

PLEASE READ THE 6.1.1 CHANGES AS I AM CURRENTLY
UPDATING IN RELATION TO THE NERFS / BUFFS.

Glossary of Terms

This guide is primarily written from the perspective of Concealment Operative but will double as a Scrapper Scoundrel guide. As such, here is a glossary of commonly used terms and analogous abilities between the two specs. These will be repeated periodically in the guide to refresh your memory but not every single time for the sake of readability. The same will be true of terms not used often enough to bother including in this table. Experienced players will likely want to skip these terminology sections.

Definitions of Common Terms:

AOE: Area of Effect

CC: Crowd Control. Damage control mez/hardstun/sap

1. **Sap:** This is a type of mez that can only occur if the target is out of combat.
Example: Sleep Dart
2. **Mez:** A type of CC that breaks on damage but can be used in combat. Example:
Flashbang
3. **Hard stun:** Will NOT break on damage. Example: Debilitate

DOT: Damage Over Time

HOT: Heal Over Time

LOS: Line of Sight

GCD: Global Cooldown

DCD: Defensive Cooldown

DR: Damage Reduction

Advantages:

- On-hand burst
- Insane mobility
- Short cooldowns on your DCDs (evasion / shield probe / exfiltrate)
- Top Tier Hybrid spec (for HPS and DPS)

Disadvantages:

- Burst management relies on an internal timer
- Weak swap damage (moving from one target to another)

6.0 Patch Highlights

- Expertise stat still gone from gear and rolled into Warzone Buff.
- Set bonus gear have the set bonuses linked to the shell now instead of armorings along with amplifiers for each armoring and mod.
- After reaching level 75 and are subscribed to the game, you are able to gain “Renown Levels” (lv999 cap).
- Everytime you earn a renown level you receive a renown crate which has scaled gear rewards (set piece, full armor piece, individual mods, or a tactical) and can have up to 2 pieces to drop.
- Renown crates gear tiers scale with item level. You typically get a piece within 2 levels (up or down) of your current item level and at 306 it seems to drop as low as 302 gear and as high as 306.

Note: Renown crates can be opened in any spec you so desire and will give you rewards for the spec you are in. For example, if you get crates as a healer but want DPS gear, then you can respec or change your “Loot Discipline” to DPS and open them for DPS gear (to do this right-click on your portrait and mouse-over Loot Discipline and

click what you want to set it to). It works vias-versa as well. **THIS ONLY FUNCTIONS FOR TACTICALS AND SPEC-SPECIFIC SET BONUSES**

6.1.1 CHANGES TO CONCEALMENT:

- The Tactician set bonus has been rebalanced:
 - 4 piece - Tactical Overdrive no longer resets the cooldown of Backstab, the critical chance increasing effect cannot occur more than once every 18 seconds (up from 10 seconds), and the critical chance it provides is 10% (down from 15%).

Concealment

- Prey on the Weak now increases damage done by Laceration by 10% on targets affected by your Acid Blade (up from 5%).
- Calculated Frenzy now increases Ranged and Tech critical chance by 10% after Backstab is used (up from 5%).

The overall sustain output of concealment got a buff IMO. I did some testing and noticed my lacerations were doing, on average, 1 - 2k more a hit. However, the nerf to Tactician seriously hurts and changes the opening burst of concealment. **YOU CAN NO LONGER GET AWAY WITH THE TRADITIONAL OPENER FOR 250k+!!!! I will replace the current opener listed further below with one that better suits these tactician changes.**

6.x Gearing:

At the moment there are 3 ways of getting gear and 2 vendor types:

1) By far the fastest method of gearing is Red Reaper in a full stealth group. This nets you close to, if not optimal, tech fragments per hour and has a solid amount of loot for only taking 15 minutes. 2nd to Red Reaper is Hammer Station which is slightly longer and done with any group comp.

2) PvP for Renown Crates and Tech Frags. This can be fairly slow based on which PvP map you get. You get more rewards for winning and if it is an 8v8 map instead of arena. Ranked arenas are scaled differently than the regular arenas in terms of rewards. You also get tech fragments and crates from both dailies and weeklies in regular and ranked warzones.

3) Run Operations. This gives a good chunk of tech fragments, especially if done through the Group Finder queue along with bosses dropping a decent amount of gear.

4) The Tech Fragment vendors on the Supply section of Fleet sell the set bonuses and tacticals for each class and the spec you are currently in. Each piece costs 3,000 tech fragments and 1 million credits.

4a) In the room NEXT to the Tech Fragment vendors is another RNG aspect by the name of "Kai Zykken". This RNG layer sells a set amount of items at half price (1500 tech fragments and 500k credits) along with schematics for crafted only tacticals and other craftables and an "unidentified unique item" which rolls into a random unique piece of gear. Make sure to check him frequently to see if he updated his wares because you might be able to snag what you want for a solid 50% off!

5)  RNG CRATE OPENING

6.0 Amplifiers / Stat Priority / SET BONUS:

A question I've seen asked a lot in general and given to me was a comparison between the Debilitator set and the Tactician set and which is "better". Well, let me not answer the question but answer it at the same time. First, let me review the set bonuses individually.

Debilitator: this set's 2 piece bonus gives you 2% mastery, the 4 piece reduces the charge time of your exfiltrate by 2s (making it a 6s recharge), and 6 piece gives you an additional charge on your debilitate. The strength of this set bonus means you get to roll a LOT more often than normal along with having 2 hardstuns. Overall this set wins in the defensive and control departments and is not to be slept on as it is very useful in all PvP forms.

Tactician: this set bonus is your primary damage boost set. The 2 piece gives you 2% mastery, the 4 piece NO LONGER CAUSES TACTICAL OVERDRIVE TO RESET BACKSTAB (6.1.1 changes, F). , and gives you 10% critical strike chance when you generate a TA stack that lasts for 10s and occurs once every 18s, and the 6 piece gives you 5% bonus damage (flat) when you have at least 1 TA. This set bonus by far has the best damage output but loses to the Debilitator set in the control and survivability departments.

TLDR: IT IS A PERSONAL CHOICE BETWEEN THE 2 SET BONUSES. THEY BOTH HAVE THEIR PROS OVER THE OTHER BUT NEITHER ARE DEFINING ENOUGH TO BE THE SUPERIOR TOP META PICK. BOTH HAVE THEIR UPS AND DOWNS, BUT WITH THE RECENT TACTICIAN NERFS IT SEEMS TO LEAN TOWARDS DEBILITATOR. CHOOSE ONE AND ROLL WITH IT (NO PUN INTENDED...OR WAS

IT?). I WILL NOTE THAT DEBILITATOR AFTER PATCH 6.1.1 WILL OUTPUT ALMOST AS MUCH DAMAGE AS TACTICIAN!

