Cheatography

World of Warcraft: RBG Strategies Cheat Sheet

by playwithfiggy via cheatography.com/132929/cs/26993/

Composition

Arms Warrior	
Retribution Paladin	Alternate: Monk, DK
Affliction Warlock	
Elemental Shaman	
Balance Druid	
MM Hunter	Alternate: Fire Mage
Balance Druid (Guardian Offspec)	Alternate: DH Tank
Holy Paladin	
Discipline Priest	
Discipline Priest	Alternate: Restoration Druid

WSG & TWIN PEAKS (10v10 CTF)



WSG & TWIN PEAKS (10v10 CTF)

OBJECTIVE: Capture/Defend Flags

COMP: [1T:3H:6D]

GROUP 1: Defense [3D:1H] - RET ELE AFF HPAL

GROUP 2: Offense [1T:1D:1H] - ARMS GRD DISC

GROUP 3: INCs [2D:1H] - SUB BAL DISC

GROUP 1: Teamfight mid the entire match; identify and kill EFC. Remember hut buffs. Help G2 come home. Consider pushing enemy GY to spawn kill.

GROUP 2: Escort FC to enemy base, kill a couple people on the way. Return & cap flag. Wait on roof until flag is returned. If roof is unsafe, jump down and start kiting around base.

GROUP 3: At start, help G1 teamfight mid. After, FLEX & decide to help G1 recap flag, or help G2 defend FC.

If match results in a TIE, team with the LAST capture wins.

BATTLE FOR GILNEAS (10v10 Domination)



BATTLE FOR GILNEAS (10v10 Domination)

OBJECTIVE: Hold Nodes

COMP: [3H:7D]

GROUP 1: Waterworks (WW) [4D:2H] - ARMS BAL AFF ELE DISC HPAL

GROUP 2: FLEX [2D:1H] - RET, BAL DISC

GROUP 3: Lighthouse (LH) [1D] - SUB

GROUP 1: You will be WW entire game. Win WW, and HOLD. If you wipe, wait for EVERYONE and regroup with G2 at LH to push and retake WW.

GROUP 2: WW is priority. FLEX to LH if G3 calls for help. Mines is a trap, do NOT overextend and try to take mines. We win by HOLDING points, not by losing WW, then LH, and then scrambling to recover.

GROUP 3: Stealth preferred, hold LH, and give INC calls (INC 4 @LH).

Suggested Addons

BattleGround-Enemies	See enemy team list/health
BigDebuffs	Track CC
Plater	Moddable Healthbars
Weakauras	Custom UI elements (Track your CC, rotation, etc.)

Plater Profile: https://wago.io/6CWZLAK2e
WeakAuras: https://wago.io/search

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EYE OF THE STORM (10v10 Dominatio-n/CTF)



EYE OF THE STORM (10v10 Dominatio-n/CTF)

OBECTIVE: Hold Towers, Capture Flag

COMP: [3H:7D]

GROUP 1: MID [4D:2H] ARMS, AFF, ELE, BAL, DISC, HPAL

GROUP 2: FLEX [1D:1H] - RET DISC

GROUP 3: SENTRY [2D] - SUB BAL

GROUP 1: STAY MID, control bridge. Center of bridge is safe from knockoffs, try to knock people off. WARLOCK: setup portal to center. Win teamfight > cap the flag (Druids). IF we wipe the enemy team, consider capping Blood Elf Tower (BT) or Fel Reaver Ruins (FR). If you cap BT/FR, continue to defend bridge but from the enemy's side. CONTINUE TO CAP FLAGS.

GROUP 2: FLEX between G1 & G3, depending on who needs you. Watch for INC calls from G3.

GROUP 3: Hold Mage Tower (MT) and Draenei Ruins (DR) the entire game. If G1 wipes enemy team and pushes to BT/FR, push up to the enemy tower and help hold. If it looks like you'll lose BT/FR, just retreat back to MT/DR.

