

4.0.1. COMBAT ROGUE THEORYCRAFTING

Welcome to World of Warcraft patch 4.0.1.

This patch has more than likely significantly changed the game for you. Blizzard modified the very way talent trees were calculated, the talents themselves, simplified stats on gear, and in some cases, entirely reworked the class itself (congratulations warlocks and paladins).

The patch has left many unprepared players confused on how to play a character that, in some cases, they have played for years with only simple changes.

This guide will detail how combat rogues can deal with these changes in terms of their talents, gear, gemming changes, and glyphs to stay viable in end-game raiding and general end-game PVE prior to Cataclysm in December.











SPEC



Blade Twisting and Reinforced Leather are not necessary for the spec and can be removed for the sake of other filler talents, such as Sprint. The rotation for this spec is as simple as it ever was. Generate combo points, **slice and dice**, generate more combo points, **rupture**, generate even more combo points, and use **eviscerate** if SD and rupture are both up. Obviously, modify as necessary.

GEMMING

 +21 Agility and 3% Increased Critical Damage
 Requires at least 1 Red gem
 Requires at least 1 Yellow gem
 Requires at least 1 Blue gem
 +20 Agility
Socket Bonus: +8 Agility
 Durability 99 / 100
 Classes: Rogue
 Requires Level 80
 Item Level 264

Shadow Seeker's Tunic
 Soulbound
 Chest
 Leather
 1407 Armor
 +162 Agility
 +219 Stamina
+10 All Stats
 +20 Agility
 +20 Critical Strike Rating
 +10 Agility and +10 Hit Rating
Socket Bonus: +8 Agility
 Durability 164 / 165
 Requires Level 80
 Item Level 264
Equip: Improves critical strike rating by 92.
Equip: Increases your expertise rating by 92.
 <Shift Right Click to Socket>
 Sell Price: 12  10  54 
 Aelanna
 Bags: 1

You also may have noticed your hard-earned armor penetration gems have transformed into critical strike gems. These are terrible for every spec. **Note the 20 critical strike gem to the left. That is bad, so don't do it.**

You should now be aiming to hit your socket bonuses. Previously, combat rogues used one "Nightmare Tear" for the sake of their meta gem requirement, but that has changed.

Note that hit is now a blue stat, rather than a yellow one, making this transition a little easier.

For **red** sockets, gem **Delicate Cardinal Ruby** in the absence of an armor penetration gem, which provides 20 agility.

For **yellow** sockets, gem **Smooth King's Amber**, which provides 10 agility and 10 haste. This is consistent with the last patch and should not have changed.

For **blue** sockets, gem **Glinting Dreadstone**, which provides 10 agility and 10 hit. Again, this is for every socket to obtain the socket bonus, not a single time.

Your **meta** will continue to be **Relentless Earthsiege Diamond**, which provides 21 agility and a 3% increased critical damage.

GYLPH SETUP

MAJOR

1. rupture
2. adrenaline rush
3. sinister strike

PRIME

1. evasion
2. blade flurry
3. fan of knives

MINOR

1. safe fall
2. sprint
3. poisons

This should serve as a reminder for rogues who were not previously utilizing rupture in their rotation to resume doing so.



MINOR CHANGES

Hit Chance +16.96%
Hit rating 337 (+10.96% hit chance)

- General	
Health:	30034
Energy:	100
Item Level:	267
- Attributes	
Strength:	123
Agility:	2172
Stamina:	2261
Intellect:	53
Spirit:	79
- Melee	
Damage:	1512 - 1866
DPS:	860.2 / 752.6
Attack Power:	5923
Speed:	1.96 / 1.13
Haste:	24.92%
Hit Chance:	+16.96%
Crit Chance:	49.20%
Expertise:	22 / 22
Mastery:	8.00

POISONS

Combat rogues will no longer use instant poison on their mainhand weapon. Since you no longer get the bonus from improved poisons, switch to **wound poison for your mainhand**, and continue using **deadly poison for your offhand**.

ROTATION

1. sinister strike to 4 or 5 combo points
2. slice and dice
3. sinister strike up to 5 combo points
4. rupture
5. sinister strike up to 5 combo points
6. eviscerate assuming rupture/SD are both up

HIT CAP

Changes in hit and spell cap (rather, your poison cap) have changed significantly with the patch. The values are now:

1. expertise cap: 200
2. spell cap: 289
3. white cap: 579

These figures assume 3/3 precision in your talent tree, which this guide demonstrates. Had you not, the spell cap changes to:

1. 2/3 precision: 342
2. 1/3 precision: 394
3. 0/3 precision: 446

If you followed the guide, however, **you should be aiming for a spell cap of 289**. It is not difficult to do.