IMPORTANT; YOUR 7TH PIECE OF GEAR (THE 7TH SET PIECE) SHOULD BE ONE OF THE AMPLIFIED PIECES THAT GIVES AN ADDITIONAL AMPLIFIER. THIS ALLOWS YOU TO ROLL ANOTHER MAJOR AMPLIFIER (TECH WIZ, ARMOR PEN, ETC.) UP TO MAX ROLLED BLUE QUALITY.

I personally run tactician for the bigger burst windows due to the additional 10% crit, 5% damage. I plan on getting a debilitator set at some point to play around with and to have more versatility.

Stat priority goes as follows: Alacrity (to 7.15% which is 1213 rating, no more or less unless you go for the 15.5%) -> critical / mastery. In the current patch, numbers are still being determined so you'll need to do a little personal math to suit you. At the moment, hitting the 1.3s GCD (3206 alacrity rating) requires A LOT more alacrity than I find worth, but it is ultimately up to you. I recommend sticking with the 1.4s GCD (1213 alacrity rating) and putting the rest into crit / mastery / power.

My recommendation is for you to hit the “soft cap” for a 1.4s GCD (which is around 1213) then put the remaining tertiary stat into Crit within your gear. Use augments where you need them in accordance to soft caps.

In current patch 6.0 numbers are still being crunched and the debate between mastery or power continues on this episode of SW;TOR Optimal Gearing. Follow the recommended mods below. Augments will be the only thing up for debate and

that will be updated once numbers are settled. In the meantime choose between mastery or power or even some more crit in your augments.

Ideal Stats:

- Critical Rating: 40% minimum (this is ~2740 rating), this is a basic “soft cap” number that you should aim for as a baseline amount.
- Alacrity: 7.15% minimum (this is 1213 rating) same deal as critical rating, this is a baseline amount you should prioritize before looking at other stats. I achieved this through my earpiece and 2 alacrity enhancements. Any alacrity based left side piece would work between earpiece and implants.

This is my updated (2/17/2020) setup as far as stats go:

CHARACTER COMPANION SHIP

DAD'S BELT

OPERATIVE

RENOWN RANK 76
ITEM RATING 306

Mastery 12,820
Endurance 16,330
Power 10,067
Critical 4,153
Alacrity 1,219
Accuracy 0
Defense 0
Absorb 0
Shield 0
Presence 1,331

AMPLIFIERS

Social: Social X
Valor: 79

Ranged

Damage (Pri):	7,011 - 7,954
Bonus Damage:	5,123.3
Accuracy:	101.00%
Critical Chance:	45.33%
Critical Multiplier:	72.40%

Tech

Bonus Damage:	6,815.7
Bonus Healing:	4,932.4
Accuracy:	101.00%
Critical Chance:	45.33%
Critical Multiplier:	72.40%
Energy Regen Rate:	6.4
Alacrity:	7.18%

My gear at the time of the above picture is 14/14 ilevel 306 gear with a few straggling lettered trashcan mods that I haven't found replacements for and all new tier augments.

How to hit these numbers:

- **Mainhand/Offhand crystals:** +41 critical strike x2
- **Augments:** Subject to change based on stats after enhancements and implants are locked in. If you can afford the beefed to hell top tier augs then I'd suggest getting all versatile ones as long as you reach that minimum crit threshold. If you find yourself missing some crit, don't be scared to toss in crit augs as it won't hurt your output.
 - **A new tier of augment was released and they are mad expensive. If you are stuck using previous augments then use the old 228 purples (Advanced X augment 45) as bolster gives you the power from the Superiors of that tier.**
- **Enhancements/Mods:** The best mods for concealment are “**Lethal Superior Mod 80 (R-2, R-3, and R-5)**” the differences are extremely small, so use whichever you get. The best Enhancements would be “**Adept Superior Enhancement 80 (R-18 or R-19)**” for Critical Strike and “**Nimble Superior Enhancement 80 (R-18 or R-19)**” for Alacrity.
- **Implant / Earpiece;** I use a Mantellian Efficient Device MK-19 (x1) for alacrity and Sha-tek Adept Package MK-19 (x2) for critical strike.

Amplifiers:

There are only 2 amplifiers that work with concealment; Tech Wizardry and Armor Penetration. Tech Wizardry increases the damage dealt by tech attacks (which is our entire kit) and is the best option for us to take due to it giving us more damage over Armor Penetration. Armor Penetration causes Kinetic and Energy damage attacks to ignore a portion of the target's armor; this could win further down the line because it

does stack with the armor penetration we get from backstab, but as of current Tech Wizardry is the superior amplifier.

The following link provides a bunch of information about any modification and extra info on gear stats and was made by people in the Theory-Craft Discord;

<https://docs.google.com/spreadsheets/d/1N9emf63IM0aEHt0-9qEQ2AvZGFS4jQQxOq93VcmNtlk/edit#gid=2097285454>

Relics:

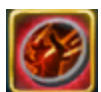
Relic of Focused Retribution – Healing an ally or performing a damaging attack on an enemy both have a 30% chance to grant X of your Mastery Stat for 6 seconds. This effect can only occur once every 20 seconds.

Relic of Serendipitous Assault – Healing an ally or performing a damaging attack on an enemy both have a 30% chance to grant X Power for 6 seconds. This effect can only occur once every 20 seconds.

Note: Having 2 of the same relic will not allow the procs to stack. And I will hunt you with the fury of 1,000 assassins without phasewalk if you use a clicky relic!

Tacticals:

With the launch of 6.0 we saw the introduction of Tacticals. They basically function as a 3rd relic but they have unique passives that go with them. I will not cover every single Tactical available to Concealment as most are pointless for PvP, however I WILL cover what Tacticals Concealment should take note of.



This is going to be the love of your life for the rest of your time PvPing as concealment until bioware drops the nerf hammer. This wonderful Tactical is called “Volatile Strike” and it causes your Veiled Strike (Bludgeon) to automatically crits targets

affected by your unexploded Volatile Substance (Blood Boiler) and triggers it immediately. Dealing damage this way causes your next Backstab (Back blast) to critically hit.

The other 2 specific to concealment are Acid Lash, which causes your laceration (sucker punch) to refresh your acid blade (flechette round) dot on the target, and Explosive cells which makes your Volatile Substance (Blood Boiler) an AoE with a 5m radius. Both of these are relatively useless in PvP and shouldn't be used over Volatile Strike.

