



DPS / ROGUE

COMBAT ROGUE

Black Temple + Hyjal Carrier Handbook

PHASE 3

20 / 41 / 0 COMBAT SWORDS

IEA RAID ENGINE

Best Alliance and Horde races - exact hit and expertise targets - poison/Windfury rules - Phase 3 BIS - two rotation modes - every Hyjal and Black Temple assignment

TBC Anniversary - live-guide research through 21 July 2026

Talent and ability art resolved from TBC Wowhead IDs; icon labels are clickable.

01 / VERDICT

The definitive Phase 3 Rogue

One raid role, one primary spec, and two clearly separated finishing systems.

Definitive answer

Use 20/41/0 Combat Swords with a slow 2.6-2.8 main hand and a fast 1.4-1.5 off-hand sword. The raid-default build carries 2/2 Improved Expose Armor. If another Rogue owns 100% IEA uptime, move those two points to Vile Poisons for a small personal gain.

Alliance - Human

Best PvE race. Sword Specialization grants 5 expertise with the weapon family the definitive build wants. This lowers the remaining expertise-rating cap from about 64 to about 44.

Horde - Orc

Best reliable PvE race. Blood Fury lines up with Blade Flurry, Haste Potion and common two-minute burst windows. Troll can peak higher at low health, but Orc is the controlled min-max choice.



Human Sword Specialization
5 expertise with swords.



Orc Blood Fury
Reliable AP burst on a two-minute cycle.



Troll Berserking
Close alternative; value rises at low health.



Blood Elf Arcane Torrent
Energy plus AoE silence utility.

Decision	Default	Exception
Raid spec	20/41/0 Combat Swords + IEA	No-IEA only when another Rogue is explicitly assigned.
Weapons	Slow MH / fast sword OH	Warglaive pair overrides every practical alternative.
Boss finisher	5 CP Expose + Slice and Dice	No-IEA uses 5 CP Rupture instead.
Profession route	LW or Engineering + Enchanting	Choose LW only if your party still needs its drummer.

Rogue identity

Your ceiling is not a stealth opener. It is auto-attack uptime, energy discipline, IEA/Slice coverage, cooldown overlap, interrupt accuracy and zero deaths.

02 / TALENTS

20/41/0 Combat Swords + IEA

The allocation is built around extra main-hand swings, fast off-hand energy, and raid armor reduction.

Assassination - 20	Rank	Purpose
Malice / Ruthlessness / Murder	5 / 3 / 2	Crit, finish-generated combo points, and 2% damage to eligible creature types.
Relentless Strikes	1/1	Up to a guaranteed 25 energy back on a 5-point finisher.
Improved Expose Armor	2/2	Raises a 5-point Expose from 2050 to 3075 armor.
Lethality	5/5	Raises Sinister Strike critical-damage bonus.
Vile Poisons	2/5	The remaining output points; use 4/5 if not assigned IEA.

Combat - 41	Rank	Purpose
Improved Sinister Strike / Lightning Reflexes	2 / 3	40-energy builder and pathing utility.
Improved Slice and Dice / Precision	3 / 5	Longer haste buff and 5% weapon hit.
Improved Sprint / Endurance	2 / 1	Root-break default and cooldown pathing.
Dual Wield / Blade Flurry / Swords	5 / 1 / 5	Off-hand damage, 20% haste/cleave, and extra main-hand attacks.
Weapon Expertise / Aggression / Vitality	2 / 3 / 2	10 expertise, builder damage and 2% Agility.
Adrenaline Rush / Combat Potency / Surprise	1 / 5 / 1	Energy burst, fast-OH energy and undodgeable finishers.

 Improved Expose Armor Raid-default two points.	 Sword Specialization Every sword hit can trigger a MH attack.
 Combat Potency Fast off-hand drives energy.	 Surprise Attacks Finishers cannot be dodged.

Talent rule

Do not build around daggers for a min-max BT/Hyjäl carrier. Current Wowhead guidance calls Combat Swords the clear PvE leader; dagger and Mutilate variants are included in general guides for preference, not maximum raid damage.

03 / TALENT ENGINE

Why the sword build wins

Every important talent amplifies the next one; weapon speed is part of the spec.

 Blade Flurry 20% haste; copies attacks to one nearby target.	 Adrenaline Rush Doubles energy regeneration for 15 seconds.
 Dual Wield Specialization Restores full off-hand damage contribution.	 Relentless Strikes Finishers recycle energy.
 Weapon Expertise 10 expertise before gear/racial.	 Improved Slice and Dice 45% longer buff duration.