Flag Points per Base Controlled: 1,2,3,4 (bases) = 75,85,95,500 (points)

ARATHI BASIN (10v10 Domination)



ARATHI BASIN (10v10 Domination)

OBJECTIVE: Hold Nodes

GROUP 1: Blacksmith (BS) [2D:1H] - AFF ELE HPAL

GROUP 2: Lumber Mill (LM) [2D:1H] - ARMS BAL DISC

GROUP 3: FLEX [3D:1H] - SUB RET BAL DISC

STRAT: HOLD 3 zones (ST/BS/LM) the entire match. DO NOT fight on the roads, fight AT THE POINTS. If your group dies, regroup with G3 and retake your point. IGNORE FARM.

GROUP 1: Go BS and hold entire game. Call INCs.

GROUP 2: Go LM and hold entire game. Call INCs.

GROUP 3: Drop 1 @Stables, then go LM. Win LM & Levitate/Flap down to BS if they need help. Listen for INCs from all 3 points.

If you lose Lumbermill, send Group 2 from blacksmith to capture Stables.

SILVERSHARD MINES (10v10 Payload)



Silvershard Mines (10v10 Payload)

OBJECTIVE: There are 3 carts— North, Water, and Lava. Push CARTS to DOCK for points. Fight INSIDE the CIRCLE. Pull LEVER to make carts take longer path if we abandon a cart to Horde.

COMP: [3H:7D]

GROUP 1: LAVA CART [3D:2H] - RET AFF ELE DISC HPAL

GROUP 2: INCs [2D:1H] - ARMS BAL DISC

GROUP 3: NORTH CART [2D] - SUB BAL

GROUP 1: Stay Lava the entire match.

GROUP 2: Lava is priority, but consider Water after wiping enemy. Help G3 if they ask.

GROUP 3: Contest North cart the entire game, call INCs if you're outnumbered and need G2.

If you wipe them at Lava cart and go to Water cart for more points, remember to pull lever to send Lava cart on a longer path.

Temple of Kotmogu (10v10 Power Orbs)



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Temple of Kotmogu (10v10 Power Orbs)

Comp: [3H:7D]

OBJECTIVE: Hold 4 Balls for points. 3 zones: CENTER, MID, and OUTSIDE. Center = most points. Killing Orb carrier gives 10 points. Holding orb gives Debuff = you die faster, so hide behind team. Our GY is on North side.

GROUP 1: NORTH Orbs [3D:1H] - ARMS ELE AFF HPAL

GROUP 2: SOUTH Orbs [3D:1H] - RET SUB BAL DISC

GROUP 3: FLEX [1D:1H] - BAL DISC

Everyone: Teamfight mid and win. G1 grabs North orbs and G2 grabs South orbs. Return to the Center near North stairs. If you lose an orb, go get it back. If you know your orb carrier is about to die, you can wait at the orb's spawn and pick it up immedi-ately. If you need to run, kite NORTH, towards our graveyard.

DEEPWIND GORGE (10v10 Domination)



Deepwind Gorge (10v10 Domination) [3H:7D]

OBJECTIVE: CONTROL BASES, STEAL CARTS.

COMP: [3H:12D]

GROUP 1: MARKET (CENTER) [4D:1H]

GROUP 2: FLEX - [4D:2H]

GROUP 3: SENTRY (NE/SE) [4D]

LOCATIONS: Quarry (NW), Farm (NE), Market (CENTER), Ruins (SW), Shrine (SE)

GROUP 1: Stay Market entire game.

GROUP 2: First go to Market and win the teamfight, then Flex as you see fit. Listen for INC calls from G3. You have 2 healers, so split as you see fit, but remember to regroup. Center is priority, but if we wiped the enemy team, consider taking either Quarry or Ruins.

GROUP 3: Stealth classes preferred, send 2 to both Farm & Shrine. Hold entire game and give INC calls (INC 4 @LH). If G1 wipes at Market, consider temp sending 1 person to meetup with G1 and retake Market.

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