Combat Rogue

Swords out. Never stop swinging.

The sword rogue: Sinister Strike, Blade Flurry and Adrenaline Rush, with WoW Forever's **Hack and Slash** (any weapon), **Flawless Execution** and Shank.

Melee damage | Any weapon | Best for levelling

THE 30-SECOND VERSION

Three things to remember

Hack and Slash for any weapon

Swords and axes: extra attacks. Daggers and fists: +1% crit. Maces: ignore 3% armor.

Cheaper Eviscerate

Flawless Execution cuts Eviscerate's cost by 15 energy.

Adrenaline Rush at 40

Your 31-point talent: double energy regeneration for a short burst.

NEW IN WOW FOREVER

What changed for you

Shank

New: an off-hand strike that **cannot miss**, cheap, on a 10-sec cooldown, and it gives you energy back. Several talents build on it.

Poisons are a secondary skill

Like First Aid, and Lockpicking is its own skill too. Train them up as you go.

Poised

New: at full energy out of combat, your next ability costs 10 less. Free value on every opener.

Hack and Slash

Replaces the weapon specializations: one talent for any weapon type.

Flash of Steel and Coup de Grace

More energy from Shank, and +7% Eviscerate damage.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- **Sinister Strike** to build combo points, **Eviscerate** at 3 to 5 points.
- Open from **Stealth** when you can; it is your free first hit.
- Use the fastest dagger or sword you find in the main hand.

LEVELS 10–19

- Take **Efficient Strikes** (cheaper Sinister Strike) and **Lightning Reflexes**.
- **Slice and Dice** at 1 to 2 points, then Eviscerate.
- Use **Shank** on cooldown.

LEVELS 20–39

- Take **Precision**, **Riposte**, **Weapon Expertise** and **Aggression**.
- Take **Blade Flurry** for two-mob pulls.
- Pick a weapon type and keep it for Hack and Slash.

LEVELS 40–59

- **Adrenaline Rush** (31-point) on elites and bosses.
- Take **Hack and Slash**, **Flash of Steel** and **Dual Wield Specialization**.
- Blade Flurry plus Adrenaline Rush on packs.

AT LEVEL 60

Your priority

The order the WoW Forever simulator uses for a Combat rogue.

1. **Blade Flurry and Adrenaline Rush** at the start of the fight (Blade Flurry when two targets are close).
2. **Slice and Dice** keep it up all fight.
3. **Shank** on cooldown.
4. **Rupture** at 5 combo points on long fights.
5. **Eviscerate** at 5 combo points.
6. **Sinister Strike** to build combo points.

Talents that matter

TALENT	TREE	WHY TAKE IT
Coup de Grace	Combat	+7% Eviscerate damage.
Efficient Strikes	Combat	Cheaper Sinister Strike and Hemorrhage.
Lightning Reflexes	Combat	More dodge.
Precision	Combat	More hit.
Riposte	Combat	A strike after you parry.
Flawless Execution	Combat	Eviscerate costs 15 less energy.
Weapon Expertise	Combat	Fewer dodges and parries.
Aggression	Combat	More Sinister Strike and Eviscerate damage.
Blade Flurry	Combat	Hit a second target.
Hack and Slash	Combat	A bonus for whatever weapon you use.
Flash of Steel	Combat	More energy from Shank.
Adrenaline Rush	Combat (31)	Double energy regeneration.

Best race for this spec

ALLIANCE

DWARF

Artisan's Precision gives +1% hit, so fewer misses on every attack. Combat swings a lot, so hit pays off most.

HORDE

TROLL

Berserking stacks well with Blade Flurry and Adrenaline Rush. Orc is close.

RACE	SIDE	RACIALS
Human	Alliance	**Ruthless**: +1% crit. **The Human Spirit**: +10% Spirit. **Will to Survive**: break out of a stun. **Perception**: spot stealthed players.
Dwarf	Alliance	**Artisan's Precision**: +1% hit with attacks and spells. **Stoneform**: removes bleeds, poisons and diseases and cuts physical damage taken by 10% for 8 sec. **Big Game Hunter**: +5% damage to Beasts.
Night Elf	Alliance	**Elune's Light**: +10% crit for 15 sec. **Shadowmeld**: hide when standing still. **Quickness**: +1% dodge and a little extra run speed.
Gnome	Alliance	**Eureka!**: 10% more damage and cheaper abilities for 8 sec (also boosts Power Word: Shield). **Expansive Mind**: +5% maximum mana (rage for Warriors, energy for Rogues). **Escape Artist**: break out of roots and slows.

RACE	SIDE	RACIALS
Skyborne (High Order)	Alliance	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Read Leyline**: +50% mana and health regeneration for 15 sec (+100% while Attuned from a Ley Line; Attuned ends when you enter a raid). Paid race.
Orc	Horde	**Blood Fury**: +10% attack power and spell power for 15 sec, every 2 minutes. **Command**: +5% damage for Hunter and Warlock pets. **Shatter Curse**: 5% less magic damage taken for 8 sec.
Undead	Horde	**Touch of the Grave**: your hits can drain health from the target (30% chance for casters, 20% for Paladins, Rogues and Warriors; once every 15 sec). **Will of the Forsaken**: break fear, charm and sleep. **Cannibalize**: eat a corpse to heal.
Troll	Horde	**Berserking**: faster attacks and casts for 15 sec. **Beast Slaying**: +5% damage to Beasts.
Skyborne (Windshaper)	Horde	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Skysight**: +15% run speed for 15 sec (+30% while Charged from an elemental convergence; Charged ends when you enter a raid). Paid race.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Slow main hand

Sinister Strike uses weapon damage: a slow main-hand weapon hits harder.

Hit cap first

Two weapons miss a lot. Precision and hit gear come before crit.

Save Adrenaline Rush

Use it on bosses and dangerous pulls, not on trash you can already kill.

Blade Flurry on packs

Two mobs side by side: Blade Flurry doubles your damage.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Running out of energy	Do not spend energy on finishers at 1 or 2 combo points, and use Shank: it gives energy back.
My poisons are gone	Poisons are a secondary skill now: train it, buy the reagents, and put poison on both weapons.
Missing all the time	Take Precision and Weapon Expertise, and look for hit on gear.
Pulling aggro on packs	Blade Flurry spreads threat. Let the tank grab the pack first.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next button and follows Slice and Dice, Blade Flurry and Adrenaline Rush from your casts. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

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Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: ForeverChanges: rogue changes vs Classic, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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