Link	What happens	Min-max consequence
Fast OH -> Potency	More off-hand swings create more 20% chances to gain 15 energy.	Use a 1.4-1.5 off-hand; weapon DPS alone is not the comparison.
Fast sword OH -> Sword spec	Off-hand sword hits can trigger an extra main-hand attack.	A slow, heavy main hand makes each extra attack valuable.
SnD -> T6 2pc	Slayer 2pc adds another 5% haste to Slice and Dice.	Dropping SnD becomes an even larger personal loss.
BF + AR	More attacks and more builders happen inside a duplicated-damage window.	Stack cooldowns when the extra target is legal and stable.
IEA -> raid	3075 armor reduction beats five Sunderers by 475.	Physical raid damage rises roughly 3-4%; communicate with Warriors.

Improved Sprint default

Hyjal roots and raid movement can turn the root break into more uptime than a passive filler point. Keep it unless your encounter plan proves it has no value.

No-IEA swap

Move exactly the two IEA points into Vile Poisons. The Combat tree, weapons and core rotation remain the same; only the maintenance finisher changes.

Raid coordination

Expose Armor and Sunder Armor do not stack. The raid must name one armor-reduction owner before the pull; a Warrior should not spend globals maintaining Sunder while IEA is active.

04 / WEAPONS & POISONS

Your off-hand is an energy generator

Weapon family, speed, temporary enchant and poison assignment must agree.

Slot	Practical Phase 3 order	Rule
Main hand	Warglaive MH > Vengeful Gladiator's Slicer > Blade of Infamy ~ Talon of Azshara	Slow 2.6-2.8 sword; maximize Sinister Strike and extra-attack damage.
Off-hand	Warglaive OH > Blade of Savagery > Vengeful/Merciless Quickblade	Fast 1.4-1.5 sword; maximize Potency and poison applications.
Ranged	Arcanite Steam-Pistol; Twisted Blades for Deadly Throw access	Mostly a stat stick; thrown weapons enable ranged finisher utility.

 Warglaive - Main Hand Best for the remainder of TBC.	 Warglaive - Off Hand The legendary pair is the ceiling.
 Blade of Infamy Anetheron side-grade to Talon.	 Talon of Azshara Strong Phase 2 carry-over.
 Blade of Savagery Best non-legendary Phase 3 off-hand.	 Deadly Throw Use a thrown weapon when the tool matters.

Party state	Main hand	Off-hand	Why
Windfury present	Leave unpoisoned	Deadly Poison VII	A temporary weapon coating blocks Windfury on that hand; Shiv preserves Deadly.
No Windfury	Instant Poison VII	Deadly Poison VII	Direct MH procs plus fast-OH Deadly stacking.
Very short trash	Windfury or Instant	Instant Poison VII	Deadly may not reach enough ticks; swap only when the pull plan warrants it.

Stone warning

Adamantite Sharpening/Weightstone is also a temporary weapon enchant. Never put it on the Windfury main hand. Use it only on a hand where the raid's temporary-enchant plan allows it.

05 / STATS

Hit and expertise without folklore

Combat already supplies 5% hit and 10 expertise; every cap below includes those talents.

Target	Boss level 73	Level 72 / trash	Interpretation
Special attacks	64 hit rating	16 hit rating	Minimum only; white swings still miss heavily.
White swings	363 hit rating	316 hit rating	With 5/5 Precision; absolute no-miss cap before raid buffs.
White + Faerie Fire	316 hit rating	269 hit rating	Common 25-player boss target.
White + FF + Draenei	300 hit rating	253 hit rating	Alliance party with Heroic Presence.

Expertise target	Rating from gear	Why
Non-Human / Human with fists or daggers	About 64	Boss has 6.5% dodge; Weapon Expertise supplies 10 of the 26 expertise required.
Human using swords or maces	About 44	Human racial supplies another 5 expertise; only 11 remains from gear.

Boss-DPS gem plan

Itemize toward 316 hit with Faerie Fire, or 300 with FF + Draenei. Current Icy Veins Tier 6 weights still value Hit highly all the way to the white cap.

Total-raid plan

Level-72 targets cap 47 rating earlier. For Hyjal trash, stop near the level-72 cap and place the excess in Agility; the Wowhead guide estimates this improves non-boss damage materially.

Tier 6 EP snapshot	Expertise	Hit	Agility	Haste	Crit	Armor pen
AP-equivalent value	2.66	2.44	2.21	2.29	1.76	0.34

Position rule

Attack from behind. That removes parry from the attack table; expertise still matters because bosses can dodge attacks from behind. Never stand in front to rescue a positional mistake.

06 / GEMS & ENCHANTS

Cap-aware, movement-aware, fully enchanted

Gems are the tuning layer; the meta and movement-speed rule come first.

