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Swtor 6.0 Onslaught Tactics Vanguard intensive guide for PvE, suitable for beginner players as well as more experienced veterans who seek to learn how to improve their performance! This guide was written VULKK.com prash Related content: INTRO Welcome to this tutorial on Vanguard in specialized Tactics. Tactics Vanguard is now an extremely useful layer in all types of PvE content because it does quite a bit of damage and brings great utility to every raid. Please note that this guide describes how to play my Vanguard DPS and can be used as a proposal to build your Vanguard, not a rule. I would never claim to know everything there is about Vanguard and that my way is 100% one goes. Listed below are some abbreviations I'll use in this tutorial: CD - CooldownCC - Crowd ControlGCD - Global CooldownAoE - Area of EffectDPS - Damage per SecondDoT - Damage over TimeBIS - Best in Slot First Strengths, let's take a look at what makes Vanguard as powerful as it is now. Tactics Vanguard is the class with the only powerful target explosion damage in the game. If a single extra must die fast or have a burning phase, you want a Vanguard Tactics in your raid. Many CDs attack as well as off-GCD Shoulder Cannons and a lot of passive damage will increase your output greatly in a short time. Vanguard is a melee class with heavy armor and reducing AoE damage that will make you take less damage than your fellow raiding members. With Sonic Defense and the opportunity to passively absorb damage to add to that, Vanguard has quite a few chances of survival. Moreover, Vanguard can bring one of the most useful tools in the game to every raider, Sonic Rebounder (more in 4.4). Another advantage comes from gearing: Both Vanguard DPS specifications use the same exact setup bonuses, stats and amplifiers. Weaknesses As I said in the previous section, Vanguard is excellent at single goal damage, but he lacks the tools to be an AoE threat. Basically you have 3 AoE capabilities that only cause trivial damage and not even all of them can be combined in your rotation. Also, while Vanguard is pretty tanky he has weaker defensive CDs than most other classes. Your biggest defensive CD is Reactive Shield which gives you only 25% reduction in damage. Quite weak compared to abilities like Force Shroud from the Shadow or Saber Reflect from the Guardian. In addition, Vanguard is one of two layers that do not have the ability to self-clean from debuffs. I will not give specific ways or combine improvements and mods to accurately hit stat breakpoints because DPS increases from using 3 more or less power is quite close to the non-related; especially in the content level 70 mastery, power and durability Limit. If you prefer to optimize your device and try to achieve every value as accurately as possible, see this list: The Definitive BIS Threshold. Gear Items I'll take a page out of Endonae's guide to Lightning Lightning here because I like the way that tutorial handles gearing. Armoring / Barrel - Superior Versatile Armoring / Barrel 80 (471 Mastery) Mods - Superior Lethal Mod 80 unlettered, R2 Mods are the best and everything close to it works as well; everything with A or B is uselessEnhancements – each enhancement you use should have 285 durability (Nimble, Adept, Initiative); those unlettered are popular and a great base, you can switch to specific words for level-75 content to maximize out powerImplant/Ear - Sha'tek Adept/Initiative/Nimble MK-19Relics - mastery and power are limited to Level 70 content, so I switched to crit-proc and alacrity-click relics because these are the only ones who will do anythingLevel 75 Content: Focus retribution and Serendipitous AssaultLevel 70 Content: Primeval Fatesealer and Devastating VengeanceStim - Advanced Kyrprax Proficient StimMedpac - Advanced Kyrprax MedpacAdrenalLevel 75 Content: Advanced Kyr 0: Advanced Kyrprax Critical Adrenalboth: Advanced Kyrprax Shield AdrenalCrystals – Eviscerating Stat Priority 110% accuracy7.1 Forty-three% alacritymaxing out critical ratings into masteryth and power (this only makes a real difference in level 75 content) Accuracy Bosses in SWTOR have a natural chance to resist/dodge any attack of 10%. Every bit accuracy above 100% reduces their chances of resisting/dodging, so your accuracy should be above 110% but still as close there as possible. Fortunately, the Onslaught