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Rogue pvp guide

Welcome to Wowhead's DPS Rogue Class PvP Classic Guide, updated by . In this guide, we will go through everything you need to know to be the best rogue possible in PvP combat. Here you will learn more about the best Rogue PvP races, the best Rogue PvP professions, all the important Rogue PvP skills, the best Rogue PvP constructions, statistics and best Rogue PvP Gear.Our Rogue guides are always updated with the latest information on the experience in the game , theory and records; be sure to check our change log on this page by clicking View Changelog at the top of the page. If you're interested in more in-depth Rogue guides, be sure to browse the navigation bar below, and our list of related guides just below the Table of Contents.OverviewLeveling (1-60)BeginnersTalents & Build; BIS GearRotation & AbilitiesStatsEnchantsConsumablesAddonsMacrosPvPDuelingPvP BIS GearWarsong Gulch TipsAlterac Valley TipsArathi Basin TipsAd authorRokman is a Warcraft veteran, having played Vanilla, The Burning Crusade, and the Wrath of King Lich. Rokman focused primarily on player against player, battlefields and arenas, and created featured videos. If you enjoy Rokman's content, you can follow him on Twitter and Twitch.The Rogue Class is one of the most infamous PvP classes in the world of Warcraft. The greatest strength of a Rogue in PvP is to be able to choose your battles, thanks to Stealth. Does a rogue get into a warrior and a paladin, covered in Level 2 sets? Well, the Rogue can only keep stealing along, without picking up a fight. That same Rogue meets a Warlock in the middle of Health, fighting a Quest crowd? Well... this is a dead Warlock. Some of the things that make a Rogue such a powerful killer are the powerful cooling skills, such as Vanish and Blind, allowing Rogue to use more Opener skills against the goal, openers like Cheap Shot, which both fine-tune the goal and give 2 combined points, feeding the combined points for the mighty Finisher Eviscerate. Eviscerate, after a rogue uses cold blood can do serious damage, regardless of the gear of the Rascal. Eviscerate does a flat amount of damage, which means that the damage treated does not require a good weapon or a lot of attack power in the gear. From the beginning on a Rascal's journey, it's a primary pvp complexion, focusing on getting points combined quickly and bursting with Cold Blood Eviscerate! In the PvP Group, Rogues offer a crazy utility, able to control the crowd and close multiple targets with skills such as Sap, Gouge and Kidney Shot, as well as a powerful interruption of the spell thanks to Kick, which is great to use in healers! In addition, The they are the best class to get into the enemy group's bottom line, focusing on healers and spellcasters. Because both groups of enemies usually wear fabric armor, a rogue can grind through them! You may be interested in the following WoW Classic guides to learn more Rogue Class Intricacies:Rogue Class OverviewRogue Leveling GuideRogue PvE GuideRogue Dueling GuideDwarf is wow Alliance Rogue's best classic race for solo duels and World PvP. Gnome is the best classic WoW Alliance Rogue race for the battlefields of the PvP group.Alliance Rogue have the benefit of making battlefields with a Paladin, which can buff the rogue with powerful blessings as a blessing of kings. A Paladin also uses several Auras, but most of the time, the Paladin will use Concentration Aura, which does not benefit the Rascal in any way. HumanHumans are the best PvE Race, for sure. But in PvP, they are quite lacking. The perception may increase his likelihood of getting the Opener against another Rascal in a duel or in the Open World PvP. On pre-made battlefields, however, two Rogues will rarely cross paths. In some cases very niche, humans could be an excellent race for bleeding, using swords. The extra skill of the sword +5 can make a little difference in PvP DiplomacyThe Specialty of Human SpiritMace Specialization of the word PerceptionDwarfDwarves are one of the best PvP races for a Rascal, especially in duels or world PvP. Again, the racial mostly only helps against other rogues. Stoneform will allow you to eliminate all poison effects on you, but the most important thing is that it allows the dwarf to go blind, even while blind! Stoneform also has other uses, allowing the dwarfs to eliminate a bloody warrior, or even a racially unsavoury priest, to devour the plague! It is extremely useful to have Stoneform to remove the damage with time effects, allowing the dwarf to launch Vanish, without it breaking soon after. Finding TreasureFrost ResistanceGun SpecializationStoneformNight ElfNight Elf hardly has benefits for a rogue. Shadowmeld doesn't do much, other than passively