Stealthers are also able to stealth out and hot-swap into the "Life Warden" tactical (this rapidly heals you when you fall below 20% and heals the 80% lost). Even though Operatives have this option I personally don't recommend it. With our stealthout being on a 2minute CD you gotta rely on the next 2 minutes of the fight to swap back, which is a long time to wait and could be detrimental if you decided to tactical-swap halfway through the arena. It is a strong strategy and I won't insult you for doing it. I personally do not see the benefit as concealment and would just stick with Volatile Strike the entire match. **TL;DR - I don't think it gives that much of an edge, but use it if you want. Just remember that once you hit a certain time in the arena you'll get cucked by acid hinder.**

If you have any further questions on how stats work and what stat has become the "god" stat, etc., I personally recommend getting access to the theorycraft discord and ask in there. People sacrifice a lot of credits and time to figure stuff out and with Bant MIA this is our best option and a solid one at that.

Datacrons:

Datacrons are objects that can be found and collected around the many worlds of SWTOR. When collected you will gain a small stat increase (Mastery or END). In 4.0

there was a major change where the developers converted all the class specific stats into one called Mastery. This means that if you haven't collected all the Datacons that used to be another worthless stats pre. 4.0 you are missing out on a significant free stat increase. The good news is datacons are now legacy bound. If you collect some on one toon all toons on your account will have max bonus to Mastery or END. If you want to min/max I really highly recommend you go out and search for them, there are many guides with instructions out there which makes it simple. If you choose to not get any datacons you are missing out on a 150+ stat bonus.

Companion Affection Bonuses:

You will notice that when you max out a companion's affection you will gain a small buff to your character. This is also legacy bound meaning you only have to max out one group of companions to gain all the small bonuses.

- Kaliyo: 1% Max HP
- Vector: 1% Critical Damage*
- Doctor Lokin: 2% Healing Received
- Ensign Temple: 1% Critical Hit Chance*
- Scorpio: 1% Accuracy

Note: All datacons / companion bonuses / class buffs will transfer cross region (NA to EU) and vice versa.

Utilities: In 6.0 utilities changed from being a 2x4 to a 3x3 system (3 points per tier, 3 tiers total). GREEN = GOOD, BLUE = OKAY, RED = BAD



Yes I do take Jarring Strike. Yes it is for meme purposes. Yes I recommend putting a 4th in Skillful or taking something else in Masterful as Jarring Strike isn't as useful as other options, but I am being an asshole on NA tunneling NA healers :) (and ops that stack crit power and ignore Blow for Blow ;))

You can change a few of these around based on what you want to do;

- There are multiple changes that can be made to fit what you want to do. This picture is just a recommendation and by no means a requirement.
- **I would normally take med shield or a 4th in skillful over jarring strike.**

Note: The utility build in the picture is what I personally use for your average regular warzone and ranked warzone. I find it balanced in both defensive capability and DPS output.

Utility Breakdown:

Skillful:

	SKILLFUL: Slip Away – Reduces the cooldown of Debilitate by 15 seconds. SKILLFUL: Chem-resistant Inlays – Increases damage reduction by 5% SKILLFUL: Precision Instruments - Reduces the energy cost of Debilitate and Sever Tendon by 5 and makes Sever Tendon immobilize the target for 2 seconds.. These 3 are grouped only because they are the 3 optimal choices. None of the others are good in your average setting and the only other one that can be considered is Nanotech Suit but that's only taken for specific duels.
	SKILLFUL: Imperial Weaponry – Noxious Knives deals 25% more damage. DO NOT TAKE. This utility for concealment provides no bonus to PvP. Strictly a PvE utility as of 5.x
	SKILLFUL: Hit and Run – Attacking a target with Shiv grants Hit and Run, increasing your movement speed by 50% for 3 seconds. DO NOT TAKE. This is only good for running the ball in huttball. Outside of that you lose out on one of two MAJOR utilities that provide way more overall than this 50% movement speed for 3 seconds. <i>Note: Operatives shouldn't have issues kiting because of our kit: Evasion helps us get unrooted/slowed roughly every 20-30 seconds (Evasive Imperative utility greatly decreases the CD of your Evasion if you are constantly being attacked), Sever Tendon slows a target so we can create distance, Exfiltrate lets us roll twice away from enemies, and Holotraverse lets us teleport away. With all these abilities in our kit, it takes away the effectiveness of putting a utility point in ANOTHER kiting ability. We just don't need it.</i>

	SKILLFUL: Nanotech Suit – Reduces all area of effect damage taken by 30% This is a great utility, but only finds use in duels. Out in solo ranked or in a regular warzone you get WAY more out of Slip Away then this passive 30% reduction on AoE damage taken.
	SKILLFUL: Infiltrator – Increases movement speed by 15% and effective stealth level by 3. Decent 3rd choice of utility if desired.

	SKILLFUL: Curbing Strategies - Overload shot and Noxious Knives reduce the movement speed of targets they damage by 40% for 6 seconds. In addition, when Flash Bang ends it leaves behind Flash Powder that reduces the target's accuracy by 20% for 8 seconds. This is a decent utility for a 3rd option. Just keep in mind that this is on a near 1 minute cooldown, but I would give it priority for 3rd over Infiltrator if you don't want Precision Instruments.
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Masterful:

	MASTERFUL: Cunning Competencies - Countermeasures purges all movement-impairing effects when activated. Additionally, when Sleep Dart wears off, the target is struck by Sedatives, reducing all damage dealt by 50% for the next 10 seconds. <u>THIS IS A MUST HAVE UTILITY! PERIOD, END OF STORY, NO ARGUMENTS ;)</u>
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	MASTERFUL: Jarring Strike - When used from stealth, Backstab and Lethal Strike interrupt and knock down the target for 3 seconds. Player targets are immobilized for 3 seconds, rather than knocked down. This utility isn't bad, but also isn't a top tier pick for this utility tier UNLESS you stack crit power with a clicky relic and ignore Blow for Blow. Overall it's great if you're the only person tunneling a healer or DPS since it adds another layer of control or if you wanna be a meme. TLDR; Situational and memey.
	MASTERFUL: Advanced Cloaking – Reduces the cooldown of Cloaking Screen by 30 seconds. In addition, activating Cloaking Screen increases movement speed by 50% for 6 seconds. In some cases this utility can be helpful. But it's more situational than the meta can even comprehend, so there is no reasoning behind taking it.
	MASTERFUL: Med Shield – Your Shield Probe heals you for 5% of your maximum health when it collapses. This utility, just like Nanotech Suit, is mainly for dueling certain classes. If you REALLY need the survivability you can spec into this and drop Precision Instruments.
	MASTERFUL: Endorphin Rush – Adrenaline Probe now immediately restores 15 additional energy. THIS UTILITY IS FOR PvE ONLY. DO NOT USE FOR PVP EVER

	MASTERFUL: Fortified Kolto – While your Kolto Probe is active on yourself, your damage reduction is increased by 3% per stack (6% total with two (2) stacks). THIS UTILITY IS A MUST HAVE 100% NO IFs ANDs or BUTs. This combined with Chem-resistant Inlays gives you a flat 11% damage reduction at a 100% uptime.
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	MASTERFUL: Evasive Screen - When activated, Cloaking screen grants 2 seconds of evasion. This utility is primarily used against DoT based classes in 1v1s. However this does see some use in solo ranked if you are new to the class and/or you get focused a lot. This can make the difference in you properly escaping and healing to full to turn the match around.
	MASTERFUL: Imperial Tactics - Sever Tendon will now grant a Tactical Advantage. Why the hell this still exists beats me. It's beyond useless and at this point should just be removed or reworked. DO NOT TAKE.