expansion has brought a lot of possibilities directed at SWTOR that you can achieve almost 110% accuracy. With 1591 accurate reviews, you will at 110,004% accuracy make sure that you always hit but you do not waste any stat points. There are different ways to get a 1591 accuracy rating. I use stim + 1 286 Augment + 3 Innovation Initiative. The standard GCD alacrity in SWTOR is at 1.5 seconds which means you can only attack enemies every 1.5 seconds. Alacrity can reduce GCD if it reaches certain break points. There are only two breakpoint points you can achieve mathematically in SWTOR: 1.4 GCD (1213 alacrity rating = 7.143% alacrity) and 1.3 GCD (3208 alacrity rating = 15.38% alacrity). Any amount of alacrity spent between these values will only be wasted. I use GCD 1.4 because you will lose too much crit by going for 1.3. I get to 1213 using 3 Nimble Improvements. Crit I recommend using 13 Important Augments, 1 Unlettered Adept Enhancement, 2 Sha'tek Adept Packages, 1 Sha'tek Adept Device and 2 Crit Crystals. Along with these stimuli give you 3319 important reviews. The basic rule here is that you should max out the crit after reaching the threshold of accuracy and evaluating alacrity. I use Sha'tek devices/packages and advanced adept because they have the best ratio between crit, mastery, strength and low durability. Set Bonus I recommend meteor Brawler set money because it not only gives you a DPS buff after using Stockstrike for 15 seconds, it also turns one in THE CD attacks the best on your most powerful damage ability. With a 6-piece bonus, activating Tactical Surge, Stockstrike, High Impact Bolt, Ion Wave or Explosive Surge while Battle Focus is active will give you up to 7 Firefall stacks. When Battle Focus expires, you deal damage to up to 8 enemies. Scale the damage with the number of Firefall stacks you've built. With full stacks and admit this will crit for a large amount of damage to each enemy which makes Firefall your highest hitting ability to date. This alone will make this set crazy well but there are more: After your Battle Focus is over, your ability to cost energy is less than 75% in 20 seconds. I can't stress enough what an incredible boost to your damage this is. The main difficulty here is the Battle Focus time correctly because the damage is delayed from the activation by 15 seconds and you can't really pre-cast it because you don't want to waste 25% of your buff crit from Battle Focus. I use 6 pieces of Meteor Brawler Set and 1 piece of Amplified Champion Set to get an additional amplifier slot Tacticals Energized Blade This is the best tactic for Vanguard Tactics. It creates an Energized Blade stack every time you build an energy lode, so basically with each high impact Bolt. Your Gut's DoT reaches 25% higher per stack of Energized Blades. The buff lasts 10 seconds, so you can keep it at up to 4 stacks if you have damage up to 10 hours of operation. This will be the most significant overall DPS increase compared to other tactics that you can use such as Vanguard Tactics. Flames explode This is the tactical item you can use for AoE situations. If you hit a target that has an Assault Plastique attached to it with explosive surge or Ion Wave, Plastique explodes and inflicts pretty good AoE damage. If you just want to play Vanguard Tactics, you can use it for extra bosses like Corrupter Zero, but personally I prefer to just switch to Plasmatech for AoE boss matches. The Vanguard DPS amplifier is the most profitable from the Tech Wizardry +1% amplifier as most of the valveguard is likely to cause technological damage. This amplifier can only be on the armor and barrels and casings of Amplified Champion-pieces, so you can reach up to 9.4% Tech Wizardry. SKILLS AND COOLDOWNS Important Tactics Vanguard Passives ABILITYNOTES Grenadiership (Level 16)This buffs your 2 AoE abilities and allows you to keep your DoT operating at multiple targets close together with Flak Shell. Serrated Blades (Level 20)Stockstrike now causes an armor debuff that will help you and your raiding members with damage deals. High friction bolts (Level 24) High impact bolts can be used at any target, skip more armor and regenerate energy cells if it hits the target with your DoT and refresh it. Tactical Accelerator 36)This is the central part of Tactics Vanguard. Tactical Surge, Stockstrike, Flak Shell and Explosive Surge complete HIGH Impact Bolt's CD and deal it