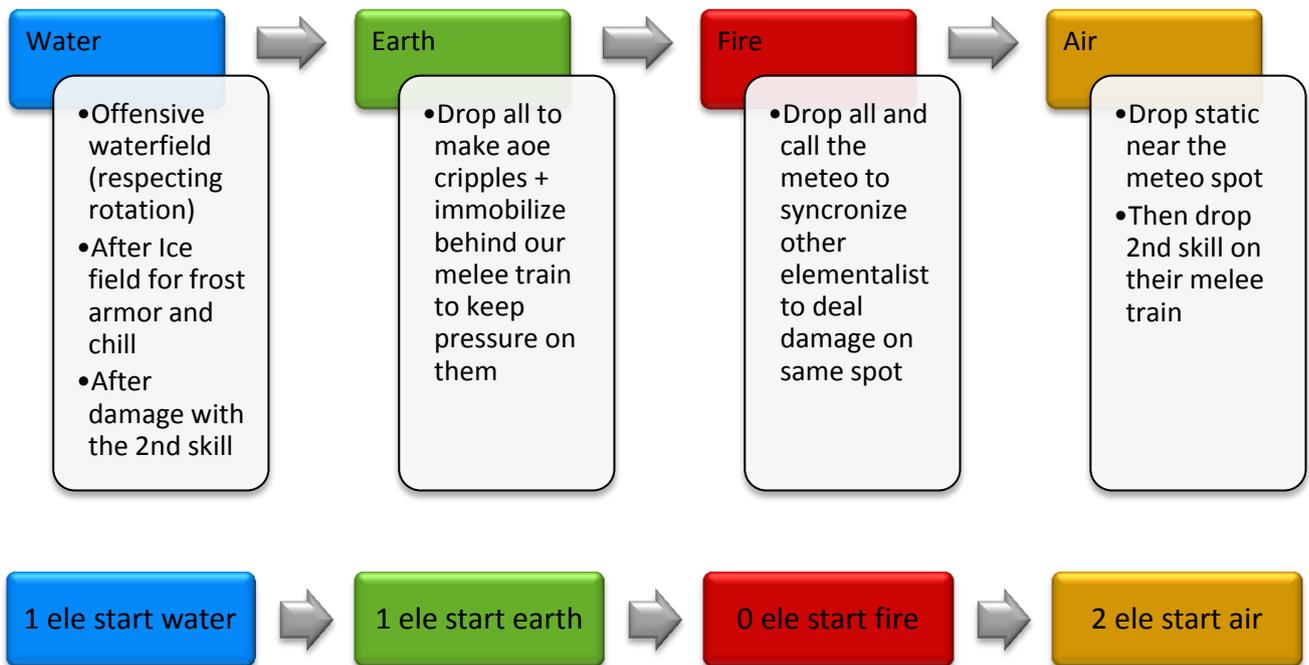


# Elementalist tactics



One elementalist will put firefield for blast (the ele with water) while 1 air ele will go in front the raidleader (about 2-3 metres ahead) to cast 1st static on enemies, to let them use their stability (making them lose 2 secs) + shake it off (lose condition removal)

## Motivations of this rotation

- In this way fire is between earth and air which means that the damage is between conditions crippling + immobilize and CC of static
- It is important that the meteo shower is casted not on 1st engage because:
  - The static fields and crippling are necessary to make them use stability skills + condition removal skills while our melee train does high damage
  - Our necro will put wells on the ground, so the enemies will dodge them and if u cast meteo on them (probably), u will be just hitting a dodging area, so doing 0 damage
  - On the 2nd engage they will not have so much stability and condition removal (if they don't have boon duration guardian maybe) and u can use meteo synchronized + still 1 CC static of the ele who started water on the meteo spot
- Why this order:
  - Earth before fire guarantees protection during casting of meteor shower (you're channeling)
  - Air after fire guarantees fury during meteor shower (also stacks if you go on tornado)
- Watch out that between the 1st and 2nd engage it's just 5-10 seconds, so we need to be really precise on synchronizing meteos

### Tips to keep the rotation up

- The elementalists have to be coordinated between so they can cover all the needs of the melee train; helps:
  - Positioning is fundamental; if you start being CCed, crippled, chilled etc. you fuck up all the rotation; if you get CCed or crippled try to speed up attunement change (without jumping attunements)
  - If you switch water and already an offensive waterfield is called (the 5th skill) then don't cast it and just cast 4th and 2nd of water and pass through
  - If the raidleader asks for a waterfield, 1 ele on air/water has to cast it (the 3rd skill); all ele MUSTN'T switch water at same time, else you have all cooldown on water if you need another regroup after; so the 1st ele who calls it, does it after 3 seconds
  - If the raidleader asks for empower and firefields, 1 ele on earth/fire has to cast it; all ele MUSTN'T switch fire at same time, for same reason of before
  - When the 1st elementalist casts meteo, all the other elementalists have to speed up their rotation (without jumping attunements) to cast meteo on same spot

## When use the tornado?

- Tornado has to be used after the meteo bombing and, if you have static ready, also after it
- The elementalist who already casted the offensive waterfield (5th skill) can cast tornado after the meteo bombing and so on 2nd engage (as normal)
- The elementalist who didn't cast offensive waterfield can't go tornado
- This should be good to resolve the waterfield problem, which is the main cause of the transform from tornado to normal from before the end of cooldown