Heroic:

	HEROIC: Blow for Blow – Evasion grants a charge of Blow for Blow, returning 150% single target Tech or Force damage while Evasion is active for 3 seconds. I personally find this utility to be a top tier pick. It has the highest return % for a reflect at a whopping 150%. Basically, if you get hit by a 30k heatseeker missile with this up, you're reflect a 45k directly back at the target. HOWEVER YOU STILL TAKE THE 30k. It's a 50/50 between this and augmented shields and really comes down to personal preference between the two.
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	Note: I personally feel like this is a great utility to take for solo ranked or group ranked because many of the games come down to who can get the most damage out as fast as possible. People will blindly tunnel through your reflect and/or you can easily catch tech/force abilities to reflect back. It might be enough damage for your team to get a kill as well as make them extremely unsure about whether or not tunneling you is truly the best strategy. Note: Be aware that even though this returns 150% damage back at the attacker you still receive the initial damage.
	HEROIC: Evasive Imperative – Every time you get attacked, the active cooldown of your Evasion is reduced by 3 seconds. This effect cannot occur more than once every 1.5 seconds. This utility is a top tier utility. If you find yourself constantly being smacked down by single target attacks or even DoTs then I would personally take this. Under the right circumstances you can turn evasion into a 20second DCD which is INSANE. Note: <i>This ability not only procs for single target attacks but also DoT ticks. If you are constantly being DoTed the CD of Evasion will reliably reduced to nearly 20 seconds. More DoT ticks means it will be easier to cleanse them off with Evasion.</i> Note: <i>Just think about what this utility does with the new combination of Blow for Blow, you will have a 3 second 150% single target reflect theoretically every 20 seconds. That is crazy!</i>

	HEROIC: Revitalizers – Stim Boost now additionally grants Revitalizers, restoring 5% of total health every 3 seconds (equals to 25% hp healed) and reducing damage received by 20% for 15 seconds. THIS IS A 100% MUST HAVE NO QUESTIONS ABOUT IT. This utility will save your butt so much you will never be able to pay it back.
	HEROIC: Escape Plan – Reduces the cooldown of Escape by 30 seconds, Shield Probe by 5 seconds, and Infiltrate by 60 seconds. This utility is by no means bad. It's a strong defensive choice, but there are higher priorities that make this less popular. It has uses in certain situations for group ranked and you can get away taking it for regs, but I do not recommend this for solo ranked ever.

	HEROIC: Circumvention – Reduces the cooldown of Holotraverse by 10 seconds and Holotraverse can be used while immobilized and purges movement-impairing effects when used. Additionally, Holotraverse grants a Tactical Advantage. This utility has its ups and downs. 1st off it makes our mobility one of the highest, if not THE highest in the game. 2nd it grants us a Tactical Advantage stack to allow us to follow up with immediate damage. “What is the con?” you may ask. Well you see dear reader, holotraverse is a broken ability to where it hardly ever works. You may end up near your target, or you could end up halfway across the map, or flying into space, maybe falling into the abyss of the map, or simply just not move an inch. Save yourself the pain and don't take this.
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	HEROIC: Mobile Assailer – Exfiltrate grants a charge of Mobile Assailer, reducing the energy cost of your next Overload Shot by 100%, allowing it to be used at 30m, and making it knock the target back. Each use of Overload Shot consumes a charge of Mobile Assailer and grants 10 energy. This utility is a 100% troll take. If you want to annoy and irritate people then go for it. Otherwise this is not worth taking at all.
	HEROIC: Curative Agent – Countermeasures grants Curative Agent, causing your next Kolto Probe to immediately grant two stacks. Additionally, Countermeasures heals you for 1% of your maximum health every second for 10 seconds and Kolto Infusion delivers its heal instantly, no longer healing the target over time. This utility used to be the duel spec god, but as of 6.0 and the damage changes I am unsure of its strength. As of current you can still take it for 1v1s and be fine, but I would not waste the point for ranked or regular warzones. <i>Tip: For advanced players, I would spec into this for group ranked if you are forced to face a mez comp. Specing this utility will be better running than two (2) DCDs if the enemy team is not actually attacking you. For solo ranked it's iffy. If you know there are tanks in queue you can run with this utility but if you are forced to play 3 DPS matches, specing into two (2) DCDs in legendary would hands down be better just in case you are tunneled.</i>
	HEROIC: Augmented Shields – Increase the amount of damage absorbed by Shield Probe by 30%. This utility is a debate in itself. It only seems to be good when paired with Med Shield and even then you'd have to sacrifice Blow for Blow or Evasive Imperative for this which is not worth it in my personal opinion.

NOTE; THE IMAGE BELOW SHOWS THE COMPARISON OF HOW MUCH AUGMENTED SHIELD BOOSTS SHIELD PROBE ABSORPTION! *LEFT IS WITHOUT AUGMENTED SHIELDS AND RIGHT IS WITH AUGMENTED SHIELDS.* [CREDIT GOES TOWARDS “Nyyah” in the SWTOR Theory Crafting discord and I extend my appreciation for allowing me to put this in my guide.](#)

Without Augmented Shields					With Augmented Shields				
% Def		Shld	Abs	DTPS	% Def		Shld	Abs	DTPS
1	4,2	0,0	22.942	8.634	14,7	0,0	29.826	13.797	

