One with attack power, the other with the ARP heap. Of course, ARP is more useful against the tray and attacks power more useful against the cloth of enemies. With your ARP leaffet, it is important that you have an atleast 40% arp. The best is 50%. I know that 50% kidna is hard to get without PVE items and maintain resistance to 950. But that's not impossible. You can do some pve. Actually, there are a lot of PVE items for rogues, and they are good, but there are problems that arise with resistance and arp. So my tip is that you don't just have to take off the ARP in the sockets. You can use a few others, such as 20 resistance. Anyway, you have to think and guess about gear and try to balance it. Also, if you roll the AP leaffet, the best option is to have some ARP pve parts with a full power stack attack. I also tried the AGI leaffet. Don't do this. It's good for crit and dodge, so you can be a little more defensive against other melees classes and also have some more critical hits, but nothing else. Probably choose between AP or ARP. Or both with two lists. Weapons speed -1.8 + 1.4 or 1.8 + 1.5 ? [Mutilation poison] is not measured by the speed of the weapon, it is set Proc Rate, so the 1.4 off-hand weapon (dagger) is better than 1.5 because it is faster, so I have a higher chance of proc [FGM]. But if you'd rather take your enemies, use 1.5 weapons. (See POISONS below for more information on poisons) Replacing PVP elements with PVE. When you change your PVP (wrath, relentless etc.) parts with pve, you should try to replace first items that do not give you any agility such as PVP neck, back, finger and weapon with thrown. It's much more useful then replacing items that already gives you agility like a foot belt but of course if you're really missing out on ARP, you can change them too, but try to focus mainly on those parts that I've already written. GEMS & ENCHANTS: Meta: Relentless Earthsiege Diamond (+21 Agi/3% Crit Dmg) Yellow, red and blue: 20 arp stack, but in the legs, use the blue slot óčó 10 all state for a bonus from the meta socket. You can also change some of them to balance the state, such as, hit rating (+20 hit rating gem) or so. So. You need to know which glasses to use. I tell you one important thing to think about: On replacing weapons (off-hand) you can also use a different vicious, such as 2. berserker or something else. It's all about you. POISONS (useful in subtlety) Poisons is an ability that rogues allow you to coat your lead hand or off hand weapon with poisons. When a poisoned weapon strikes the enemy, it has the ability to use a dehusor that damages, slows, or otherwise obstructs the enemy, depending on the poison used. Toxins are a central part of the Rogue class and their use is necessary to increase efficiency. The likelihood of poisoning the wound at the speed of the weapon and has little damage. This is good against melees and casters as it does some damage and reduces the effects of any health abilities by 50%. [Wound Venom] proc option based on weapons speed: 1.3 Speed - 46.43% 1.4 Speed - 50.00% 1.5 Speed - 53.57% 1.6 Speed - 57.14% 57.14% 53.5% 1.6 Speed - 57.14% 57.14% 5.5% 1.7 Speed - 60.71% 1.8 Speed - 64.29% 2.6 Speed - 92.86% 2.8 Speed - 100.00% Remember to use it against targets that can lechl. Like I said, it's not a weapon speed, it's a speed of proc, so put that on a fast weapon. The best you can have is a 1.4 dagger. It doesn't measure the speed of the weapon, it's set proc rate. It's great against casters, but relentless against melees. I usually use this poison on my swap weapon in a bag, so I can change weapons at any time and put mind-numbness on my target, and then I can switch back to the mutilation poison, [Anesthetic Poison II] - There are several buffs you can dispel with anesthetic, but the most important thing is the following: [Savege Roar] 30% damage buff is quite impressive, and being able to drive away is a nice way of wasting wild druďóčs combo points. You win youOČóT you can pull out a lot of pressure using rano+anesthetic, but it can be a nice way to help your partner survive the feral drids of the initial OTT burst. In addition to reducing their damage vamOČóRe also have them without points in order to enable defensive gouge. Switch back to the wound and lethal when you get back to the top of the situation. [Berserker Rage] Scaring off their rage is too devastating for a warrior, but removal stops some of their generation's rage and leaves them vulnerable to gouge, fears and even spams. It will also drive away their anger buff, although this can be reused immediately. [Blood hunger] YouOČóI today probably does not even see the HfB villain (unless you forget to examine before bg or arena match). You may want to switch to rano+anesthetic for the value of comey OČó watching them energy-starve themselves, as spam HfB is kind of cute. Anesthetic venom source : lastroque TIPS FOR SPELLS & SKILLS [Bleeding]: Hemo is one of it doesn't require you to be behind the enemy, so it's useful when you can't get behind the enemy, and you have