 Relentless Earthstorm Diamond Best meta; requires 2 red, 2 yellow, 2 blue.	 Glinting Pyrestone +5 Agility / +5 Hit; primary tuning gem.
 Rigid Lionseye +10 Hit when the cap is still distant.	 Delicate Crimson Spinel +10 Agility after hit target.
 Shifting Shadowsong Amethyst +5 Agility / +7 Stamina for two blue requirements.	 Heroic Presence Recalculate before replacing gems.

Slot	Best Phase 3 enchant
Head	Glyph of Ferocity
Shoulders	Greater Inscription of Vengeance (Aldor, slightly ahead)
Back / Chest	Greater Agility / Exceptional Stats
Wrists / Gloves	Assault / Superior Agility
Legs	Nethercobra Leg Armor
Boots	Cat's Swiftress; use Dexterity only if movement speed comes from another non-stacking source
Weapons	Mongoose on both hands
Rings	Stats on each ring if Enchanting

Socket logic

Activate Relentless with exactly the blue requirement in the best-bonus sockets. Use Glinting/Rigid until the chosen encounter cap, then Delicate. Ignore weak bonuses.

Movement is DPS

Cat's Swiftress usually beats a small stationary stat gain because a carrier loses more to late contact, ground effects and target swaps than a spreadsheet assumes.

Re-gem after every swap

A new ring, weapon, Shadow Resistance piece, Draenei party or Faerie Fire assignment changes the correct gem set. Keep BOSS, TRASH and SHADOW sets separate and verify each cap in combat gear.

07 / PHASE 3 BIS

The target sheet, not a mandatory costume

Four-piece Slayer is non-negotiable; Cursed Vision is the only superior non-tier primary-slot piece.

Slot	Phase 3 target	Source
Head	Cursed Vision of Sargeras	Illidan, Black Temple
Neck	Choker of Endless Nightmares	Supremus, Black Temple
Shoulders	Slayer's Shoulder pads	Mother Shahraz token
Back	Shadowmoon Destroyer's Drape	Teron Gorefiend
Chest	Slayer's Chestguard	Illidan token
Wrists	Insidious Bands	Teron Gorefiend
Hands	Slayer's Handguards	Azgalor token
Waist	Belt of One-Hundred Deaths	Lady Vashj; Phase 2 carry-over
Legs	Slayer's Legguards	Illidari Council token
Feet	Shadowmaster's Boots	Mother Shahraz
Rings	Stormrage Signet + Band of the Eternal Champion	Illidan + Scale of the Sands Exalted
Trinkets	Dragonspine Trophy + Warp-Spring Coil	Gruul + Void Reaver

 Cursed Vision Best Phase 3 helm.	 Slayer Shoulders Tier and expansion-long value.
 Slayer Chest Tier anchor from Illidan.	 Slayer Gloves Hyjal tier anchor.
 Slayer Legs Council tier anchor.	 Dragonspine Trophy Best Rogue trinket across TBC.

Four-piece rule

Current Wowhead Phase 3 guidance says both Slayer bonuses are very strong and 2pc is even more powerful than 4pc. Wear four pieces; if Cursed Vision is unavailable, all five Slayer primary pieces are excellent.

08 / GEAR LADDER

Boosted character to raid carrier

Prioritize systems that unlock uptime and rotation stability before chasing isolated item level.

Priority	Acquire	Why
1	Two raid-quality swords: slow MH, fast sword OH	The spec does not function at ceiling without correct weapon speed/family.
2	64+ special hit, then build toward the chosen white cap	Missed builders and auto attacks lose damage, poison and energy opportunities.
3	Expertise pieces toward 44 Human / 64 others	Dodged white hits and builders suppress every downstream system.
4	Relentless meta + Cat's Swiftiness	Critical-damage and real encounter uptime.
5	Two-piece then four-piece Slayer	Permanent Slice haste first, then 6% Sinister Strike damage.
6	DST / Warp-Spring, then Warglaive chase	Older trinkets remain best; glaive pair is a transformational upgrade.

Reliable bridge

Badge gear, Phase 2 tier, Talon of Azshara, Belt of One-Hundred Deaths, Ring of Lethality/Ranger-General and Bloodlust Brooch can enter Phase 3 without waiting for perfect BT loot.

Arena bridge

Vengeful Slicer and Quickblade are competitive Phase 3 weapon solutions. Arena rating/time may be more predictable than raid drops, but do not delay progression for a side-grade to an existing Talon.

 Warp-Spring Coil Rogue-only Phase 2 trinket; still BiS.	 Blade of Savagery Best non-legendary off-hand.
 Talon of Azshara No need to force Blade of Infamy.	 Slayer 4pc Build around bonuses, not raw item level.