Important Abilities & Passives

	Tactical Overdrive (Active) - Resets the cooldown of Stim Boost, Recuperative Nanotech, Volatile Substance, Lethal Strike, and Shield Probe and increases your Mastery by 20% for 15 seconds. Note: This is the new ability Operatives in general receive at level 72 of the Onslaught expansion. Note: If you use the Tacticians set bonus then your 4 piece additionally grants this ability a reset on your Backstab, Sever Tendon, and Toxic Scan along with everything else mentioned above. THIS ABILITY ALLOWS US TO DOUBLE BURST OUR TARGET AND IS EXTREME STRONG!
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	Tactical Advantage (Passive) – Proc gained by using Veiled Strike, (Stealthed) Backstab (or buffed backstab), Stim boost, getting a killing blow, Holotraverse (with the legendary utility), or by lacerating a target with a poison on them (has an internal cooldown). There will be occasions where you are out of Tactical Advantages and need to do something for filler. This space is where you would root them with Sever Tendon or Crippling Slice or even throw a Corrosive Dart on the target. This window should only be equivalent to 1 GCD. Note/fun-fact: <i>If you listen closely you will notice that every time your character laughs in combat, that is an indication you just gained a Tactical Advantage.</i>
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	Tactical Superiority – Consumes a Tactical Advantage to Stack the Deck for you and your Operation group members within 40 meters, increasing critical chance by 10% for 10 seconds. Does not break stealth. This ability works in 8 man warzones and not arenas. This means you will not be able to use it in regular warzone arenas, solo ranked, or group ranked. I try to use Tactical Superiority off cooldown. Note: <i>Good combos include;</i> 1) <i>Stim boost + Volatile Substance + Tactical Superiority > Veiled Strike > Backstab > Laceration (<u>focused on getting burst out, you can replace the laceration with Tactical Overdrive and repeat</u>)</i> 2) <i>Stim boost + Volatile Substance + Tactical Superiority > Debilitate > Veiled Strike > Backstab > Laceration (<u>This is for catching someone with their pants down and no CC break and praying they don't have</u>)</i>
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	<u>stun DR or bubble stun. You can replace laceration with Tactical Overdrive and repeat)</u> <i>Really try to fit this raid buff inside your Tactical Overdrive window. It shouldn't be difficult if you pop Tactical Overdrive IMMEDIATELY after your 1st backstab, however one CC will cut it short.</i>
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	Adrenaline Probe/Cool Head – Recovers 50 energy over 3 seconds. This is your emergency energy regeneration; use it sparingly as it's on a 2 minute cooldown. It could be the longest two minutes of your life if you are energy starved.
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	Stim boost – Grants a Tactical Advantage and increases Alacrity by 10% for 15 seconds. This is the only ability in our kit that can increase the rate at which we heal. Keep in mind what an Alacrity bonus does: it decreases your GCD, lowers the time between ticks of your HoTs, helps you cast heal/channel faster, and lowers the CD of your abilities. This ability can be used as an offensive cooldown due to the 10% alacrity OR as a defensive cooldown due to taking the Revitalizers utility in the Legendary tree. To repeat myself, because it is important, Stim Boost now gets reset when you pop Tactical Superiority allowing 30 seconds of stim boost total.
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	Kolto Probe – Heals for X amount over 18 seconds. This should be kept up at all times, unless you know you won't be focused then it's more worth it to use your GCDs on something else. This gives you 6% damage reduction which stacks with the 5% from your chem-resistant inlays totalling 11%. Put these on your team-mates in solo ranked and don't worry about these on friendly targets in a regular warzone.
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	Veiled Strike – Strikes the target for X kinetic damage, granting a Tactical Advantage. Applies a debuff called "Susceptible" which increases the tech damage they take. This is one of 3 ways to obtain constant Tactical Advantages. It's on a relatively short cooldown and should be used every time it's available GRANTED YOU ARE NOT AT MAX TA STACKS. Prioritize using this before your backstab so that you can apply the debuff to increase the damage backstab does. THE ONLY INSTANCE WHERE USING THIS AT MAX TA STACKS IS OK IS WHEN YOU ARE USING YOUR INITIAL BURST AND RESET (Substance > Veiled > Backstab > Tac Overdrive > Repeat), BUT EVEN THEN IT'S ONLY TO GET THE BURST WITHIN 7 GCDs AND ONLY 1 TA LOST.
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	Backstab – Ambushes an enemy for X kinetic damage. Only usable while behind the target. If used from stealth, Backstab deals X kinetic damage and grants a Tactical Advantage. Also applies Acid Blade which causes an additional X internal damage over 6 seconds and increases your armor penetration by 30% for 15 seconds. Also grants Calculated Pursuit which increases your critical strike chance by 5%.
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	This is one of our 2 main burst abilities. This will hit consistent 50ks and has a moderate cooldown for an offensive ability. This ability should also generate a Tactical Advantage every time you use it unless your target dies early and you want to use that volatile strike buff (of which a normal one would still hit for 40k). <i>The Volatile Strike tactical makes your next backstab auto-crit as long as you detonated your Volatile Substance with your Veiled Strike.</i>
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	Volatile Substance – Injects a substance into the target that, after settling in for a few seconds (3 to be exact), will react when the target takes damage from one of your poisons, dealing X internal damage and making your target assailable for 45 seconds. Assailable targets take 7% more damage from elemental and internal attacks. Your primary burst ability. This thing hits like a truck and is internal damage making it one of the best damage abilities in the game. Combining this with a buffed backstab does an insane amount of damage. Note1: <i>Your substance's cooldown starts when you use the ability, not when you detonate it so there is no rush to set it off. If you apply it and realize they have BIG CDs up that'll heavily reduce it's damage, then wait them out (substance could fall off and that's ok). If you notice they're hardstunned with 0 DCDs popped then detonate it ASAP. You could also delay triggering substance if you apply it and realize you have offensive CDs coming up in time.</i> Note2: <i>When your substance does damage it marks the target with Revealing Weakness, allowing your next Backstab against the target to be usable while face-to-face with the target and treated as though you</i>
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	<i>attacked from stealth. It also applies a debuff to the target causing them to take 7% more internal damage.</i>
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	Laceration – Executes your Tactical Advantage, lacerating the target for X kinetic damage. Requires and consumes Tactical Advantage. Gains a passive in the concealment tree called “Collateral Strike” which triggers a secondary hit dealing X kinetic damage and refunds a Tactical Advantage when hitting a poisoned target (can only occur once every 10 seconds). Welcome to the bread and butter spam of this spec. This does a decent amount of damage and you will be spamming this throughout the entire fight.
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	Crippling Slice – Slices the target low for X kinetic damage and immobilizes it, preventing it from moving or turning for 4 seconds. Personally my favorite ability in concealment due to it basically working like a stun. This ability roots them, BUT THEY CAN'T TURN THEIR CAMERA. Meaning you root them in place and get behind them and they're stuck eating your damage for 4 seconds unless they remove the root. Amazing for locking someone down to beat into.
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	Sever Tendon – Throws a knife at the target, dealing X kinetic damage and slowing the target's movement speed by 50% for 12 seconds. (rooting for 2 seconds if you have the utility)
