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Robbers. No doubt a sworn enemy of all PvP players, and yet so much fun when you're the one playing like one. If you're here, you have to be a disciple of Rogue looking for knowledge on how to kill enemies (or you're one of those enemies looking for knowledge on how to resist robbers). Sit down, have a coffee and have fun reading! The rogues in Classic WoW are quite unique and have numerous advantages: - They can go to Stealth and move around invisible to their enemies. They can then choose whether to start the fight, as well as when and where. - They use not mana, but an energy system that ticks 20 energy every 2 seconds at the start. - They use the Combo Point system (0 to 5), which they increase on purpose to use special abilities known as Finishers. - They have 1 second GCD on ability, while most other classes have 1.5 seconds of GCD (except for druids in the shape of a cat). They also have a lot of gcd abilities, making them a very dynamic class. - This class is based on using abilities that are powerful but have long cooldowns: learning when to use them is key. - Rogues have incredible crowd control (distract, blind, stun, disorienting, silent, slow) and a massive DPS explosion. - Rogues can see enemy traps (Hunters in PvP, but also PvE traps) and disarm them. They can also open locked boxes and doors if they are leveled by Lockpicking. - They can use pickpocketing to get money from humanoid mobs without having to kill them. - They can fall to a higher distance without taking damage (so they don't lose Stealth) and take less falling damage. - With Level 20 they can use an arsenal of poisons to apply to their blades with different effects (slow, doT, direct damage, healing reduction, cast time increase). The robbers are not godlike though. To do all this, they need various reagents: rogue tools, disappearing and blinding powders, poisons, thistle tea, bandages, food, ammunition for its long-range weapons, and grief once level 40. All this is necessary to properly play your rogue, and requires time, money, storage and organization. In addition, they can only use leather armor, making them quite fragile compared to other melee classes, and they are also vulnerable to crowd control, dots and AoEs: this means rogue players need a good handle on their class to survive and do the job. This is a high class cap skills in short: Rogues are very powerful in PvP and PvE, fun dynamic gameplay, their sneaky mechanics will be nerve-wracking to their enemies thanks to their numerous control abilities, impressive damage, numerous compact techniques and ability to engage and disconnect quite easily. The robbers are without a doubt one of the strongest classes in the world of PvP and duel, that they can choose their fights and blow up all their compact channels to crush their opponent. You have to choose a race depending on your personal taste. Aligning a character in Classic WoW takes a lot of time and requires a lot of effort. If you don't even like the character, it's this Choosing what you like is the most important thing. That being said, racial ability plays an important role in PvP and can significantly change the way you play, so if you want to be basically a PvP player, do some information gathering in the first place (it doesn't matter as much to PvE). Undead is the best race for PvP. Orc is not bad either, especially if you are involved in both PvP and PvE. The power of the undead for the Rogue class lies in their ability to fight crowd control with Volente de Reprov, making them immune to fear, charm and sleep for 5 seconds. This is usually a weakness for robbers, especially with regard to priests, sorcerers (and their Succubus) and warriors. Keep in mind that this racial ability also helps to get rid of the loss of the engineering helmet control effect (and mind control of priests), as well as survival Hunters' Piq're de wyverne (although it is rarely used, because it competes with The Flash de Variance, which is usually recognized as a much better ability in most situations) the magician is available for 2 races for both factions: Regardless of your specialization, you naturally want to choose the following races: Gnome: Polyvalent race for magicians, because it's so good for PvE, as for PvP. What interests us here is Pence's expansive which gives you 5% above the 5% pool. Troll: Very good for PvE thanks to Berserker, which makes your blast even higher. The Rgenarat is also nice to have. Adding: While dwarves and trolls are the best race for those looking for maximum optimization, they're not really much better. Choosing a man or undead well Strictly following racial abilities, the dwarf will be the best race, because the stone behind the wrong is very powerful: it can be used as a pseudo cloak of shadows (Burning Crusade ability that allows crooks to get rid of DoTs), removal of bleeding, diseases and poisons, including Setite, which is considered a poisonous effect in The Classic WoW and Peste d'Vorante The dwarves are interesting because of the 1 minute CD Mater de l'vasion, which will allow you to often ignore the roots (Nova de givre/Sarments /Lance-filet automatique gnome, etc.) as well as many slows down (Hamstring, Poison Relaxation, Wing Clip, Concussion Shot, Frost Shock, Earthbind Totem, Frostbolt This allows the robbers to escape, keep the pressure up or avoid the set. And it's often underestimated, because you can adapt your finisher to The tree of subtlety is clearly about PvP: bigger and more reliable the ability to reset cooling with Prep bonuses as well as Stealth/speed/detection/sap bonuses. The purpose of this specification gives you maximum control over your opponent, quickly build your combo