increasing his stealth level. While the choice to play Elf night doesn't have much impact on PvP, Night Elves start with the greatest agility of any of the races, but this is a fairly minor benefit. Compared to the dwarfs, the night elf will always have 9 more agility, even as a team to game. Of course, Night Elf has the flip-jumping animation, and while it's purely cosmetic, this is a massive buff for the night Elf Rogues! It is also worth mentioning: The women's night elves have the best dance animation in the game! Nature ResistanceWisp SpiritQuicknessShadowmeldGnomeDwarves might be the best rogue duel race, but gnomes are the best for pre-made battlefields, thanks to their artist escaping racial capacity. One of the easiest ways to control a Rascal is to use immobilized effects, such as Frost Nova, Entangling Roots or Improved This is known as peeling in PvP, where a player uses slow and immobilized effects to effectively peel a Body to body character out of his ally. While rogues have access to the improved sprint in the fighting tree, gnome rogues can than for other talents, increasing their damage production and going for more aggressive talents such as cold blood in the murder tree. Arcane ResistanceExpansive MindEngineering SpecializationEscape ArtistUndead is wow Horde Rogue's best classic race for solo duels and world pvp. Orc is the best classic wow horde rogue race for the battlefields of the PvP.Horde Rogue group have the benefit of making battlefields with a shaman, who has access to Windfury Totem. Unfortunately to take advantage of Windfury Totem, the Rogue would have to give up a poison to the main hand gun. On the battlefields, it's important to have Paralyzing Poison II in it, so that's not much of an option. But, Shaman also have access to great totems such as Tremor Totem and Grounding Totem, which can really help a Rascal stay on target! OrcOrcs are the best absolute PvP race in the game, point. The hardness is so powerful, Blizzard had no choice but to do so a total of three times, leading to Lords of the War of Draenor. Now that Classic is liberating, hardness's true power will be realized once again. Each World of Warcraft character has a 5% chance of resisting a Stun effect. Hardness increases your likelihood of resisting Stun, effectively giving the Orc a 30% chance of resisting incoming stunts. Things like the iron grenade, the charm of the tide, or even a kidney shot of a rogue enemy, everything can be resisted. It is also important to mention that Rogue's PvP Trinket (Badge of the Horde) does not eliminate the Stun effects, only increasing hardness's power. Axe SpecializationCommandHardnessBlood FuryUndeadUndead are the absolute best race for a Rascal. Female eviscerate animation has the chance of an epic flip attack, while male attack animations are precious. When it comes to PvP, Undead is a formidable race for rogues because of the racial capacity of the Forsaken. It is a strictly better badge of the Horde, being only a cooling 2 minutes, versus 5 minutes. Also, with Will of the Forsaken, you can essentially have another trinket slot, because you won't need to wear your Badge. Undead is undoubtedly the best Solo PvP class because they can break fear more often, without the need for a healer/someone to dissipate. Shadow ResistanceUnderwater BreathingCannibalizeWill of the ForsakenTrollTrollTrollTrolls, unfortunately, aren't that great for PvP, compared to Orc and Undead. Of course, regeneration can give the Rogue some extra health, but in most scenarios, it won't be as remarkable (people can die very quickly in PvP) In a surprising way, Troll might actually be the best race to duel hunter with. In an often underrated work, Rogue can blind the hunter and focus on your pet. Thanks to Beast Slaying, a rascal could actually get off a pet pretty quickly! This build is an incredibly strong PvP Build in the early Phases of Classic. Classic Phase 1 and Phase 2, most players will not have perfect equipment, i.e. low health pools. With Cold Blood, Eviscerate and Improved Eviscerate, a Rascal can almost a shot at most enemy players. To make things worse, the Rascal can then prepare and do it again! In general, PvP Rogues will be running rampant during Phase 1, because players will not have access to their class badge from the Alliance trinkets, meaning they cannot free themselves from Stuns unless they invest gold in live action potion. By phase 2, however, most players will easily reach the range 2, agreeing to buy a badge trinket, where many classes will be able to leave Stuns.Finally, there is a conversation to drop high senses by 2 points in the improved kidney shot. This change is an excellent option for a Rascal who wants to spend a lot of time in Warsong Gulch. In Warsong Gulch, a Rascal's