to fight against it. So use it if you're in that situation. It is also useful before using [Eviscerate] and also remember to put it on your goal before dancing. Many crooks ignore this spell, but it's very useful in trouble, like when you get a miss, dodge, or parry when you break down into a blade. Use it! Reduce AoE damage by 50% [Disrupted]. Usually useful before suction, but it is also useful in the arena because you can stop drinking! [Gouge]: Very useful spec for CC or re-teach with [Improved Gouge] talent. It's a very important spell. Try to use it wisely. See also for óčÉ fake castsOČó, although many people do not know what it is. [Preparation]: It's good to use when all the main spells are on the cold. This is a useful spell for your partners in the arena. That gives +15% damage. Don't forget to use that every 30 seconds. Probably one of the most important spells. Remember that if you disappear when the spell as a death coil, frost screw etc. flights on you, you can prevent it from hitting you. (Sometimes it's plugged in for a few spells here at Molten-WoW. You have to try to keep in mind what spells they are.) Try to keep this spell against classes like Warrior for Bladesword. It's easy to stop him! It's also very useful vs Hunters and all melee classes! Keep in mind that most people save their tricks for it. Stand by! Use it mostly on crooks and wild druids to catch up with their teeth! Of course, use it for additional damage. [Lethal throw]: A very useful spell for running enemies that you need to catch or slow down for something else. It's good to use it, like when you see a skitty in a stealth for just a second and you're too slow to breath. Try to follow his path, and you might be happy to discover him with Fok. [Slices and Cubes] : I usually use it before opening to the target, so I use [Premeditation] - & [Slices and Cubes], or sometimes when I stop again / [Get out], and my goal still has some combined points, use it again before opening. Sometimes when I fight face-to-face as a warrior vs, I popped [Evasion] and waiting for some cooling, or rationing energy, I use [Slices and dice] there too. Mostly when I have [Rapture] / [Garrote] also on my goal because [Honor among thieves] gives a lot of combined points that I can spend on [Wafers and dice] / [Expose Armor]. [Shadowstep] : Originally Posted by Rav?ous(ArenaJunkies) shadowstep kick shadowstep charge/intercept shadowstep future neilylo style shadowstep baddies and run away while theyre going WTF??: shadow through the certin walls and exploiting with it, neumne stvari, kot so eles in uravnotežen druid, ko te spretnost dol z mostu./, Shadowstep nazaj v lesarni, ko ljudje preganjajo, potem pa jih videli, kako umirajo :D Shadowstep zaseda mag s 15k KM na nosilich v wg, nato umiranje:(Shadowstep ledvica utripa samo zato, da je vaša ledvica imuna na : shadowwstep tone v soti z bombami in ubiti zadnja vrata pred vami ekipa je kdaj tam gor. shadowstep <3 mostu;:3 mostu; (= im= still= working= on= this)= one= of= the= most= common= mistakes= that= rogues= usually= do= is= spamming= abilities= as= soon= as= there= is= enough= enery= to= use= them.= try= to= keep= some= energy.= donóčót= use= everything= as= soon= as= you= can.= it= is= a= very= important= thing.= like= before= when= i= was= spamming= everything= for= example.= a= caster= starts= to= cast= a= spell.= and= i= donóčót= have= enough= energy= to= kick= him.= so.= i'ts= very= important= to= keep= your= energy.= it's= known= as= óčÉpooling= energyóčó.= when= you= are= about= to= attack= your= enemy= from= stealth.= use= your= [premeditation]= spell= to= add= 2= combo= points= and= you= can= use= [slice= and= dice]= before= opening.= or= if= you= want= to= open= with= bleed.= you= can= do= like= i= do= sometimes.= [premeditation]= -->[Garrote]-> [Rapture] tako da boste dobili dlje [Rupture]. Zniževanje vračanja Zniževanje vračanja, skrajšano DR, pomeni, da so določeni uroki in sposobnosti manj učinkoviti proti igraliskim znakom, če se pogosto uporabljajo v kratkem času. DR Kategorije (Rogue) : Urok kombinacije, ki delijo DR kot Rogue: [Slep] : Strah, Howl of Terror, Zstrašujoč krik, Psychic Krik, Scare Beast, Zavojenje, Turn Evil [Cheap Shot] : Bash, Concussion Blow, Deep Freeze, Demon Charge, Gnaow, Holy Wrath, Inferno Effect , Hammer of Justice, Intercept, Intimidation, Maim, Ravage, Shadowfury, Shockwave, Sonic Blast, War Stomp [Sap], [Gouge] : Strela za zamrzavanje, Zamka za zamrzavanje, Hex, Hibernate, Hungering Cold, Polimorf, Kajanje, Wyvern Sting [Garrote] : Arcane Torrent, Gag Order, Improved Counterspell, Nether Shock, Utišanje shot, Improved Kick, Shield of the Templar, Silence, Spell Lock, Strangulate [Dismantle] : Chimera Shot - Scorpion, Disarm, Psychic Horor (Disarm effect), Snatch ARENA COMBOS 2v2 Shadow svečnik - Probably one of the best 2v2 comb that you can play as sub. To lahko naredi precej lepo počilo v kratkem času in tudi duhovnik lahko malo pomaga pri ocelitvi in lahko preživite veliko več. 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