Shadow set

Build Mother Shahrzaz resistance as a separate set and follow the raid leader's target. A common classic benchmark is roughly 244 unbuffed / 365 buffed, but the live raid strategy overrides generic numbers. Recheck hit and expertise after the swap.

Loot discipline

A correctly capped Rogue with four-piece Slayer and correct weapon speeds often beats a higher-item-level set that breaks hit, expertise or the off-hand engine.

09 / RAID KIT

Consumables, professions and party buffs

Pre-pull preparation turns cooldowns into a repeatable system.

 Flask of Relentless Assault Reliable death-resistant default.	 Elixir of Major Agility Battle-elixir alternative.
 Elixir of Demonslaying Exceptional on demon targets when allowed.	 Spicy Hot Talbuk +20 hit; use Agility food when capped.
 Haste Potion Default offensive potion.	 Thistle Tea 40 energy at 70; shares the Healthstone-family cooldown.
 Drums of Battle One Leatherworker per party after Tinnitus.	 Super Sapper Hyjal AoE; shares cooldown family with drums.

Layer	Default	Min-max note
Long buff	Flask of Relentless Assault	Major Agility + guardian elixir can edge it when deaths are unlikely.
Food	Spicy Hot Talbuk until target hit; then Warp Burger/Grilled Mudfish	Do not waste 20 hit above cap.
Potion	Haste Potion	Align with Blade Flurry, Bloodlust and procs; do not energy-cap.
Extra	Agility/Strength Scroll V, Flame Cap where rules permit	Confirm stacking and raid policy.
Survival	Healthstone, Nightmare Seed, bandage, healing potion	A living Rogue deals auto-attack damage; carry all.

Profession default

Enchanting gives ring enchants. Pair with Leatherworking if your party needs its Drums user; otherwise Engineering adds Sapper damage and utility.

Ideal melee group

Enhancement Shaman is mandatory-value: Windfury, Unleashed Rage and Bloodlust. Add Feral crit, Warrior Battle Shout and a physical-DPS flex according to roster.

Cooldown conflicts

Drums and Engineering explosives share a cooldown family, so do not expect to stack both in one burst. Thistle Tea has its own five-minute cooldown but also triggers the shared Healthstone/Flame Cap cooldown; use it only when 40 energy is worth giving up that survival or damage option.

10 / ROTATION

Raid-default: Improved Expose Armor

The priority is 100% Slice and Dice plus 100% five-point IEA - in that order at the opening second.

Opener

Sinister Strike x2 -> 2 CP Slice and Dice -> Haste Potion + Blade Flurry + Adrenaline Rush/on-use effects -> build 5 CP -> Expose Armor. Wait for tank control, attack from behind, and do not spend so fast that the first energy tick or Relentless refund caps you.

Priority	Action	Failure prevented
1	Keep Slice and Dice active at all times	Loss of white damage, poison, Potency and Sword procs.
2	Refresh only 5 CP Expose Armor before it falls	Loss of 3075 armor reduction for every physical attacker.
3	Use Sinister Strike as the builder	Weapon-family and talent engine stays coherent.
4	Use Shiv if five-stack Deadly is about to fall	Preserves poison without waiting for the next random OH proc.
5	Fit 2-3 CP Rupture only with safe timers	Adds personal damage without risking either maintenance effect.

 Sinister Strike 40-energy builder.	 Slice and Dice Personal uptime priority.
 Expose Armor Five points only; 3075 with talent.	 Shiv Guaranteed off-hand poison application.
 Rupture Small filler only after maintenance is safe.	 Relentless Strikes Plan for the energy refund.

Planning horizon

It takes roughly 16 seconds to build five points from zero in ordinary conditions. Begin the IEA cycle early enough that bad Ruthlessness/Potency luck cannot create a gap.

Target swap

Combo points are target-bound. If the boss will return soon, preserve its IEA/SnD plan and use direct damage on short adds; do not donate the boss's finisher cycle to a dying target.

Carrier KPI

Expose uptime below 98-100% is not rescued by higher personal Eviscerate damage. Your assignment is the physical raid's armor debuff.

11 / ROTATION

No-IEA personal-DPS mode

Use this only when a second Rogue owns IEA; otherwise it is a raid-DPS loss.

Step	Action
Open	Sinister Strike x2 -> 2 CP Slice and Dice -> activate the planned cooldown stack.
Cycle	Maintain 2-3 CP Slice and Dice depending current gear/energy; spend 5 CP on Rupture.
Overflow	Use Eviscerate only when Rupture will not receive enough remaining ticks or timers leave excess points.
Two targets	During Blade Flurry prefer Eviscerate over Rupture because the instant finisher is copied and the bleed is not.
Execute	Envenom only on a target about to die; consuming five Deadly stacks is otherwise a loss.