responsibility is to hunt down the enemy flag carrier, and by using Best Kidney Shot, the Rascal can increase the damage of his teammates in the goal, making this a valuable Talent.Ghostly Strike is a good pick-up in this construction when a rogue is doing a lot of Warsong Gulch or duels with Melee Classes. In Warsong Gulch, if the Rogue has evasion, Ghostly Strike, Sprint, and a free-action potion up and ready, they can be a decent flag carrier for one of the three catches. Cold-blooded bleeding weapons CB Hemo, as construction is often known as, is very easy for a PvE Combat Rogue Swords in transition, because CB Hemo can be very successful with a good pair of PvE swords. In general, it is recommended to have a slow main hand gun, with as much final damage as possible on it, weapons such as the Sacred Lord of Dal'Rend, Krol Blade, and Vis'kaq the Bloodletter are some examples of phase 1. In your hand, it is not necessarily necessary to wield a sword, in fact, many rogues instead of putting on a dagger, because having a fast weapon speed can trigger poisons more often. In PvP, guns out of hand are not as vital, since a Rascal will not actually be sitting on top of your enemy for long periods of time, there can only be a handful of automatic out-of-hand attacks that happen. But, if you really wanted min/max your Rascal for CB Hemo of PvE swords, the best thing in hand would be Alcor Sunrazor for Phase 1. But really, any hand-held weapon less than 1.80 Speed will do just fine. The Improved Sprint Build focuses on the Rogue using Backstab and using Sprint to stay on top of its target. The Rogue PvP badge, the Alliance's flagship, does not break the Slows and Roots movement, making the improved Sprint much more powerful. Of course, in the content of the RRP Group, a rascal can always in a friendly priest to dispel the debuffs movement in the rogue! Another variant of this is improved kick construction. This construction is slightly better against Casters, while it is slightly worse against Essentially, the Rogue is negotiating additional damages for the guaranteed 2-second improved kick silence. The reason it is collected improves the strike of claims in these two constructions is because, in some situations, it could be difficult to get behind a target to use Backstab. And if rogue's power bar is full, it's better to strike a few sinister strikes, just because the energy isn't going to lose! Improved sprint backstab weaponsFor much of the damage from this construction comes from massive backstabs, it is very important to have a strong dagger from the main hand. Fortunately in Phase 1, there are many fantastic daggers available, even before attacking.Dagues such as Heartseeker, Felstriker, Gutgore Ripper, Core Hound Tooth, or the great, Perdition Leaf. These daggers can cause significant damage backstab and Ambush in most enemy targets. Since many people are not oriented so well in the early stages of Classic WoW,5% Hit RatingStaminaAttack Power / Cry ChanceOf, the 5% mandatory Hit Rating is the most important attribute for classic rogues in RRP. Fortunately, most of this can be accurately covered by the backstab-based rogues. In the initial part of Phase 1, when most rogues are hitting 60, some of the first elements they would have to look for would be the Devisaur armor set. That's 2% Hit there, which can go a long way. Then Stamina should be a priority. Resistance is such a powerful attribute in RRP that many people will stack heavy items of Resistance favored, at the expense of their damage. Elements such as the Dragonslayer Master Medallion, the Pelt d'Eskhandar and the Archicot Ring of Archie of Archie. Because of how quickly a player can be knocked down in high-end RRP, having a little more Health to survive the initial burst can be the real difference maker in a win or a loss. Finally, depending on the Rogue Construction is playing, you could play a role in which it is more important, raw attack power or Cry Chance. For most haemorrhaging rogues, the answer is easy. Due to the low energy cost of Bleeding, the Rascal will be spamming more often, meaning that the power of attack can have more of an impact. Hemorrhage Build also has cold blood, controlling when critically Strike As for Backstab's constructions, Crit Chance may play a bigger role in a battle, against the power of attack. With talents like Improved Backstab, Improved Ambush, Malice, and Lethality, having enough Cry Chance to really harness all these talents fully is an important part of being able to hit a goal quickly. Normally, the most important piece of gear for a rogue is his weapon. Some high-level weapons they are, of course, just outside of Molten Core. Partidion's Blade is a great Backstab Build Dagger, and will go a long way in the main