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Swtor vanguard tank guide

SWTOR 3.0 Shield Specialist Vanguard Tanking Guide written by Milas harbinger. Patch 3.1.1 Intro to Shield Specialist updated for Tanking Shield Specialist is one of SWTOR's three tanking classes. The most robust hands of these three classes come down and come with very passive reduction. As a player (Energy Blast + Shield Enhancers) there are very few active reductions and reductions coming to shield attacks from the rest. If you can't tell by name, love and life are the shields. In this manual gear, the highest possible DPS, the correct use of waits and the most important part, killing bosses will cover everything. The utility game update 3.0 was introduced, utility programs advanced class custom and I would like to say that I took everything overpowered about hybrid structures and gave it to you for free. You will be sorry that there is no more dominant hybrid spec ... You'll get all the candy and mitigation. Vanguard's has reversed this change and if/when public services get nerfed, Vanguard's will be one of the first to touch it. Skillful Level Battlefield Training – Increases Your Passive MS by 15% Reflective Armor – When Fray is triggered, attackers on the 30-foot Barrel Augs are given an X-opportunity – increases the casting range of the Ion Pulse by 5 and the Explosive Surge by 2. Sharp Satchel – Explosive Surge increases damage by 25% Iron Will – Reduces the cooling of the mukabil for 30 seconds and holds down the Line for 5 seconds. Ingenious Tier Electro Shield - Reagent Shield will ignite and deal x damage per second to nearby attackers. Advance The Line – Amplifi The Line Hold The Line Four seconds Accelerated Reel – 15 seconds When the harpoon cools down Sonic Rebounder – Give nearby allies a reflective shield that absorbs subsequent attack Protection Tactics – Reduces the cooling of the Cyro Grenade Heroic Tier Guard Cannon – Shoulder ball missiles heal you for 5% of total heath Paralytic August – Cyro Grenade and Nöral Surge stunner time by one second Line Charge - As you can see that the 45% speed of movement increases while Hold The Line is active, there is a lot to choose from, so usually Ravagers/ToS will respect for most encounters. Below are load outputs that use per boss per challenge: Loadout #1 Loadout #2 Loadout #3 Loadout #4 #3 Ravagers Sparky – #2 Buffalo – #1 Torque – #4 Blaster – #2 Coratanni – #2 Temple Malaphar – #4 Sword Squadron – #2 Underlurker – #1 Commanders – #3 Revan – #2 Rating scale scaled 1-3 for each tank class. #1 – best/easiest Single Target Threat: 2 (if using pull shoulder ball #1). Single Target DPS: 1 AoE Target Threat: 2 AoE Target DPS: 1 (may be constantly more Surge spam + Ion Storm) Group Utility: 2 (Riot Gas + Sonic Rebounder) Rotation Difficulty: 3 Defensive Cooldowns: 3 1 Mobility: 1 Gear and Statistics priority legal warning 1 and other Zorz tanks gear is the way in the face of the widely accepted average reduction theory workmanship. We and this guide see that HP values overall reducing value more as progress content becomes more important and pushes for world firsts. We don't value DTPS like the others. Our goal is to survive encounters in as little gear as possible and account for sudden. DTPS is not what kills a tank. These errors, lack of healing, and taking large spikes so gear for large HP pools. If you want more information about the following average reduction and appropriate mods/enhancements to this gear method, visit this post (shout KBN) Accuracy: 10% Tank Posture + 1% Companion buff = 101% Melee Accuracy Given Tank Reduction: Shield king, there will be this stack up to more stacks. If you can get the shield, you'll suck it up and take it to the defense. The basis of vanguard tanking is to obtain IC procs to get 3 power screens to shield attacks or use energy bursts. We also make the most of passive reduction, using energy burst to get full reduction up to three stacks of energy and shield enhancers (as simple as getting high impact bolt + stockstrike.) Stat priority: Shield > Absorb > Defense Gear: x3 Deviation 38B mods x6 Weighted 38B mode x7 Robustness enhancement 