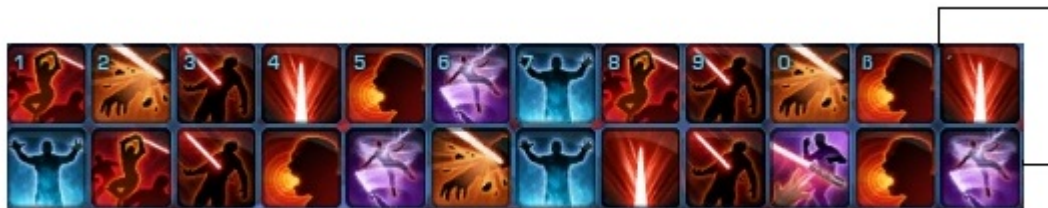


Shien Rotations 5.0, Scaeva TRE



- Focus of this rotation is AOE damage and spreading dots. The new ability "Piercing Chill" is required.

- An additional Vengeful Slam has to be added between Force Scream and Sundering Assault (Quickbar 1, Pos. 11 and 12).

- In fights against a single enemy the 3 Chilling Screams serve as placeholders. Replace that Scream with Hew whenever the Destroyer Proc is active. In about 1/3 of cases Hew will not be available (-> Destroyer Proc had failed), a Chilling Scream or a different attack has to be picked as substitute to keep the timing intact.

As the Destroyer-Proc floats through the rotation, the position of that substitute attack will change.

Hew has to be used within 10 GCDs. If Destroyer was triggered at positions #8 and #9 in Quickbar 2 (at Sundering Assault and Impale) the next placeholder is too far away. Cast Hew (and Enrage) instead of the next Saber Throw to handle this exception.

- Ravage #2 and #3 are situated right next to a Chilling Scream. In fights against several enemies it is possible to replace those 2 Ravages with Hew (and keep the AOE attack). Ravage #1 could simply be replaced with a Chilling Scream.

- The rotation works in raids and at the testdummy.

- Ravage #1 can be skipped so the three bleeding effects for the Vengeful Slam and Bloodmaster are generated as quickly as possible.

Scaeva