

Optimal PVE Rotation Vengeance Juggernaut 4.0



1. Opening Sequence: Enrage - Force Charge - (Vengeful Slam)

2. Yellow Boxes: Synchronisation

Use Vicious Throw when Destroyer is active, Vengeful Slam should be skipped in fights against single enemies. In about 1/3 of cases Vicious Throw will not be available (-> Destroyer Proc had failed), Vengeful Slam - or a different attack - has to be picked as substitute to keep the timing intact. The Destroyer-Proc floats through the rotation, as consequence the position of that single substitute attack will change. The synchronisation prevents overlapping attacks that will trigger a cascade of further gaps and overlappings in the future.

3. Yellow Circles

Once the rotation is started there are always at least 2 bleeding stacks active, at the marked positions 3 stacks. Those are the best positions to add a Vengeful Slam in fights against several enemies, the 3 spots allow maximum burst damage. No preparation in advance necessary, just hit the Smash-Button while standing in the middle of a cluster of enemies.

4. Alternative Starting Points

#1: Three bleeding effects for the Vengeful Slam are generated as quickly as possible
#2: All debuffs of this class are applied at the beginning of the rotation.

5. Adaption for the Testdummy

In raids or PVP-Matches the passive ability „Endless Rage“ generates up to 6 additional units of Rage during one iteration, under real conditions energy is not an issue. The situation at the testdummy is different, that source of energy is not available as the Juggernaut does not take damage. As a consequence the rotation will stop at Shatter in quickbar #2. To avoid this problem the positions of the 3 Sundering Assaults should be swapped with Shatter, this improves the energy management at the Testdummy. Restore the original rotation for raids and PVP, the alternative order cripples the dot-smash.

Additional notes:

- After a killing blow it is recommended to leap/switch to another enemy and **continue** with the next attack in the rotation, the stacks for the critical Force Scream are not lost, there is no need to build them again. The rotation resets after 12 seconds, after longer interrupts (red circles, boss reflects damage, transitions ...) it can be restarted from the beginning.

- The frequency of filling attacks is a strong indicator for the quality of any rotation or the level of (in)competence of a player. Unlike the DPS value, the number of filling attacks is not affected by the level of gear, relics, stims or adrenals. Skill or logic are the determining factors. The rotation theoretically produces 2 strong filling attacks in 36 seconds, one for a failed Destroyer-Proc (1 Vengeful Slam), the second is the Saber Throw. (OK, Saber Throw may not count as filler, it is required at the testdummy for energy regeneration.)

The rotation allows fewer filling attacks than priority lists, less than 1 filling attack every 18 seconds.