run out of power This can (and should) proc every 4 GCDs. Sonic Defense (Level 44) Sonic Round gives you 30% more defensive opportunities. This makes you sometimes dodge some hits and will reduce the damage you put into most boss fights. A reason to use Sonic Round on CD if you don't need Sonic Rebounder in a fight. Havoc Training (Level 52)Assault Plastique gives its target a debuff that makes it more high-tech damage. Basically a damage buff for every Gunslinger, Commando, Scoundrel or Vanguard in your team. Reflexive Shield (Level 56)Allows you to use Reactive Shield more often which increases your viability as well as your damage due to the Electro Shield utility. In addition, you have a 20% chance to gain a small shield every time you take damage. Loader (Level 60) More Shoulder Gun damage and maximum missile support for Shoulder Artillery from 4 to 7. So more damage that costs 7 GCDs nor energy cells! Critical recharge (Level 64) CDs are lower for both energy cell management capabilities and a way to pre-build Energy Lodes using renewable capabilities. Vanguard Passives ABILITYNOTES StockstrikeGives you a longer duration on Reactive Shield. Also, it vents heat and heals you a little if you hurt AoE. Focused ImpactMakes High Impact Bolt ignores 60% of Stockstrike's armor targets and buff losses. Ability to spin CAPABLENOTES StockstrikeDecent damage, low energy cell costs, apply an armor debuff and can proc your high impact Bolt. Must be used on CD. Tactical Mutations Your main sub-abilities. Can be used to proc High Impact Bolt. GutYour only DoT. Always be on your goal. Make high impact bolt charging cells and can be refreshed by High Impact Bolt and Flak Shell. Attack PlastiqueApplies a high-tech damage debuff for its target. The damage was high but delayed. Must be used on CD. High-impact BoltThe main DPS sources of Vanguard Tactics. Depleted no energy cells if procced and even some renewable. Should be used whenever available, it is best when procced. You get an energy lode every time you use high impact Bolt. Up to 4 energy lodes can be stored. Cell Burst The ability to hit your highest with the most energy cell costs. Weigh damage with Energy Lodes. Should only be used when you have 4 Energy Lodes. Hammer ShotFiller capabilities. Weak damage, no CDs and no energy cell costs. Can be used as a dosing fluid when Tactical Surge will take you over 40 heat. Your main AoE CapabilitiesNoteS Flak ShellYour AoE Capabilities. Deal damage around the target. Can be integrated into your rotation by replacing a Tactical Surge. Refresh the gut on all the targets it hits and can proc High Impact Bolt. Artillery Blitz Unique Abilities that Vanguard has. Can be molded while moving. Best performance against weak groups adds. There is more damage than Flak Shell but more difficult to use in the rotation. Explosive SurgeCan replace Tactical Surge if you can hit more than 2 targets. Can proc High Impact Bolt. Use only if 2 other AoEs are turned on Offensive Cooldowns ABILITYNOTES Battle FocusGives you 25% additional crit chance for 15 seconds and deals massive AoE damage when it ends (only with 6-piece Meteor Brawler set bonus). Should be used on CDs if not necessary for specific recording stages. Shoulder CannonLoads 4 rockets instantly and 3 more over time. You can launch one every 1.5 seconds at an enemy. The rockets are off-GCD and deal decent damage. After the last rocket is given the ability to go on CD in 90 seconds. Try to always use in combination with Battle Focus because they benefit from buff crit as well. Recharge CellsGenerates 50 energy cells over 3 seconds. I usually completely abandon any rules for managing energy cells when I see that the recharge cell is coming off its CD in the next 10 seconds. Activate as soon as you get under 30-40 energy cells and return to your normal return. Reserve PowercellMakes your next ability to deplete no energy cells. Always use in combination with Cell Burst to avoid the cost of 20 energy cells. Power YieldThis is the new Vanguard feature added in 6.0. Every time you take damage after activation, you get a stack of Productivity. Each stack gives you 2% extra damage and 40% extra armor. Stack up to 5 times and can last for 30 seconds with gadgets. Buff thời hạn và điều này là để nó rõ tới và bạn có thể sử dụng khá nhiều cơ chế để tạo ra thời gian hoạt động tối đa cho Power Yield bằng cách