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	A great ability with its highest potential being when used with the Precision Instruments utility. Gives you another great way to catch up to your target to continue stabbing away. It is not worth using without the respected utility.
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	Debilitate – Deals X energy damage and stuns the target for 4 seconds. This is your main way to set up your burst and gives you 4 seconds of free reign on the target. <i>Important; While someone is hardstunned they lose all forms of defense outside of shielding and flat Damage Reduction. This mainly applies to Saber Ward and Evasion due to it removing their respective effects while hardstunned. IE; Evasion's dodge is nullified and Saber Wards deflect is nullified.</i> <i>This also gains a 2nd charge if using the Debilitator set bonus.</i>
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	Shield Probe – Summons a probe that projects a shield around the Agent, absorbing a moderate amount of incoming damage for 10 seconds. Does not break stealth. A main Defensive cooldown that is on a really short cooldown. This has many times where you can use it, so the easiest thing to say is use it off cooldown. If the damage you are taking is maintained by HoTs or random AoEs then there is no reason to use it freely. Save it for heavier damage sections to reduce the stress on the healer.
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	Evasion – Increases your chance to dodge melee and ranged attacks by 200% for 3 seconds. Does not break stealth. (Has a 150% reflect if you take Blow for Blow in the Legendary tree) Another main Defensive cooldown. Normally has a 45second cooldown but when paired with Evasive Imperative it can get ridiculously short depending on the damage you are taking. Blow for Blow also makes this cooldown insanely strong in both defensive and offensive situations. <i>Note; Evasion loses its dodge chance while you are hardstunned. With that in mind it's <u>optimal</u> use it while you are whitebarred since using it when you are not whitebarred is risky. If you end up using it outside of whitebar you should have a plan to compensate for it being on CD.</i>
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	Exfiltrate – Roll forward 12 meters. Activating Exfiltrate a second time within 10 seconds allows you to roll again, but puts the ability on cooldown for 10 seconds. While rolling, your chance to dodge melee and ranged attacks is increased by 30%. Does not break stealth. Cannot be used while immobilized or hindered. <u>Exfiltrate has 2 ability charges and recharges one charge every 8 seconds (6 seconds with the debilitator set bonus).</u> In concealment we get a passive called “Shadow Operative Elite” which give us GOD MODE (we dodge and resist all incoming attacks) for 1.5 seconds along with an effective stealth level increase by 2. Our main source of mobility, the “god” roll. Arguably the best ability we have due to the mobility and invulnerability frame granted. <i>NOTE1; Exfiltrate was changed in 6.0 to be charge based. You start off with 2 charges (this is your maximum amount) and generate 1 charge every 8 seconds (this is reduced to 6 seconds with the Debilitator set bonus).</i>
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	<u>NOTE2; THEY FINALLY FIXED COMMANDO NET GOING THROUGH OUR EXFILTRATE. PRAISE !!!!! (carb is still broken though)</u>
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	Cloaking Screen – Overloads your stealth generator immediately exiting combat and entering stealth mode. For 10 seconds, you become virtually undetectable. An amazing utility for resetting the fight or simply dropping combat to run away. However be mindful as you can be knocked out of stealth by DoTs, random / planned AoE, or stealth scan.
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	Corrosive Dart – Fires a dart at the target that deals X internal damage over 18 seconds. This is good only in cases of filler or to detonate your Volatile Substance on a target that is too far away for backstab. In regs you can use this whenever, but in ranked you have to be careful with this because it's such a long DoT it can ruin any CC you might want to throw on the target.
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	Escape – Purges all incapacitating and movement-impairing effects. This is what is called your “Breaker”. You use this on STUNS OR MEZs ONLY. DO NOT EVER BREAK A ROOT. Breaking on an operative is risky because if you get caught without breaker, like most other classes, you are probably going to die. The only times you should really break are if you're netted (electro net by commando / mercenary) or if you're white barred and need to get back into the fight, otherwise just sit the CC out it'll be ok I promise. Just
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	be smart with when you break and when you do you have to double your awareness cause you're a walking squishy squish.
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	Holotraverse – Supercharge your stealth generator, quickly moving you to a friendly or enemy target and increasing your movement speed by 75% for 3 seconds. Does not break stealth. Cannot be used against enemy targets in cover. This ability should be used as an emergency gap closer to either keep the target locked down or to finish off the target. <i>Note: Without taking the utility "Circumvention" you can't use this while rooted.</i> <i>PS: THIS ABILITY IS BEYOND BROKEN. USE WITH CAUTION. FOR EXAMPLE; YOU WILL FIND YOURSELF STUCK IN ODD PLACES, FLYING INTO SPACE, OR EVEN EXPLORING THE UNCODED PART OF SW:TOR.</i>
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	Flash Bang – Detonates a flash bang that blinds the target for 8 seconds. Damage causes this effect to end prematurely. FOR OPERATIVES THIS IS AN AOE MEZ. This is great for peeling for someone that needs help, stunning a group to cap an objective, or stunning multiple to then pick out an easy kill target.
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	Sleep Dart – Puts the target to sleep for 60 seconds. Damage will break the effect prematurely. Only usable from stealth and only usable on targets not in combat. Only one target can be incapacitated at a time. Does not affect droids. When you take “Cunning Competencies” it gives Sleep Dart a “sedatives” effect which reduces the targets damage dealt by 50%. This ability’s main use is to cap a node from someone or to Sap someone in a 1v2 situation at a node. It is also extremely useful in arenas to sap someone before the fight breaks out. <i>NOTE: THIS IS ONLY AN 8 SECOND CC IN PVP.</i>
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	Toxin Scan – Cleanses a friendly target of up to 2 negative tech or physical effects. This is mainly used in solo ranked to <u>cleanse a teammate who is CCd with a physical or tech effect (flash-bang)</u> and can even <u>cleanse tech based hardstuns (Merc, PT, Operative, Sniper)</u>. Also great for cleansing a tech root in duels although there are very few of them you can cleanse. <i>Note; Contrary to normal logic you <u>CANNOT</u> cleanse saps and the merc MEZ (concussion missile or whatever the pubside variant is) <u>AS THEY ARE BOTH MENTAL EFFECTS.</u></i>
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	Kolto Infusion – Executes your Tactical Advantage to heal the target immediately for X followed by X over 9 seconds. Requires and consumes a Tactical Advantage.
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	This should be used when you need to catch back up in health in a 1v1 or if someone in your match needs the healing badly. It may not seem like much, but it can save lives (and ranked matches).
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	Countermeasures – Activates countermeasures, instantly lower threat by a moderate amount. Combined with the “Cunning Competencies” utility it removes all movement impairing effects and since you’re spec'd into concealment it also gives you a 50% movement speed buff for 6 seconds. This utility makes chasing your target extremely easy due to the purge on movement impairing effects and the movement speed burst. Note; This is on a decently long cooldown and should be used appropriately. It helps in getting out of a root and chasing down your target, however it saves your life more from purging a root and letting YOU escape. CC / roots are extremely lethal for operatives since it remove our ability to....ya know....”god roll” and move.
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Rotation:

Concealment in 6.0 basically got a beefy buff. It gained INSANE burst output through the volatile strike tactical and now has an even stronger sustain dps output due to the tactical as well. A proper burst window can peak over 200k damage (stars aligned). The average window nets you around 160k ~ 175k based on crits and rolls within the damage range of the ability. (With the addition of the volatile strike tactical you can peak combo 80k+ with veiled strike and substance and then follow with a 60k+ backstab

totaling 140k in 3 GCDs). Even with these changes we still get to slap people with lacerations and even those are hitting hard (I've seen 40k lacerations, collateral included). With that in mind, here is my normal opener for regular warzones / solo ranked matches: **Volatile Substance + Stim boost > Tactical Overdrive > Veiled Strike > Backstab > Volatile Substance > 1 Laceration > Veiled Strike > Backstab.** This is the best output in an opener I have found especially with the recent changes to tactician (**READ 6.1.1 CHANGES**).

If you are going for off nodes and are aiming to sap cap do the following: Get as close to the node as you can while still being in sleep dart range. Then use Sleep Dart and Unstealth at the exact same time (a way to make this easy is to make sure both are on close keybinds to one another to maximize the speed in activation). IF THEY DO BREAK, then you must Flashbang and click the node and the exact same time. This guarantees your cap as long as there is only 1 person.

Now, if you want to be a complete jerk and humiliate the enemy by killing them and taking their node while they lie there dead, contemplating their life as an offnoder in 6.0, use the following opener: **Sleep dart > Substance > x2 Kolto Probe (for relic procs) > Debilitate > Stim Boost + Tactical Superiority + Veiled Strike > + Backstab. You can follow up with reset into the normal volatile strike combo if they havent popped anything to negate the 2nd chunk of damage. Just be mindful.** This is a slight edit on the normal opener and unfortunately wastes 1 TA, but with our TA generation and having 3 stacks max with the Tactician set (will cover this later) it isn't a big deal. This not only forces their breaker, but the opening burst in this 1v1 situation should guarantee 80% of their health bar MINIMUM. With the right crits and RNGesus you could 100 - 0 the person (this scales with your gear level). ***A side note; DO NOT FOLLOW UP WITH CRIPPLING SLICE AS IT WILL BE WASTED ON A WHITE BAR***

Solo Ranked:

For solo ranked concealment is much higher on the food chain. With our newly buffed burst we can solo take someone out of the match and lock others down (this is based on which set bonus you use between Tactician and Debilitator, more on that later). Since concealment got a damage buff and has more control capability now, solo ranked has slightly changed for how concealment functions. TLDR; it comes down to personal preference and what you feel like your team needs whether that's 85% health burst or 2 hardstuns is up to you personally as both are advantageous. As far as my personal experience (multiple T1 operatives / scoundrels across SF, SS, and DM in numerous seasons) this is how I rate concealment in solo's;

- Pros
 - Solid off-healing
 - Easily setup and maintained burst
 - Ridiculously high burst and frequent (50% on average with almost 100% using the reset)
 - Fantastic CC capabilities with Debilitator giving us a 2nd charge on Debilitate.
- Cons
 - Squishy (death imminent without breaker)

Strategies for Solo Ranked;

NOTE: YOU ALWAYS WANT TO SAP THE HIGHEST THREAT ON THE ENEMY TEAM IN ANY OF THESE STRATEGIES!!!!!!

- 1) Be the team's meat shield / tank. This is easier said than done, because it relies on the enemy team to actually attack you and you react accordingly. This has 2 positive outcomes if done correctly; A) Being they throw everything they have into you and with proper mitigation you can easily survive it so the other 3 members on your team get free shots. To survive you have multiple options, but the most effective way I've found is to do the following; Sap a non-stealthier you

think is lethal on their team (if you catch a sin or operative on your way over then sap them instead), open on the kill target and burst or put 2 kolto probes on yourself, pop shield probe and your warzone adrenal and face-tank (this changes between the two based on if they tunnel you on your opening or not). If you notice yourself get netted then add the stim boost (due to the revitalizer utility you will be sitting at 40%+ Damage Reduction) and if you feel the need pop your evasion as well (if you take blow for blow this will severely hinder the damage you take and even send some back). **Be mindful of the other team's players and composition along with your personal skill level. Certain comps make this extremely risky and the last thing you want is to get caught away from your team, double netted, and then globalled. Even skilled players fall victim to this, so take multiple factors into consideration before executing.**

- 2) Play to annoy. I haven't tested this too much personally, because it's kind of wonky. The gist of it is to open up like you would to face-tank but instead of doing everything defensively you CC everything in sight. Sap a high damage target, flashbang the rest, hardstun the kill target, and just throw damage in where you can. Rolling around and tossing a crippling slice and more slows / roots is advantageous doing this strategy. Use this strategy to your own leisure knowing that it isn't fully tested, but it does work. Put your own twist on this as-well, but make sure that you always survive the opening. This works even better in 6.0 with the added Debilitator set
- 3) Put on your big boy or girl pants and go berserk. This means exactly what you think it means; Figure out the kill target with your team, get to him first, and simply unload. Substance + stim boost > Veiled Strike > Backstab + reset and repeat. Sapping a high threat would be beneficial and should be done at all costs. Make sure to swap into a slight defensive dance if they decide to turn on you.
- 4) The strat that I personally hate with all my heart even though it's extremely effective. *The Concealment Healer*; basically you queue as a dps but you're

literally there to play as if it was a match with a healer in it. This revolves around keeping your probes up on the entire team along with getting infusions out off CD. Obviously you can do damage in the down-time, but the priority in doing this is to be as much of a scumbag as possible with the amazing healing kit you have. YES DIAGNOSTIC SCAN HELPS IN HEALING. This might not be as effective with how hard everyone seems to be hitting now. Obviously toss heals out when appropriate, but don't afk doing it.

- 5) The strategy that is only told in legends. The strategy that was first thought to be a myth. The one....THE ONLY.....ACID STRAT....oh wait that horrendous meta has passed. Finally a good change.

Hitbox Area:

This is a funky area for concealment as it's hard to identify where we can actually stand behind someone while we have them rooted with Crippling Slice. The game's client also has really bad "desync" problems and doesn't always accurately represent where the target is facing or even standing so you have to feel out where their back is instead of relying on your eyes (this can be noticed if you try to hit them or backstab them and it won't let you cause you are "out of range"). Below is a picture defining the "safe space" where you can stand and deal damage without the target hitting you while they are rooted with Crippling Slice (I am standing inside the safe space behind the target.

Anything on the other side of the red lines means you can be hit);



1) Camera Max Distance

Preferences -> Controls -> Scroll down to “Camera” -> Set to 100% -> Apply -> OK

This is pretty self-explanatory. This setting lets you zoom out all the way for a better view of the terrain. A good healer is one who can read the whole battle. You will not be able to do this unless you are able to zoom way out.

