

Lieutenant Commander's Guard

(Leather)



Class: Alliance Rogue ONLY

Armor Level: 66-71

Level 60 PvP Rare Set

Horde version: Champion's Guard

Item	Socket Bonus	Ability Bonuses						Sockets				Other Bonuses			Price in Honor / Tokens					
		AC	Str	Agi	Int	Sta	Spi	R	B	Y	M	AP	CSr	HR	Hon	AV	AB	WSG	EoS	
Knight-Lieutenant's Leather Grips		155				18							20	14		2805	20			
Knight-Lieutenant's Leather Walkers		166				18							28			2805		20		
Knight-Captain's Leather Legguards		225				22							34	14	10	4335			30	
Lieutenant-Commander's Leather Shoulders		196				17							22	14	10	2805		20		
Lieutenant-Commander's Leather Helm		238				23							36	14	10	4335	30			
Knight-Captain's Leather Chestpiece		248				22							34	14	10	4590		30		
Full Set Cumulative Total:		1228	0	0	0	120	0	0	0	0	0	0	174	70	40	21,675	50	70	30	0

Full Set Cumulative Total:	1228	0	0	0	120	0	0	0	0	0	0	0	174	70	40
-----------------------------------	-------------	----------	----------	----------	------------	----------	----------	----------	----------	----------	----------	----------	------------	-----------	-----------

Plus:	Walkers: Increases the duration of your Sprint ability by 3 sec.
--------------	--

Cumulative Bonuses for Multiple Set Items Equipped	
#	Cumulative Bonuses * not in [Full Set Cumulative Totals] numbers above
2	Increases Attack Power by 40
4	Reduces the cooldown of your Gouge ability by 1 sec.
6	+20 Stamina

PvP Honor Points	Alterac Valley Tokens	Arathi Basin Tokens	Warsong Gulch Tokens	Eye of the Storm Tokens
------------------	-----------------------	---------------------	----------------------	-------------------------

Legend: Other Bonuses Explained

AP	Equip: Increases your Attack Power by x
Hr	Equip: Improves Hit rating by x
CSr	Equip: Improves your Critical Strike rating by x

Vendors

Sergeant Major Clate	<Armor Quartermaster>	Champions' Hall, Old Town, Stormwind
----------------------	-----------------------	--------------------------------------

Notes

Since the revamp of PvP rewards and the Burning Crusade expansion, all characters may now enter the Champions' Hall to drool
Prices and stats are constantly in flux.