points to unleash massive Evisceration with Sang froid. In the party game you can also use Garrot/ Gap, Exposer l'armure / Debiter. The damage is not as impressive as the good old Embuscade/Attaque sournoise, but control of the enemy is the key to victory. This specification requires a high DPS one-handed weapon in your right hand and a quick weapon in your hand to proc poisons quickly. As you might guess, this specification uses two daggers, one with a large range of damage in the right hand (perhaps using the enchantment of damage No.5) and a quick dagger in the left hand to proc poison quickly. Attacks from the back improves and you can make some great numbers with Embuscade/Attaque sournoise to pressure isolated targets or finish off weakened. Be careful not to be caught off guard or you will be in big trouble. You don't have Stealth improvements and your abilities are expensive. If you don't have the initiative, getting up to 5 combo points will be a problem, making the outcome of the fight unclear. It is, however, a fun and dynamic spec, although it has a significant amount of RNG. Indeed, you have a massive explosion, but you have to use The de Chardon! Your goal is to be a massive DPS without crowd control, you lack the ability to keep your target helpless for long. Striking the balance between the dagger and the Hemo specs, 16/12/23 sacrifices some points to get an improved sprint, a good boost for your mobility. It is usually played with very good gear, using a set of bonuses like T3 to have a more reliable DPS and higher energy profit (which helps to delight the lack of cold blood). Try to use targets from the back or from the side. - Always be aware of your surroundings to avoid being outnumbered. Focus on enemy casteters; healers are your number one priority. - In the group game, control your opponents with Assommer and Setsite. - If possible, try to be in the party of hidden allies to scout, attack or defend strategic points. - Apply different poisons on weapons depending on the situation. - Turn on constant targeting to avoid losing combo Points when you change goals. - Be careful with declining profits: crowd control effects are less effective if used in a row: this applies to Assommer/Suriner amuliere and coup bas/Aiguillon perfide). Although they are the sworn enemy of many classes, the Rogues must adapt their strategies to defeat their enemies without putting themselves in danger. There's no typical solution or rotation for robbers, it totally depends on who you come across. In 1v1, the Rogue has the advantage because his knife will cause serious damage even in spite of his heavy armor. The result is not predetermined however because they can deal a lot of damage if you miss your abilities. The robber must keep the warrior under control and stay in his his Very frustrating matchup: If the hunter is engaged or starts kiting you out, you need a lot of cooling to survive. If you deal with it however, you can play with it by always staying close and hitting him in the back. Beware of the Hunters' Flash however, which can destroy your knife. Relatively easy prey, which can often end up in perfect (taking 0 damage). Sorcerers can't deal with stun guns. If the Sorcerer manages to give up Fear, the Rogue can die very quickly. So never let him give up Fear. If the Rogue can attack the Druids while he is in humanoid form, he is almost guaranteed to win. However, if the druid saw the Rogue coming in and threw some HoTs and switched to Bear Form, it's a completely different ball game. Then it becomes a very technical and interesting fight on both sides, heavily dependent on RNG (resists or miss their bear stun). A good druid will cause problems, and even a good Rogue can fight, in part because of the Fairy Fire preventing the disappearance. It's all about initiative and reflexes. Not the most interesting match, quite random. Not unlike Rogues, magicians are hard to deal with because of their spell control. This is probably one of the most interesting matches. If you start fighting while the ice barrier and Blink in compact counties are on the cooling, this is probably an instant gain. If this is not the case, the Magician will have an advantage because of his rather short cooldowns. The most reactive player is likely to win the fight. A rather strange duel depending on their specification. The rogues can't keep the Paladins in check for very long, they have to force them to blow up their cooling early (especially the Divine Shield), kicking their Holy Spells. If a Paladin is adept at fake casting, the fight could last a long time. Careful with The Revenant Of Paladin, they can destroy the robbers in seconds. A very RNG-dependent duel. If the Priest resists your stuns/strike, the Priest's ability to absorb damage and heal himself will prevent the Rogue from doing what he wants. If the knife goes well, you should be able to finish the fight quickly. If not, the fight can last a long, too long for a rogue who prefers short fights. Highly technical matchup for both classes. If the Rogue controls the proper stun gun and is well versed with totems, he can even improve the Shaman. If, however, the Shaman is good with totems, kiting and surviving, he starts to get hairy for the Rogue. It's an interesting fight with lots of things to take into account to master the matchup. Thanks to each participant and the following sources for helping to create this guide: Markovic (multi-glorious warrior), member of the guild Wowisclassic, Gossush, Wowisclassic contributor. Do you have friends who play Classic WoW? Join the WowisClassic community and share it With all your friends! One action - one saved murloc! Murlock! Murlock!

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