 5 CP Rupture Primary damage finisher when it can tick.	 Eviscerate Short targets and Blade Flurry.
 Envenom Only when Deadly stacks no longer matter.	 Slice and Dice Never let it fall.

Fight length	Cooldown rule
Under 2 minutes	One Blade Flurry and one Adrenaline Rush: overlap with Bloodlust, Haste Potion, Blood Fury and procs; start before Bloodlust has under 15 seconds left.
Over 2 minutes	Use Blade Flurry early enough to guarantee the next use. Save only the final use for the strongest proc/mechanic window.
Two legal targets	Stack every available offensive cooldown; duplicated attacks make each energy and haste effect more valuable.
Unstable targets	Hold Blade Flurry until both are in range and will live. A 15-second button used into one target cannot be recovered.

Overlap beats sequencing

Attack speed increases the number of attacks improved by AP; AP improves every extra attack; Blade Flurry copies them. Stacking legal effects produces more damage than spreading one-use cooldowns across the same short fight.

12 / CONTROL LAYER

Energy, UI and macros

A Rogue who spends every point immediately loses more than a Rogue who pools with a plan.

Energy state	Rule
Normal pooling	Do not cross about 65 energy just before a 20-energy tick, or about 85 immediately after one.
Before finisher	Account for Relentless Strikes: a five-point finisher may return 25 energy.
Adrenaline Rush	Spend aggressively without clipping maintenance. Every cap during AR wastes doubled regeneration.
Timer ready, buff alive	Pool instead of refreshing early; spend at the last safe second and enter the next cycle with energy.

Focus Kick

```
#showtooltip Kick  
/cast [@focus,harm,nodead][] Kick
```

Emergency stop + Vanish

```
#showtooltip Vanish  
/stopattack  
/cast Vanish
```

Cooldown stack - press once per GCD

```
#showtooltip Blade Flurry  
/use 13  
/use 14  
/cast Blood Fury  
/cast Blade Flurry
```

Track centrally

Slice and Dice, Expose Armor, Deadly stacks, energy tick, combo points, Blade Flurry/AR, Mongoose, Windfury range, threat and the assigned interrupt cast.

Do not macro

Do not castsequence finishers, attach Adrenaline Rush to Sinister Strike, or automate Expose refresh. Haste and random energy make the next correct action dynamic.

Log review

Check SnD uptime, IEA uptime, active time, melee swings, off-hand speed, poison uptime, energy caps, cooldown count, Blade Flurry copied damage, interrupt misses, target time and death timestamp - in that order.

13 / UTILITY

Survival is an offensive cooldown

Rogue defenses preserve melee uptime when used before the mechanic, not after the death.

 Kick Off the global cooldown; lock the assigned school.	 Cloak of Shadows Removes many debuffs; 90% spell resist for 5 sec.
 Vanish Threat reset and emergency disengage.	 Evasion Physical survival if a loose mob turns.
 Sprint Contact time and ground-effect escape.	 Gouge Emergency trash control when legal.
 Kidney Shot Stun dangerous non-boss trash.	 Distract Control patrol direction before combat.

Situation	Correct tool	Mistake
Threat climbs	Stop attacks or Vanish before the boss turns	Feinting repeatedly as a substitute for tank/threat planning.
Magic debuff	Cloak only if it is removable/resistible and not needed for the next lethal event	Assuming Cloak removes physical or encounter-flagged debuffs.
Loose melee add	Evasion + move to tank; Vanish if safe	Standing still and turning the pack toward the raid.
Interrupt	Focus Kick exactly by assignment	Overlapping three Kicks and leaving the next cast uncovered.
Ranged downtime	Thrown attack/Deadly Throw if useful	Chasing through lethal ground effects for one white swing.

Cloak discipline

Cloak is not a universal immunity. It removes magic, curse, poison and disease effects that are actually dispellable by its rules, then grants spell resistance. Physical effects and many scripted mechanics remain. Verify the encounter, then pre-plan the button.

Vanish discipline

Vanish wipes threat, but damage already in flight or hostile ground can reveal you. Stop attacking and move before using it; never vanish an assigned mechanic into another player.

14 / HYJAL

Eight-wave carrier protocol

Hyjal rewards target discipline, interrupt ownership and arriving at the boss with cooldowns ready.