hand. For the Off-Hand, Core Hound Tooth is one of the best options out there, even for a few phases after phase 1! Aged Leather Core Leather II also falls on Molten Core, and is the best in slot hand element for almost all classical phases. For Hemorrhage Rogues, Vis'kaq the Bloodletter falls from Onyxia and is a phenomenal weapon due to its damage to the upper base, which is ideal for bleeding. There are also some really great trick elements like Spider Belt, Skull of Impending Doom, and of course engineering gadgets. Goblin rocket helmet, Goblin rocket boots and gnomish mind control cap. These elements usually have very long cooling and can be changed while in Coodown, for an item that actually offers statistics. Rogue can also take advantage of what is often called a set of stamps used by Cateyee Ultra Goggles and Whisperwalk Boots when engaged in a stealth battle with another Rogue.Check out our classic PvP Gear guides for a better understanding of how to target your Rogue for Classic WoW PvP.Lastly, the most important thing to talk to PvP is Trinkets. Trinket options and spinning his trinkets are a big part of the success in PvP. Some of the most common trinkets you'll see mentioned are Tidal Charm, Insignia of the Horde and Renatak's Charm of Tricky. But some of the less referenced trinkets are so useful. Trinkets like Arena Grand Master, Barov Peasant Caller, Brilliant Mithril Badge, even Noxious Heart! Let's cover Trinkets and Rogue much more closely in the classic Rogue Duel Guide, as what trinkets are the best to use is determined primarily by who the Rogue faces in combat. Stealth is at the top of this list because an opener is required. One of the most iconic skills of the Rogue class, Stealth allows the Rogue to sneak in, effectively invisible. Rogues, of course, will have to take into account the perception of a human being or be sure to fall into their Whisperwalk boots! Garrote is, unfortunately, one of the least used openers in the Rogue toolkit. It really only has effectiveness against heavily armored targets, because the bloody damage (which is what Garrote is, even if the tool tip doesn't explain it) ignores the armor values in the target. Great against a warrior or a Paladin, followed by a combined point 5 Rupture.Ambush can be absolutely devastating when it comes and in the build-up to Backstab, Rogues will pick up Improved Ambush, for this exact reason. Especially against the fabric targets, which have reduced the values of the armor, Ambush can do serious damage. In most cases, ambush is used when a target is in poor health, kind of like a Run, the Rascal will disappear and then Ambush! Cheap shooting is why most classes hate fighting a rogue. This is the first step in what is known as an acrobatic lock, putting the target of the Rogue's attack on a loop endless stunts and disorientants. Some may argue, the strongest thing about Cheap Shot is the fact that Cheap Shot awards 2 Combined Points, rather than the typical 1! This is actually a really really because it makes it much easier to reach a full point of 5 Eviscerate combo! Sap almost requires the 3 points in the talent of subtlety, Improved Sap, to become truly effective. Unfortunately, even with Sap improved, there is still a 10% chance that the Rogue will lose Stealth after Sapping. In PvP, Sap allows the Rogue to fight multiple targets at once, suffocating one and killing the other, as mentioned above. In the scenarios of the PvP Group, Sap can also be used to prevent a target from escaping, allowing rogue allies to get up to date and wipe out the enemy. Sinister Strike is not often used in RRP. Most rogues prefer to use Backstab or Bleeding, because they offer more value for spent energy. In Backstab's case, it's more evil. And in the cast of Bleeding, it's less energy needed for Combo Point. Backstab (Requires Daggers)Sure, it costs more energy, and requires the Rogue to be behind the target, but it's definitely worth it in PvP. Backstab can absolutely crush targets, but sometimes the Rogue might need to use Expose Armor first! Bleeding (Talent in Subtlety)In general, Bleeding is used in a PvP specification, due to the low energy cost of capacity, 35, this is a very efficient way to build Combined Points! One of the most popular constructions in PvP uses bleeding to earn combined points quickly, setting up for complete 5-point kidney shots or cold blood in Eviscerate.Ghostly Strike (Talent in Subtlety)Ghostly Strike is not so common in RRP. Of course it can be useful when the duel against a warrior, rogue, or druid (they will go into bear shape and try bash you). It can also be useful in those rare scenarios where the Rogue has to frantically pick up the flag at Warsong Gulch before passing it to the Flag Carrier for the team. Gouge is