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Warrior pvp guide classic

There is no typical solution or rotation for the Warriors, it entirely depends on who you face. Although in almost every situation you will want to charge as much as possible, the other abilities you use will depend on your opponent and how many others are around (allies and enemies)! Shamans can be a trap. They wear letters and healers often have shields, giving them a lot of armor. They can handle a lot of damage without much spell power. The Warriors' top priority against them is survival. Chaîne d'éclairs, Eclair and Horion de terre were injured. If you both have similar gear levels, you'll have to disrupt certain casts and use cooldowns correctly to win battles. No race is much better than another against a shaman. Grenade en fer is always very useful. Rotation-wise: Cost, Brise-genou and Pourfendre. Switch to Berserker's attitude and use Frappe mortelle. Shaman will cast Eclair and Horion de terre. Use Volée de coups on Chaîne d'éclairs or Eclairs, handle some damage then back off and use interception to amaze the shaman for a few seconds and prevent him from casting. Use Berserker Rage when you will take damage to get more anger. Try to keep Frappe mortelle at all times on your target and play around the Volée de coups and Interception to keep preventing its cast. If you get proc sword specifications or major critical attacks, try to explode harder to unlock Exécution and finish it off. Beware of window of opportunity and when they open use everything you have. The kiting kings will often be obstacles and you will have to deal with them. They can kite you and restart the fight with Flèche de dispersion to Piège givrant if you manage to get close. Coupure d'ailes will be a problem because unfortunately for soldiers, it's 10% stronger than Brise-genou: it's rough. Depending on the talent of the hunter, things could get worse because of Intimidation or Dissuasion. You then completely lose the competitiveness. If you are an engineer, use gnome Bottes-fusées and gobelin Heaume-fusée to compensate hunters, you will then be able to become a hunter. If you are a Gnome, Maître de l'évasion will allow you to remove the Coupure d'ailes. If not, good luck and be patient! Rotation-wise: Cost, Brise-genou and Pourfendre to Cloche des Barov or Petit naga en arcanites Piège givrant does not work. Stay in Posture de combat because you will get a lot of Fulgurance proc, hunters have a lot of agility. Follow up with Frappe mortelle, Tourbillon and Fulgurance as soon as possible. Keep Brise-genou and Pourfendre on target at all times. A very difficult duel because the witch handles a lot of damage, has Strong crowd and lots of Health through Voidwalker Sacrifice. They have several instant cast dots such as Corruption and Malédiction d'agonie, strong crowd control capabilities such as Séduction Succubus, Volle mortel, and Peur. Unlike the Iman comparison, this is a DPS race. Continue interceptions for Back to voile mortel melee. Berserker's attitude should be used throughout the fight, allowing you to Rage berserker to fight Peur/Volée de coups and throw grenades en fer to stop enemy throws. You can also use reflectombre ultra-flash to reflect Volle mortel right after you charge. The undead are very good against Warlocks because they can become immune to the Fear effect with Volonte des Réprouvés. Rotation-wise: Cost, Brise-genou and Pourfendre. Switch to Berserker Stance and use Frappe mortelle, Tourbillon. After volle mortel used interception to get back to close range. Use Rage berserker against Peur and Volée de coups against spells of destruction. This comparison is about time and patience, because redoubtable Forme d'ours druids can tank better than you can. If the Druids try to escape with the Forme du voyage, intercept it then spam Brise-genou. He will try to change the shape to remove slowly but since you keep applying it back, he will run out of mana if he keeps trying. Don't waste anger on the ability to damage. As soon as the Druids return to human form, get away from it and use interception and then use your anger to ruin it! If you're an engineer, use gnome Bottes-fusées and gobelin Heaume-fusée to follow the druids if necessary. If you're not gnome, use the ramuan de libre action so that druids can't root you. He then won't be able to run from you. Druids can heal themselves so as to sustain the Mortal Strike debuff. This should be enough to ensure victory in a few seconds. Against casters/healers, using cloche des Barov trinkets can prevent them from casting. Witches can usually kill them in one AoE however. The comparison is very volatile, highly dependent on teeth and RNG (crits and specialisation Epée procs). It's hard to say who's going to win from the start. Any good soldier should have a Dragonne en acier but if désarmement works, the fight can turn around quickly. Try using it as soon as possible to get the advantage. Grenade en fer can help with a little damage when you don't have anything better to use. There is no very strong race in this mirror comparison. Rotation-wise: Cost, Brise-genou and Pourfendre. Switch to Defensive Stance for Désarmement. Follow up with Frappe mortelle, Tourbillon and Fulgurance as soon as possible. The first warrior to fall below 20% Health will get the Exécution hit and will most likely lose. This can be a annoying comparison but once you understand the charity and get out of the fight, you will end up enjoying a duel like that. Melee players struggle against Nova de givre Procs Morsure de