

Guild Wars 2 - ATSG-Raid Static - Cheat Sheet

How to speed up clears

We always try to kill bosses as fast as possible and speed up our clears as much as we can.

In this sheet we go over multiple ways to speed up clears and I will do some recommendations. Before we dive into the encounters themself we first go about some more general topics:

- Increasing DPS
 - Learning a Rotation
 - Reducing encounters down to golems
- Lower numbers of Healers
- Getting the full view

After this we go over the specific Wings and Encounters.

Increasing DPS

Content:

- Choosing the correct class
- learning the Rotation
- Adjusting your class for the encounter

Choosing the correct class

First you need a class suiting your play style, this is alway a very subjective choice:

I personally love to play fast and always have something to click. I don't like long casts and love to have a lot of utility. So my preferred choices are the 3 light classes or Thief.

You can sort the classes quite easily into some groups about speed and utility:

Attacking Speed

(Speed in this case means pure attacking speed as well as attacking frequency and is as such just my opinion)

Slow:

- Worrier
- Power Guardian

Mid:

- Ranger
- Engineer
- Necromancer
- Power Revenant

Fast:

- Condition Guardian
- Condition Revenant
- Thief
- Elementalist
- Mesmer

But this is just a basic behavior and of course not all Specs and Builds