sử dụng nó khi một ông chủ áp dụng DoTs cho bạn hoặc có bất kỳ hình thức thiết hại định kỳ đi ra ngoài. Extra viability is a nice addon, but this is mostly an offensive cooldown and should be used that way. Defensive Cooldowns ABILITYNOTES Reactive ShieldGives you reduce 25% of the damage. Although I list this as a defensive CD, I use Reactive Shield first and fore importantly as an attack CD because of the Electro Shield utility. Adrenaline RushApplies a buff that heals you back up to 35% health for 8 seconds after you drop below that margin. Not great of a defensive CD but pretty good against DoTs when you're low. It usually heals you too slowly and gives too little health to come in handy against big hits. Shield Adrenall usually has this on me as a last-end method because it gives you up to 30% reduced damage. Only use it if you will die otherwise. This means you can't turn on your attacks on your kidneys for the next 3 minutes, but you still cause more damage while you're alive. Other capabilities ABILITYNOTES TenacityYour CC break. Rarely necessary in PvE but can come in handy to avoid some slow/rooting/stun (e.g. Brontes NiM Tentacle Phase). Cryo Grenade4s single goal stunned. Neural Surge2.5s AoE stuns up to 8 enemies. Pretty great for adding groups. Keep your LineMakes immune to impaired motion, knockdowns and in 6 seconds. Invaluable for matches like Brontes NiM or Revan HM. Also great for increasing speed on demand. Neural JoltYour the only target mocked. Increase your threat and force enemies to attack you in 6 seconds. Sonic RoundAggro reduces, activates Sonic Defense and and your Sonic Rebounder. GuardAllows you to reduce damage an allied target loses 5% and makes it create fewer threats. Most of the time you won't be able to deploy the Guard because you'll be the one :P. HarpoonPulls is his target. Can be used from 10-30m. Useful to pull more into AoE or simply into your range. StormGreat's distance was immediately closer. UTILITIES Below I will list the gadgets I usually take and explain what they do and when I take them. Iron Dexterity will take effect: - Reduce Tenacity's cooldown by 30 seconds and cooldown of Hold the Line by 10 seconds.Comment: - Hold the Line is a great skill and not much else worth joining here. Parallactic Combat Stim Effect: – You recharge 20 energy cells when stunned, fixed, knocked down or incapable. In addition, your next technology is capable of causing 10% more damage or healing. Review: - Many battles have a physical effect that will cause you to recharge the cell. More energy cells = more DPS! Armor Reflection Effect: – When Into the Fray is activated, it will also deal element damage to the attacker if the attacker is within 10 meters. Comment: - 100% required. This is free DPS whenever you get AoE damage. And almost all bosses are throwing out an AoE at some point. Masterful Battlefield Training Effect: - Increase your travel speed by 15%. Comment: – Extra speed moves are always nice, especially for melees. You can swap this out for Sonic Rebounder if necessary. Electro Shield Effect: – When activated, reactive shield your charger by electricity, zapping attacks for elemental damage as they deal damage directly to you. This effect cannot occur more than once per second.Comment: – 100% required. In almost every fight there is inevitable damage going out and this is a free DPS increase whenever you have Reactive Shield. Sonic Rebounder Effect: - Sonic Round protects all friendly targets in its impact area, except you, level Sonic Rebounder, reflecting the direct attack, a next target back to the attacker. Comment: - Extremely useful on some fights to avoid certain mechanisms. Explain more below. Frontline Effect: - Reduce Riot Strike's cooldown by 2 seconds. In addition, damage taken from the regional effect is reduced for Plasmatech and Tactics. Comment: - I often take this because AoE reduction damage is always helpful. Also, with just 10 seconds cooldown on Riot Strike you have one of the lowest cd interruptions in the game. Heroic Advance the Line Effect: – Increase the line holding time by 4 seconds.Comment: - You rarely need 10 seconds of Hold the Line, but it can be useful in some battles where you will be slowed down for a long time. You can do this, but I prefer Line Charging for increased movement speed. Re-energizers Effect: – When Reserve Powercell Is Active, it recharges 10 energy cells in the next 5 seconds and reduces