Target type	Rogue job
Necromancer / caster	Focus Kick the assigned cast; Kidney/Gouge/Blind only if the control plan permits.
Banshee	Respect anti-magic/curse mechanics and interrupt priority; avoid breaking assigned control.
Abomination	Stay behind; move from frontal danger; use Blade Flurry only when the second target is tanked beside it.
Ghoul pack	Let the tank establish control, then Blade Flurry and Sapper if assigned. Vanish/Evasion before a loose pack kills you.
Infernal / Fel Stalker	Follow kill order and resist positioning; do not chase out of Windfury/healing range.

 Blade Flurry Exactly two stable targets.	 Super Sapper Tank control first; drums cooldown considered.
 Focus Kick Caster waves are your real raid value.	 Sprint Move to spawn/contact early.
 Evasion Loose physical add insurance.	 Vanish Reset new-wave threat safely.

Cooldown budget

Use Blade Flurry on waves only if it will return for the boss or the wave is the actual wipe point. Hold Adrenaline Rush for the boss unless the raid's speed plan assigns it.

Finisher budget

Short trash dies before 5-point IEA pays. Slice early, Eviscerate short targets and preserve boss consumables. IEA durable elites only when physical uptime justifies it.

Wave exit check

Next spawn known - energy not relevant out of combat - poisons refreshed - Windfury hand clean - health full - cooldown timers understood - boss trinkets equipped before the final wave ends.

15 / HYJAL BOSSES

Winterchill through Kaz'rogal

Melee uptime is free only after positioning, immunity and damage windows are understood.

Boss	Combat Rogue execution
Rage Winterchill	Stay behind and leave Death and Decay immediately. His Frost Armor chills attackers: time the major stack after it ends when possible. Cloak can clear relevant magic effects, but do not rely on it as the only Icebolt survival plan.
Anetheron	Stay outside the Carrion Swarm cone. Maintain boss IEA/SnD; Blade Flurry an Infernal only if the raid intentionally tanks it in range. Do not chase adds through fire or out of melee-group buffs.
Kaz'rogal	You use no mana, so Mark is not your constraint. This is a clean behind-the-boss damage check: stack cooldowns, maintain IEA/SnD and avoid front-facing War Stomp/cleave positioning errors.

 Cloak Winterchill magic cleanup; mechanic-specific.	 Blade Flurry Infernal only when legal and stable.
 IEA Full boss uptime after opener.	 Blood Fury Orc burst with the main stack.

Winterchill Do not spend a 15-second cooldown into Frost Armor if its melee-slow/retaliation window will suppress attacks. Use the encounter timer and your raid's strategy to place the stack.	Kaz'rogal A mana-less class is ideal here, but survival still wins. Use Healthstone for burst, remain behind and do not let a simple stomp/front error waste the best Rogue target in Hyjal.
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IEA opening
Give the tank a threat lead, establish 2-point SnD, then reach five-point IEA. A two-second armor delay is better than turning the boss; a 20-second IEA delay is not.

16 / HYJAL BOSSES

Azgalor and Archimonde

The correct parse begins by not dying to Rain, Doom, Fear, Doomfire or the landing.

Boss	Before	During	Never
Azgalor	Doom spot and Rain path known; health consumables ready.	Maintain IEA/SnD from behind, leave Rain instantly, and move to the assigned Doom location before expiry. Silence does not stop melee attacks.	Cloak as a substitute for handling Doom, or remain in Rain for finishers.
Archimonde	Tears of the Goddess, spread position and fear plan ready.	Maintain boss effects when contact is safe. Sprint around Doomfire, use Tears for Air Burst, and Cloak can remove Doomfire's burn after leaving the fire.	Stand in Doomfire, use Cloak before leaving it, land without Tears, or risk a death that triggers Soul Charge.

**Sprint**

Reposition without losing the next contact window.

**Cloak**

Archimonde Doomfire burn removal after escape.

**Healthstone**

Use early when mechanics combine.

**Vanish**

Threat only; never transfer a mechanic.

Azgalor

Doom is scripted death at expiry; move to the assigned location. Keep damage rolling until the safe movement point, but no parse survives ignoring placement.

Archimonde

The enrage is not the usual problem. Movement and survival decide the kill. Cancel the finisher, run early, land correctly, then rebuild the cycle from the correct side.

Archimonde carrier rule

One Rogue death can create Soul Charge and start a cascade. Zero deaths plus solid uptime is more damage than one greedy cooldown window.

17 / BLACK TEMPLE

Naj'entus through Teron Gorefiend

Immunity, movement, add lifespan and personal mechanics change the correct finisher.