one of the most useful skills a Rascal has. With Gouge improved, gouge incapacitation will last a total of 5.5 Seconds. It takes 6 seconds for a rogue to drop the fight, allowing the Rogue to use Stealth, without disappearing, as long as there is enough distance between the Rascal and the target! Gouge also has utility in the world, when a rogue pulls an extra crowd or doesn't want to deal with a creature in the wild, just Gouge them and keep running! Eviscerate is the other skill a rogue starts the game with, at level 1. One of the most interesting and unique things about Eviscerate and Rogues, in general, is that this skill has treated flat damage, which means that a critical 5-Point Eviscerate attack can almost a shot of a target, regardless of the gear the Rogue is using. Which means, yes, even a naked Rascal can shoot a player 60 badly targeted by the Eviscerate Screams! Slice and dice is not very common for a Rascal to use in PvP. In most cases where there are additional combined points in the target, it is better to use exposure armor instead of slice and dice. In general, it is mainly one of a it is similar to Garrote, as it also ignores the values of armor because it is bloody damage (not yet mentioned in the tool tip). As mentioned above, the use of Garrote and Breakage in heavily armored targets is the most typical recommendation and use of this capability. If, however, the Rogue is fighting another rogue, it might be a good idea to apply damage over time to the target, which makes it harder for the rogue enemy to use Stealth! Exposing armor is a great tool in PvP. Used in fabric targets, a rogue can reduce enemy armor to almost 0, effectively increasing the damage of the Rogue by a remarkable amount. It is often used to dump additional combined points after using Blind. Exposing armor can be launched without initiating automatic attack animation, which requires specific positioning. Kidney shooting is the most powerful stun skill in the whole game. With a total of 5 Combined Points, a Rascal can catch a goal for a total of 6 seconds. With just a measurable cooling of 20 seconds, Kidney Shot can never be put into decreasing returns from the same rogue, unless, of course, that Rogue had to use the preparation to reset the kidney shot before the DR. Cold Blood timer (talent in murder)Cold blood is such a powerful skill, because of how much Eviscerate can scream for! As mentioned above, there is a whole construction built around getting cold blood and eviscerate out. Vanish is one of the most powerful defensive skills in the game. Allow a rogue to escape a lost fight or be aggressive and remove another Opener. It is also important to be aware of how Vanish will eliminate any movement that harms the effects, such as Frost Nova or Entangling Roots.Blind is one of crowd control's strongest (CC) skills, allowing rogue to disorient a target for 10 seconds. Any damage will break the effect, so be sure not to blind a goal with Garrote or Break into them! Blind is slightly less powerful in the PvP Group scenarios, because a Druid can remove Blind from its allies. Preparation (Talent in Subtlety)Preparation, easily the most broken talent a rogue has access to. Due to the time that most cooldowns a Rascal has access to, most of them are 5 minutes long. Preparation allows a rascal to have a second blind, a second disappear, or even a second cold blood if you have a specific talent complex! Don't forget, preparation also resets things like Gouge, Kick, or even distract Evasion is an incredible defensive skill when a rogue is fighting body-to-body characters. Against a warrior, however, it should be noted that dodging his attacks will activate Overpower (which is not as frightening as Sprint could technically be classified as offensive or defensive, due to its various applications. Sprint can be used offensively, allowing the Rogue to stay on top of his target, which he might be trying to escape. It can be used defensively when a rogue might be trying to escape and flee Goal. And finally, Sprint with Improved Race can be used to break roots. Kick is extremely valuable to a rogue, especially when they are trying to knock down a healer. If a rogue can grab a healer by throwing their primary school, disrupting this and locking them out of their school can be a reliable way to get them down. This requires a lot of attention to detail to reliably remove, however. (Don't forget that healers can pretend to throw!) Distracting is an extremely undervalued capacity. Outside the world, it has so many different uses and tricks; could almost be a guide on your own. The most common use for this is, of course, when a rogue needs to sneak past the mafias or go through a cave without being detected. In PvP, if a target has not been committed