your threat to all current enemies.Comment: at.Comment: Some more energy cells to play around with are always nice. Take it. Power Focus Effect: – Power Yield increases the damage done by an additional 2% when attacked while Ion Gas Cylinder is being used and refreshes its time when attacked while Ion Gas Cylinder is not in use. Power Yield can't last more than 30 seconds.Comment: - There's a way to increase your DPS by using Power Yield in most fights in SWTOR. With a CD of 1 minute on Power Yield, you can have buffs damage 10% for almost half the fight in ideal situations (this shines in situations like Brontes NiM Burn Phase or Apex Vanguard HM). Absolutely no wisdom to have this. Charging Line Effect: - Hold the Line increases the movement speed by 45% while active.Comment: - I do this on every fight that I don't need Sonic Rebounder or Advance the Line. On-demand travel speed is always useful. Sonic Rebounder As I said in 4.2, utility Sonic Rebounder is how vanguard cheesing mechanical boss. Although it's not as strong as Shadow's Force Shroud in most cases, it will still make the lives of your raid team members much easier on some boss battles. Unfortunately, Sonic Rebounder is a very altruistic tool. Shields can only be applied to allies within 8 meters of the target of your Sonic Ring, not for yourself. The buff from Sonic Rebounder. Here's a list of some mechanisms you can avoid using Sonic Rebounder (I'm pretty sure there's more): OPERATIONBOSSMECHANIC Temple of SacrificeRevanite CommandersVoid from Lord Kurse. Let everyone stack near Kurse and throw Sonic Rebounder from the outside. The Temple of SacrificeRevanHeave; I recommend using StarParse and its timed set to predict Heave. Revan will lose 2-3% HP if you can give Sonic Rebounder to everyone. AsationDread GuardsDoom; Make sure you time the Sonic Rebounder correctly because you need to buff at the end of the doom time (30 seconds). AsationTerror from BeyondTentacle Slam in the first stage of the fight before entering the portal. Scum and VillainySyrak NiMThe lightning channel force adopts a debuff that explodes at the end. The explosion can be reflected by Sonic Rebounder. Dread FortressBrontesThrow Sonic Rebounder in the Burn Phase when the Brontes have 4-5 stacks to avoid a tick of Supremacy damage. Dread PalaceRaptusForce Execution (beam only, not void) Dread PalaceDread CouncilBurn Phase; Use it from the start when all 4 Dread Masters are still alive. Example building standards for PvEBuild with REBOUNDER ROTATION Piece important for rotating Vanguard Tactics is bolt high impact or rather passive tactical acceleration. This gives you the ability to proc your high impact Bolt out of its CDs every 4 GCDs and make it depleted with no subtlety Energy. That means every fourth possibility must be a ability to activate your Tactical Speedler. If you delay this proc even by a single GCD, your DPS will go straight down. Opener Opener 7 Shoulder Cannons, 4 Energy Lodes, Explosive Surge Assault Plastique Gut High Impact Bolt (with Battle Focus + Adrenal + Shoulder Cannons + Alacrity Relic in sub-75 content) Stockstrike Cell Burstfall on the priority list You should always have your Shoulder Cannon rocket fully loaded and 4 Lode energy stacks before you go into a boss fight. In most groups, Tanks will usually count from 5 to 1 before pulling a boss, so I use Explosive Surge at 5 to proc my tactical acceleration machine and have a free high impact bolt to start the fight. After the tow tank you want to throw your Assault Plastique (it has a range of 30m, use that) and then run towards the boss to use your Gut. In most cases, you can stand close enough to the boss that GCD from throwing your Assault Plastique would be enough to run into melee range. I try to avoid using Storm because it is basically a waste of a GCD. Because Assault Plastique damage is delayed, you can use your attack CD after applying Gut and not waste it on the original blade damage. You use a high impact Bolt before burst cells because it will make your opener a bit energy efficient even if you lose over 1 Energy Lode. You also use Stockstrike Pre Cell Burst to get High Impact Bolt back from the CD and apply debuff armor to your target before using your highest hitting abilities. Priority Proccing Tactical Accelerator Gut (if not applicable) Stockstrike & Assault Plastique (used both on CD) Cell Burst High Impact Bolt Tactical