Encounter	Combat Rogue execution
High Warlord Naj'entus	Full IEA/SnD outside Tidal Shield. Stop wasting damage into immunity, pool for the break, and use Healthstone/Seed for the raid burst. Cloak does not remove the physical Impaling Spine; handle extraction by assignment.
Supremus	P1 is full behind-the-boss damage. P2 is survival and contact: Sprint to safe melee only when volcano/charge paths permit; otherwise throw and preserve life.
Shade of Akama	Use Blade Flurry on stable paired targets, Kick priority casters and Eviscerate short adds. Vanish as new waves activate if threat is unstable. Rebuild SnD before the boss burn.
Teron Gorefiend	Near-perfect turret uptime until Shadow of Death. If selected, stop the normal rotation and execute the ghost-control script exactly; practice the construct kit before raid.



Healthstone
Naj'entus shield-break recovery.



Sprint
Supremus safe contact.



Blade Flurry
Akama add pairs.



Kick
Akama caster control.

Naj'entus

Use the shield to pool energy, verify IEA/SnD timers and queue the first post-break action. The damage burst lands on the raid; survival consumes override offensive potion greed on progression.

Teron

A perfect Rogue cycle cannot compensate for failed constructs. Mechanical practice is the largest DPS upgrade on the encounter because success prevents a wipe.

Short-add rule

Rupture and IEA need lifespan. On Akama adds, SnD plus direct damage usually wins; save five-point IEA for the durable burn target or boss.

18 / BLACK TEMPLE

Gurtogg and Reliquary

Threat resets, reflection and interrupts make utility part of the damage rotation.

Gurtogg Bloodboil
Maintain IEA/SnD while Bloodboil groups rotate. Watch threat transitions and Acidic Wound positioning. During Fel Rage, use Evasion/Cloak only for effects they actually answer, Healthstone/Seed early, and prioritize survival. Vanish on a threat reset only when the raid's current tank handoff is secure.

Reliquary phase	Rogue plan
P1 - Essence of Suffering	Healing is suppressed. Maintain SnD/IEA, use health tools before the phase, and do not expect ordinary recovery. Armor behavior makes raid debuffs valuable; obey tank positioning.
P2 - Essence of Desire	Damage reflection punishes every hit. Use the raid's stop/start thresholds, interrupt Spirit Shock exactly, and avoid stacking AR/BF into an unsafe reflect window. Cloak is not permission to ignore reflection.
P3 - Essence of Anger	Threat accelerates sharply. Vanish early enough to matter, keep Kick rotation, and spend remaining cooldowns only after tank control. A turned boss or missed cast ends the burn.

 Evasion Fel Rage/physical emergency.	 Vanish Gurtogg transition and Reliquary P3 threat.
 Kick Spirit Shock assignment.	 Cloak Mechanic-specific only; reflection remains.

P2 reflection
A larger personal burst can become a larger self-damage spike. Follow the raid's DPS throttle and use cooldowns in the approved window, not simply when ready.

P3 threat
Vanish wipes accumulated threat; use it before the boss turns. Resume behind the boss only after the new tank lead is visible.

Interrupt standard
Kick is off the GCD, but energy still matters. Pool enough to guarantee the assigned cast and never spend the last 40 energy on a builder one second before Spirit Shock.

19 / BLACK TEMPLE

Mother Shahraz and Illidari Council

Resistance, spacing and interrupt ownership decide whether melee uptime is legal.

Encounter	Combat Rogue execution
Mother Shahraz	Equip the required Shadow Resistance set, then recheck caps. Stay behind and outside tank Saber Lash geometry. On Fatal Attraction, run away from linked players immediately. Cloak can help resist subsequent spell damage, but it does not replace separation and the mechanic is not a normal dispel.
Illidari Council	Focus the assigned target and maintain IEA only where the raid's shared-health plan benefits. Kick Lady Malande casts by rotation. Move instantly from Blizzard, Flamestrike, Consecration and other ground effects; Blade Flurry only when two legal targets are safely stacked.

Check	Mother	Council
Set	Raid-leader SR target + viable hit/expertise	Boss set; interrupt focus visible
Primary failure	Slow Fatal Attraction separation	Missed heal/reflect interrupt or ground damage
Cloak	Resistance help after immediate movement	Clear/resist approved magic while moving
Blade Flurry	Single target	Only on legal stacked targets
Vanish	Threat reset if required	Use around transition/threat, never to dodge assignment

 Cloak of Shadows Support the mechanic; do not replace it.	 Sprint Fatal Attraction separation.
 Kick Lady Malande rotation.	 Blade Flurry Council only when target rules permit.