in combat yet, Distract can be used in them to make them face the wrong direction, preventing a cast from switching off! Disarming trap, while seemingly useless in PvP, can be useful on battlefields. When a rogue can break a hunter's trap while in Stealth, he can help his team infiltrate the roof of Warsong Gulch! In PvP encounters, you will almost always want Paralyzing Poison II to be applied to both your main hand and the hand gun, allowing you to slow your target as often as possible. If you encounter a caster spelling like a Magician, Warlock or a priest, it could be beneficial for the Rogue to stay in Stealth and change the poison from the hard to poisonous of mind III, allowing him to slow down the cast time of the Caster spell, allowing him to eject more frequently. This can also be applied to wound poison IV, when encountered with healers in the world. It's important to remember that most healer classes will also have a Cure Poison-type spell, allowing them to get out of Poison II and get out! Engineering is an absolute essential profession for a Rogue PvP, and for that case, every class in RRP. Especially in scenarios where a rogue goes against multiple enemies, Goblin Rocket Helmet is an incredibly powerful tool. He knows one, blind another, goblin rocket helmet a third, kill the fourth enemy, etc. As an Engineer Goblin, a Rascal will have the ability to make his own Goblin Sapper Charge, without having to buy them out of the auction house at inflated prices. Goblin Sapper Charge is an absolute monster in the PvP world and group battles, allowing one team to completely deler the other if they time their Sappers. It is also very important in each PvP scenario to have dense dynamite and iron grenade in suitcases. These allow a rogue to chase a target down, or interrupt a Spellcaster when the Rascal is reelected. Finally, the Trinkets Reflector. Hyper-radiant flame reflector, gyrofreeze gel, and Ultra-Flash shadow reflector. These trinkets allow the Rogue to reflect several spells back in the cap. Things like Pyroblast, Frostbolt and Death Coil. These can be moments that change massively from games that can in the rogue's favour if it was properly avased. The Refect Buff only lasts 5 seconds and has a remarkable effect on the rogue's body, notifying all enemies that the Reflector is enthused (i.m. if they are paying attention). Thistle Tea is only mentioned again under the Consumables RRP because of how powerful it is. Although its impact is quite limited in PvE, it really shines in PvP. Allow a rogue to keep a Stunlock on target, or even give you the extra energy you need for this great Gouge or Kick you needed to secure a murder! Grenades are one of the most powerful PvP tools available. A long-range trick, some damage, what else could you ask for? Does a Magician blink and start throwing Polymorph? Throw a grenade at him! Your goal is getting away from you, and you're not within reach of Melee to apply the paralyzing poison II? Throw a grenade at him! Goblin Sapper Charge is the only way a rogue PvP can do damage to the effect area, and the child is this sweet damage. If you have enough players in your faction all with Goblin Sapper charges in your bags, you can easily clean up an enemy raid in a few seconds with these! Be careful, you can kill yourself from the damage you know for the user! Free Action Potion, also known as Fap, an absolutely broken potion. Bring a lot of these on you, because it's incredibly powerful when a rogue has this on. It doesn't slow down, no roots, no stunts, nothing! Just Fap and run straight to your enemy! The restorative potion, also known as Resto Pot, is the only way to deal with a Warlock or Priest's Damage over Time Abilities, which allows it to steal or disappear again. This is also a great tool to deal with an annoying Druid's Fire. Heavy Runecloth Bandage is absolutely one should have Consumable in PvP. You can completely throw a bandage while your goal is under the effects of Blind or even Kung. If you're really in a pinch, you can even Gouge and bandage immediately, trying to get some health when in a place where you don't have many Coodowns.Alterac Manna Biscuit appears here because there aren't enough people know about it. Instead of asking magicians in town for level 55 food, you can go shopping yourself at the Alterac Valley Quartermaster, where you're making this the best food in the game. Many people are also wrong when they assume this can only be used in alterac valley, such as the PvP potions that the seller sells, such as Major Healing Draught or Major Mana Draught. But Alterac Manna Biscuit can actually be used anywhere, even off the battlefields! Previous page:AddonsThanks to read our tutorial guides! 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