***Tip:** If you still aren't comfortable with the camera distance even at 100% you can increase it by going into your UI file. Steps on how to do this:*

<http://www.swtor.com/community/showthread.php?t=205633>

2) Show Cool down Text

Preferences -> User Interface -> Scroll down to “Cool down Settings” and click “Show Cooldown Text” -> Apply -> OK.

This will make it so every time you cast an ability, if it has a cooldown it will give you a countdown on his cooldown icon on your bar instead of just a blue animation.

3) Showing HP/Energy values on your Player/Target Frame

Interface Editor -> Click on your Player or Target Frame -> Scroll and check "Show Informational Text" -> Save

Another settings that I wish was default. This lets you see the exact percentage of your HP/Energy.

4) Highlighting Buffs/Duration/Effect Sort Type

Interface Editor -> Click your Player Buff Tray -> A/B/C/D -> Save

A) Scroll down check "Highlight Effects"

B) Under "Effect Highlight Max Duration" put 1 minute and below

C) Check "Personal Effects"

D) Under "Effect Sort Type" choice "Apply time".

This makes it so your buffs are highlighted on your toon's buff bar. This helps you keep track of your probes on yourself so you can refresh them accordingly.

5) Highlighting Buffs/Duration/Effect Sort Type for your Target frame

Interface Editor -> Click your Target Frame ->

A) Increase the buff size

B) Click "Show Informational Text"

C) Click Highlight Buffs

D) Under "Effect Highlight Max Duration" put 1 minute and below

E) Under “Sort Options” check “Personal Buffs”

F) “Buff Sort Type” click “By Time Remaining”

G) Uncheck Personal Debuffs

Note: Doing this helps you for off healing your friends and keeping your probes on the people that desperately need them. This only really applies in solo ranked matches where off healing is almost a necessity.

UI Setup:

Below is how I currently have my UI setup. It is quite unique and out of the ordinary I know, please no flamerino! My ops frame is in between the 2 front action bars (one has all my damage abilities while the other is utility / defensive). I’ve used this setup since they allowed Customized User Interface options and have never been able to pull away. The lone, 6 button action bar in the top center is where I put key abilities that I want to have a reminder of their Cooldown length. Do not mind the silly overload shot being there for it is there ONLY for my personal strategy for dueling snipers and I am far too lazy to remove it.



Advanced Section for Operative Dueling: THIS WILL BE DONE IN A SEPARATE DOCUMENT AT A FUTURE POINT IN TIME. IF YOU HAVE QUESTIONS ABOUT THIS SECTION IN GENERAL FEEL FREE TO CONTACT ME IN GAME (Body Pillow on Star Forge or Kninxd on Darth Malgus) and I will get back to you ASAP.

PvE Basics for Concealment;

I will keep this short and sweet as there isn't too much that really needs to be covered. That being said, I will review tactical(s), set bonus, stats / amplifier, and rotation.

- **Tactical(s):**

- **Acid Lash (Primary / Mandatory)**

- This tactical causes your Laceration damage to trigger Acid Blade damage and refresh its duration. Acid Blade does 100% more damage.
 - The damage scale of this is extremely higher than volatile strike for single target and is a must use for raids and PvE.

- **Explosive Cells (AoE clear)**

- When Volatile Substance triggers, it deals damage to all enemies around the primary target and spreads its effects
 - You'll only use this tactical for AoE heavy fights and trash clearing if need be. A relatively strong tactical, and yes it does spread your backstab buff to all targets along with the internal debuff.

- **Set Bonus:**

- The only set bonus that a DPS operative (concealment and lethality) should use for PvE is Tactician. Tactician's 2 piece gives us 2% flat mastery. Its 4 piece gives us resets on Backstab, Sever Tendon, and Toxic Scan, and gaining a Tactical Advantage grants you 15% critical strike chance for 10 seconds and can only trigger once every 10 seconds. The 6 piece gives us an additional stack of Tactical Advantage (allowing 3 instead of 2) and gives us 5% extra bonus damage and healing when we have at least 1 Tactical Advantage.

- This set bonus by far trumps any other available to operatives for PvE and is mandatory / required.

- **Stats:**

- As for stats you should aim for there are 2 variants that are key to uptime and APM (Actions Per Minute).

- 1) **IF YOU ARE NOT USING THE ALACRITY GUILD PERK;** then it is recommended that you run 1213 alacrity which gets you a 1.4s GCD
- 2) **IF YOU ARE USING THE ALACRITY GUILD PERK;** then it is recommended that you run 1895 alacrity which gets you a 1.3s GCD.
- Your accuracy should be at cap which is 1590 rating and the rest of the tertiary stats should be thrown into Critical Strike.
- Your Amplifier rolls should be all Tech Wizardry as it has the highest damage scale for concealment in current patch.
- **Rotation;**
 - Backstab -> Stim Boost -> Tactical Superiority -> Volatile Substance -> Advanced Polybiotic Attack Adrenal -> Tactical Overdrive -> Veiled Strike -> Volatile Substance -> Lacerationx2 -> Veiled Strike -> Laceration -> Crippling Slice -> Backstab -> Laceration -> Laceration, etc.
 - That is your generic opener and one you should, in my opinion, always use. Every backstab you use should be the buffed variant from post Volatile Substance detonation. If Backstab is off cooldown but you do not have the buffed variant from Volatile Substance then you want to pop cloaking screen to get that backstab off.
 - Try to always have at least 1 Tactical Advantage up at all times to maintain that 5% damage buff from the Tactician 6 piece and keep volatile substance and Backstab (ONLY THE BUFFED VARIANT) on cooldown at all times. It will be awkward at first to manage things properly, but give it time and everything should click.

Notes; This concludes the basic part of Concealment PvE. The only thing missing is for you to not stand in bad things on the ground and to do the proper mechanics and not be a parsing madman.

Acknowledgements:

I would like to thank Doc and Rambolnet for helping review this guide. Without them this would've been slightly scuffed in wording / phrasing along with looking unprofessional.

I would like to thank Nyyah from the theory-craft discord for the pictures regarding Augmented Shields along with the other big brains in that discord for the stat based information they discovered and much more.

About the Author:

I am known cross server and region as "Knin". I mainly reside on the server Star Forge with one lone operative over on Darth Malgus. I have written a concealment guide for 4.x and 5.x with the help and co-authoring of Dr. Gf (Now known as Doc) and review assistance of KissingAiur (Hottie) and Rambolnet. I have an extreme passion for gaming, PvP, and anything related to concealment DPS. I don't want to know how many thousands of warzones I have played (I would probably cry) along with the countless hours of solo ranked and team ranked played throughout the seasons. I also try to partake in as many dueling tournaments as possible, however my personal time availability makes it difficult. More recently I have picked up streaming (mostly concealment PvP in ranked) and with my increased internet rates I can stream more regularly and can catch me at <https://www.twitch.tv/kninxd> if you want to tune in or ask questions.