38 Left Side x2 Deciever Demolishers Mk-1 implant x1 Deciever Demolishers Mk-1 module x1 Reactive Warding x1 Revanite entrusted Lucky Redoubt 3/16/15 here my Advanced Anodyne Fortitude Stim In-game odds with: Defense Assessment: 629 Shield Rating: 1928 Absorption Assessment: 1123 Min/maxed 198 about my final game goal in gear: Shield: 1800-1900 Absorb: 1200-1400 Defense: 550-620 HP : 57k You are also in luck. During HM content, developers make gears as easy as I do. See this article. Armoring: Commando, no purpose required. You're not DPS. Mods: B mods = best mods. You sell the reduction status for durability at a rate of 1:1. Again the goal is not to need enhancements: I have returned to immunity and robustness and once reached my HP pool will be this BIS. I'm at the point until bulwark/bastion enhancements are good. Trade off + 26 for durability + 29 main not exactly 1:1. However, this will be the secondary stop for HP as other conversions are much worse. Implants /Ear part + 44/- 47 so deceiver final communication parts are extremely good. Get implants/headphones for 100 final communication B mods 80/100 per Ruusan relics of fast-toothed Lucky Redoubt (Defense Rating) and Reactive Warding (Absorb Shield X quantity) through the door. Set Bonus (2) Energy Blast increases DR by 2% for five seconds - Really vitally 2% free DR (4) StockStrike reduces two seconds teasing CD - No need to mock meh instead, maybe 2 encounters don't have this set gains value. (6) Increases the duration of the Riot Gas & Reactive shield by 3/4 second. (Upgraded version of old four parts before 3.0) You have to run the new six parts in general. But the required 6/7 pcs up, you should run 2 parts new, four pieces old. Augments Abilities and Rotation Vanguard tanking is almost as simple as doing your rotation and using energy blast at convenient times when it comes to managing maximum reduction. As long as you use Energy Blast quite often (I personally use off the CD without knowing that a major attack is coming) and keep three stacks of Shield Enhancers. Main rotation capabilities: Ion Storm Ion Pulse Stockstrike (Shield Enhancers) High Impact Bolt (Shield Enhancers) Energy Blast (active Absorb % Increase) Hammer Shot Storm Shoulder Ball Situational capabilities (out of range or AOE): Sticky Grenade Mortar Volley Explosive Round Highest opening threat-wise: x4 preloaded Shoulder Balls (off gcd) - A Vanguard Shoulder Cannons benefit 5% recovery. 2827 x 4 11308. Smart and optimal game has a recovery/ DCD using it. I can personally use off the CD. Storm Stock Strike High Impact Bolt Taunt (GCD off) Ion Storm proc or proc (Pulse Engine proc) Stock Strike if resetion Pulse /Explosive Surge Energy Blast (You'll Soon Get Three Power Screens) Capability Priority: Energy Blast (Reduction) + off GCD Stock Strike (Reset City & Shield Enhancers) High Impact Bolt (Shield Enhancers) Ion Storm Mid Fight Rotation: Cd off Ion Storm / Pulse Engine proc StockStrike High Impact Lica Bolt Energy Blast If/when 65-70 energy cells, hammer shot and try to use impact motor proc and Energy Blast as soon as possible. Powercell & Recharge Cells-Reserve Powercell & Recharge Cells - Use your energy cells aggressively. It's easy to increase your cells to at least 30 and Charge Cells. Energy Blast & Pulse Engine + Recharge Cells/Heat Blast, this should bring you back to about 100 energy cells. The Highest Possible DPS Rotation has Explosive Fluctuation (Flame Sweep) as your filler Level 32 & 40 capability: Increases Explosive Surge by 15% + 10% chance of crit. With a 25% Explosive Current program, this is a superior option. (Kwerty Shoutout) This also makes losing a utility benefit that requires one to use Sharp Satchel. Personally I still use Ion Pulse (Flame Explosion) as I have reduced line standby and passive speed of movement. This preference is down and the DPS difference is 500k dummy TTK wisely 6-10 seconds faster. That's one goal, assuming. If the only goal is to go 100% capable of explosive fluctuation. AoE Rotation and capability priorities: Storm Ion Storm Haven Volley Mocks explosive surge AoE if you want to start with the storm to get static surge (two