Surge Rapid Shots (if less than 75 energy cells) As stated at the beginning of this segment, each 4th GCD must be Stockstrike, Tactical Surge, Flak Shell or Explosive Surge. This means you have 3 extra slots in between. One of these will be high-impact procced bolts. I use it in most cases immediately after proc. You can delay High Impact Bolt by one or two GCDs if Assault Plastique or Stockstrike is reduced cooldown. For AoE damage, you basically keep shooting your only target, but you can swap Tactical Surges for Flak Shell and Explosive Surge. If you need a dedicated AoE cycle, you can do High Impact Bolt & Artillery Blitz & Flak Shell (will proc High Impact Bolt) so you won't miss procs. Multi Dotting PT can keep its DoT operating on multiple targets. If the boss is close enough, you just refresh the DoT on both using Flak Shell on the CD. On some matches like Sword Squadron in Temple of Sacrifice, you can apply your DoTs to both and refresh them by exchanging High Impact Bolts between targets. The second strategy will only work on 2 enemies because your Gut does not have enough up-to-earth time to exchange High Impact Bolt between three or more targets. ABOUT THE VANGUARD MINDSET Playing Vanguard is different from all Other DPS in this game because your DPS massively profits from playing on the edge of some boss mechanics. What I mean by that is that as Vanguard sometimes you have to take more damage than others to more damage. Let's take Nefra in Dread Fortress as an example: Nefra will apply a DoT every 30 seconds. This DoT does not mark very hard but as Vanguard you never want to be cleaned by a healer in this fight because DoT allows you to use your Electro Shield, Reflective Armor (it somehow countess as AoE) and Power Yield to the fullest extent. No class passes Vanguard's well on Nefra because the passive DPS that you can achieve is enormous. Mastering Vanguard is all about finding sweet points and using them. You should learn to assess whether the situation allows you to play a little more recklessly. There are a few factors you should keep in mind: How much damage will you lose for the amount achieved by DPS? (benefits vs costs) Do your healer have enough breathing room or are they too busy with tanks? Don't risk your life to achieve DPS. A little lower DPS is better than no DPS at all. Finally, some tips to play DPS in general: Never waste a GCD! Unless a boss mechanic or a call from the lead raid forbids you to deal damage, you should never stop to use each GCD towards killing something. If you have to keep some distance from a boss, use quick shots. Low damage is better than no damage. All this will increase your action per minute (APM) and therefore your DPS. CONCLUSION Admit I want to thank Ghez Hokan and Pullwerk who gave me invaluable feedback to this tutorial and taught me about PowerTech class as well as the importance of accompanying knowledge. A special shoutout goes to all the great players who are or have been a part of &Koosai&. I had a great time with you all and I look forward to the next adventure. And finally, I want to thank both my raiding team. You've always been great teammates and even better competing and motivating me to improve my skills. About the author I'm a nightmare raider from German host Tulak Hord. I started playing when SWTOR was released and played PowerTech the entire time I was in SWTOR. I was a major healer back when 50 was still the highest level and switched to the main DPS in 5.0. I am currently a guild officer and lead raid for &Koosai& and play for their nightmare group as well as for the nightmare group of &Raidbull&. From Vulk I would like to thank Prashah for reaching out to an idea to offer this Vanguard Tactics 6.0+ SWTOR Guide and some other Powertech/Vanguard 6.0 Class Guides to the community through VULKK.com. I hope you've found useful information in this article and will put it to good use on your next raid or any group or even solo run. I used Jedipedia's database and TorCommunity database for some of the tactical capabilities and icons included in the article If you have skills with a class and discipline that has not yet been covered with a tutorial on VULKK (check the list here), and you want to provide one to the SWTOR community, contact me via email or wherever you see Vulk today. Now. &Raidbull&&Koosai&&Raidbull&&Koosai&

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