givre. In addition, if Mage begins to lose ground, he can rearrange the fight with Métamorphose. Barrière de glace and Bouclier de mana will lead you into starvation, damage absorbed without anger. They can teleport with Transfert or hide in bloc de glace if everything is hairy. Regardless, charge them as soon as possible and follow up with Brise-genou and/or Volée de coup if they try to throw something. If you are a use gnome bottes-fusées and gobelin Heaume-fusée to offset the mage and slap it slightly to maintain pressure. Remember that Rélectoglace gyrogivre and hyper-radiant Rélectoflamme can be powerful choices, depending on the phase. If you're an Herbalist/Alchemist and have some gold, we recommend the following rotation: If you're not a Gnome and don't have a Maître de l'évasion, get some ramuan de libre action then fill the mage. He will answer with Nova de givre having no effect, and will find himself in trouble. He'll Transfer: use an Interception immediately (Berserker Stance) that will probably force mage into the Bloc de glace. You must have enough time left on the herb to finish it off after a block of ice. Step aside so you can sue him and use Brise-genou one more time. The only option then becomes to use Métamorphose to wait for the effect of the herb (30 seconds). If you save enough anger to use volée de coups to prevent that cast, you have to win the fight almost 9 times out of 10. Paladins can be played in 3 ways. Paladin retribution is quite weak in this phase, and some people play Protection, so 9 times out of 10 you will end up facing Holy Paladin, the healer. You have to deal with the famous Bénédiction de protection, the formidable Impossi des mains, and the famous 10-second Divin Bouclier. The way is to use Désarmement at the right time. Using technical items like Grenade en fer and Heaume-fusée gobelin will give you some extra tools to control the fight. Orcs are very strong against paladin, their passive Solidité allowing them to regularly ignore the justices of Marteau de la Justice (instant cast). Use the action of Ramuan de vive to free yourself. He's going to try to heal himself. If Volée de coups are not available, use Cri d'intimidasi or Grenade en fer. Reapply Frappe mortelle, Pourfendre, switch to Berserker Stance, move and Interception. Divine Shield or Lyng on Hand must follow. If he uses an ex, stay away and bandage himself. Stay in the range and fill the paladin as soon as the shield falls. Continue DPS and control the rotation and finish him. Priests have to be hard to beat for dps warriors. Between Cr psychique and Mot de pouvoir : Bouclier, they can control you and prevent you from generating anger and therefore prohibit you from doing any damage. Priests have many instant spells; Remember to keep volée de coups for mental Attaque to avoid major damage. As always, engineers have to misuse grenades en fer. This will give you breathing space. As against warlocks, the Undead have an edge against priests because they can become immune to the Fear effect with volonté des Réprouvés. That being said, race race as a Dwarf, the Orcs or Tauren were also strong against the Priest. Warrior's rotation against priests is: Charge (if possible), Brise-genou, Pourfendre then immediately switch to Berserker Stance. Once the initial stun is over, the Priest will use cri psychiques that you have to reply to with rage berserker. He'll drop some DoTs on you, there's nothing you can do about it, and will try to throw Attaque mentale. Use Volée de coups to fight it, you're still in Berserker Stance. Follow up with Frappe mortelle, Tourbillon and Frappe héroïque if you have a lot of anger. The fight shouldn't last long no matter who wins, it's a DPS race. After the Priest dropped below 20% Health: Exécution. Try to heal yourself as soon as the Priest dies so that his DoTs don't end up killing you. If you have, Cloche des Barov, use it after the priest threw cri psychique. Interruptions and damage to 3 servants will help you a lot against the Priest. This comparison is about Rogues CDs. If they had cécité et préparation it would be an almost impossible fight for the Warrior. Rogues have many ways to control their enemies with abilities such as Coup basse and Aiguillon perfide. No matter what, always keep Brise-genou on your target to keep it close and damage it. Pourfendre is key so Rogue can't quietly leave. Hurlement perçant is a very useful talent. If you think Rogue is close, use it and it will break its Stealth after it's slow. Whenever you're not stunned, try using Granat en fer at close range to get breathing space. Since Solidité allows them to resist the bass coup and the Aiguillon perfide, orcs are excellent against rogues. The dwarf Forme de pierre who got rid of the poison and eliminated the Cécité. If you can Charge, Brise-genou and Pourfendre, it's off to a good start. If Rogue is the one who attracts you and you don't see it coming, this is another story entirely. Try to stay in Posture de combat and spam Fulgurance and Cri démoralisant. If you have Réprésailles ready, use it. Berserker Stance is not recommended, because if you're locked up, Rogue will kill you. Defensive Stance and using shields is actually a pretty good alternative. Once you weather the storm and Rogue uses the Coup bus and Aiguillon perfide back to your two-handed weapon and do as much damage as you can: Frappe mortelle, Tourbillon, Frappe héroïque and Fulgurance as soon as possible, and don't forget to always keep Pourfendre in Rogue until he dies. Died.

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