explosives for free and start with splashing and Ion The Explosive Surge into Haven Volley x2 followed into an AoE regiment. There will be explosive fluctuations until you need to charge the cells / Pulse Engine adds procs/die. The Use of Cooldowns I believe using proactive waits is the best way to maximize the efficiency of clubs. I'll often blow them up when I know there are spikes of damage to reduce damage. It is pointless to say a wait while in survival mode (<30%) because the chances of death are much higher by using a cooling before extreme danger to reduce the damage load from. See playlist Reactive Shield to see how I use cooling strokes in encounters – Increases damage reduction by 25% for 15 seconds. Battle Focus – 15 seconds increases defense chances for adrenal rush by 35% – if your HP% drops below 35% and improves 35% of your maximum health for 8 seconds. Exotech Absorb Adrenal – Increases armor by 1675 for prototype Anodyne Medpac of 15 seconds – heals 7192-7533. HoT on 15 seconds 2750 Sonic Rebounder (raid cooldown) - reflects the next incoming attack for those with absorbent shields. Riot Gas - If tanking and you & how to improve tanking are inside the tanking zone, reduce the accuracy of the enemy by 30% is quite simple, and I think when it's the easiest of the three role, people are afraid of being tanked. Tanking is perceived as difficult, because I think it is not a good tank if/when it will lead to a terrible erasing and if people can't keep the threat/aggro. The number one thing I see new tanks doing is mocking you like you're money. Please mock the new four-piece bonus in this game, which allows you to hit the threat, especially basically off the teasing and waiting. The next mistake of the tanks is to mock without a proper threat. Please do your highest threat skills before mocking. Leading with a regiment will lead to losing the threat to an adequate DPS within 9/10 seconds. Know encounters like a book. The more you know about incoming damage profiles and the capabilities to hit you, the more information you can learn. You should know which waits in particular are most effective in any case, so that you do not waste them. This does not apply exactly to shield specialist as we are limited to cheese but for example shroud or Saber Reflect force is valuable information to know all your abilities. Examples Reflective Armor – Working as the Intended Saber Projection Shroud that will give X to attackers at 10 meters when triggered close and personal (HIGUYS shroud stacks take 10-20 and no harm) These encounters make it easier and less of a struggle the little things you do when raiding. The more information you have as a tank, the easier it is for you to raid. I recommend starting to think about / Starting to use goals Things Record yourself playing (write your mistakes) and dtps come down to a silly stat and pull variant reduction that analyzes week by week to find stress about dtps that don't stress. If you die during a night of raids, determine the cause after the raid, not during it. Experience and choice will triumph over everything you will read and tell you. I'm arrogant and stubborn. That doesn't mean I'm the best. You're not a DPS where the highest number achieved is right for you to rotate on a dummy. Tanking tap and feel and earn more experiences will be easier. About the writer I'm Milas, I'm the best, no joke I'm really the best. I am GM clubs <Zorz>, as I do dominant and hard content. I've been raiding progress since 1.2 and still enjoyed every minute. I've always dabbled tanking just didn't do <EDE> until I started raiding on the toon Faker exactly. One day the sorcs of madness will rise again and you will see me on a kill video close to you. Until then you can find me in the comments section below, @_ or twitter @jdotter707. At the close, I would like to thank Dully for being able to welcome my guide and the people below. Yell at Toggle, Thiol, Carl, Freaky and Smuggling me into the tank I am today. I'm addressing my healers, Sorvali and Raulos. Yell at everyone in Zorz for put up with me on a weekly day. Basic. <EDE><Zorz>

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