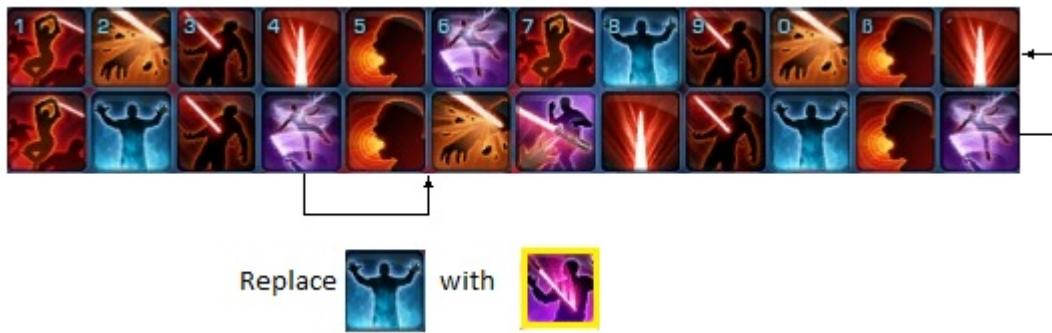
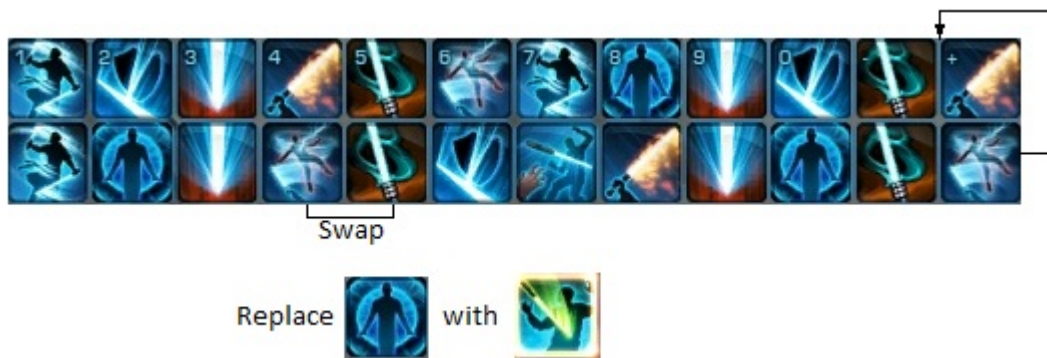


**Shien Rotations 5.0**

Imperial Version for PVP and Raids



Testdummy Version, Republic



1. Opening Sequence: Saber Throw - Force Charge - (Vengeful Slam)
  2. For parses at the testdummy the positions of the 3 Sundering Assaults have to be swapped with Shatter, that permutation improves the energy management. The screenshot for the Republic side shows this variant. Please restore the original rotation for raids and PVP!
  3. During 36 seconds or 24 GCDs Destroyer can be triggered ca. two times. The 3 Chilling Screams serve as placeholders and have to be substituted whenever Hew is available. Chilling Screams will be replaced in ~2 out of 3 cases. The perk "Piercing Chill" can buff that single remaining attack.
  4. It is possible to fit Vengeful Slams 3 times in a rotation of 24 GCDs without delaying any of the core attacks. The rotation can be enhanced, so the hard-hitting Vengeful Slam is used 4 times immediately after its cooldown at the cost of one additional GCD. The 3 Dots are spread in 3 out of 4 cases.
- In Raids or PVP matches Sundering Assault (Quickbar 1, Pos. 12) can often be replaced with a Vengeful Slam, the passive ability „Endless Rage“ (or Enrage) normally builds enough energy for a substitution. Vengeful Slam in Quickbar 2 has to be shifted to the right and inserted after Force Scream. A filling attack is required to close the cap in column 4.
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- To enhance the testdummy version add one Vengeful Slam between Force Scream and Shatter (between column 11 & 12), in Quickbar 2 the positions of Force Scream and Vengeful Slam have to be swapped.