Mother Shadow Resistance is an encounter requirement, not a parse concession. Cap-aware gems and four-piece planning recover output after the survival target is met.	Council A Rogue's highest-value global may be Kick. Never trade an assigned interrupt for one Sinister Strike, and never cleave a target the strategy keeps separated.
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Movement rule Cancel the action and leave hostile ground immediately. One late global costs healer mana, future uptime and often the pull.
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Five phases, five uptime rules

Rebuild target, threat, poisons and maintenance effects at every transition.

Phase	Combat Rogue plan
P1	Wait for tank control, establish SnD then five-point IEA. Stay behind; move parasites away by assignment and do not Cloak/vanish scripted responsibilities without a call.
P2 - Flames	Melee the assigned Flame from safe geometry, avoid Eye Beam/Blaze, and use Blade Flurry only if both Flames are legally in range. During forced downtime, use thrown attacks rather than crossing fire.
P3	Rebuild boss IEA/SnD after landing, respect parasite placement and save Cloak for the raid's agreed Agonizing Flames/transition use.
P4 - Demon	Respect Warlock-tank threat and Shadow Blast spacing. Usually remain at assigned range; use thrown attacks and preserve melee cooldowns for the next legal contact.
P5	Execute trap and frenzy plan, rebuild after every transition, then spend remaining Haste Potion/BF/AR/Blood Fury in the final stable melee window.

 IEA rebuild Every ground phase and target reset.	 Deadly Throw Ranged downtime tool with thrown weapon.
 Cloak Agreed magic window; not scripted immunity.	 Vanish Ground/Demon threat transition.

Flame phase

A two-target Blade Flurry is exceptional only if both targets, Blaze and Eye Beam geometry are safe. Target assignment and survival override the cleave opportunity.

Demon phase

Do not race the Warlock tank. Combo points and IEA do not justify moving into Shadow Blast or pulling Illidan; prepare the next ground-phase opener instead.

60-second ready card

20/41/0 IEA - correct slow/fast swords - 300/316 hit target confirmed - 44/64 expertise target checked - MH unpoisoned for Windfury - Deadly OH - four-piece Slayer - Shadow set hotkeyed - Haste/Tea map - interrupt focus - Tears/Healthstone/Seed - phase cooldown map.

Failure	Next-pull correction
IEA gap	Start five-point rebuild earlier; track target-bound combo points and resist/transition time.
SnD gap	Prioritize it above every damage finisher; pool and refresh at last safe second.
Energy cap	Watch tick and Relentless refund; spend faster in AR.
Low active time	Pre-position, Cat's Swifttness, Sprint, safe thrown uptime and faster mechanic exits.
Death / missed Kick	Move earlier, reserve energy, and treat utility as the damage check.

21 / SOURCES

Research trail and scope

Current class guides anchor mechanics and gear; encounter guidance is cross-checked against Phase 3 raid references.

Topic	Source	Used for
Build	Wowhead - Rogue talents	Updated 13 May 2026; Combat Swords, IEA and weapon variants.
Rotation	Wowhead - Rotation & abilities	SnD/IEA priority, Rupture/Eviscerate and cooldown stacking.
Stats	Wowhead - Rogue stats	Hit/expertise conversions and boss/trash cap choice.
Stats 2	Icy Veins - Tier 6 stats	2026 cap table and Tier 6 EP weights.
Gear	Wowhead - Phase 3 BiS	Updated 14 Feb 2026; every slot and weapon order.
Gems	Wowhead - Gems & enchants	Relentless meta, Agility/Hit gems, Cat's Swifttness and Mongoose.
Consumes	Wowhead - Buffs & consumables	Updated 10 Feb 2026; Windfury group, flask, potion, drums and Sapper.
Overview	Wowhead - Rogue overview	Race and profession foundation.
T6	Wowhead - Slayer armor	2-piece and 4-piece set-bonus verification.
Hyjal	Wowhead - Hyjal overview	Phase 3 raid/wave context and boss sequence.
BT	Icy Veins - Black Temple	Boss sequence and Mother resistance context.
Archimonde	Wowhead - Archimonde	Doomfire, Tears and Cloak-removable burn verification.

Scope

This handbook targets TBC Anniversary Phase 3 and the current indexed 2.5.6-style guide state through 21 July 2026. Live hotfixes, raid-leader assignments, kill times and combat logs override generic advice. All Wowhead icon labels are clickable.

 Rogue Single definitive raid-role volume.	 Improved Expose Raid-DPS identity.
 Warglaive Phase 3 legendary ceiling.	 Cloak Mechanic knowledge becomes uptime.

Series decision

Rogue is complete with this single definitive DPS handbook. The IEA and no-IEA modes remain inside one PDF because they share the same class role, primary spec and weapon engine.

Prepared for the MCK Boost Raid Performance Series.