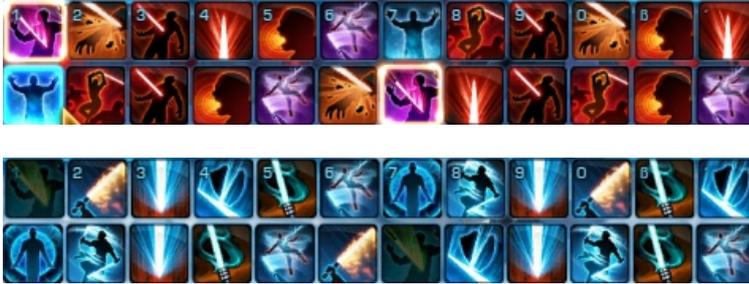# Rotation for the Vengeance Juggernaut

It is important to apply the 3 dots right after the beginning, in fights against
several enemies a Vengeful Slam will spread the dots. As consequence the perk
Bloodmaster will add a 15% damage buff on all your bleeding effects that affect
a bunch of foes.

Dotspread
The rotation is built around the ability Bloodbath, in AOE fights you **need to
add** one additional Vengeful Slam between Force Scream and Sundering Assault in
Quickbar #1, pos #11 and #12.(-> use the Slam from Quickbar #2, pos. #12)
There are 3 stacks of bleeding active after Force Screams #1, #2 and #4.
Latencies prevent the 3rd dot after Force Scream #3.
The following Vengeful Slam spreads the dots and resets the timers. In fights
against several enemies (e.g. waves of adds, The Ravagers, Dark Fortress) it is
possible to have 3 dots and the 15% buff active over the 25 GCDs of the
rotation.
This is a unique and important feature.

In fights against a single enemy (e.g. first boss, Dark Fortress) don't add a
Slam in Quickbar 1, but swap the positions of Force Scream and Vengeful Slam in
Quickbar #2, positions #4 and #5. (-> during the raid)
It is the single-target variant of the rotation. All core attacks are repeated
after 6 or 8 GCDs, there will be no delays.

Destroyer Proc
Columns #1 and #7 contain variable attacks: The Destroyer proc floats through
the rotation. Hew will be available about 2 times at different positions,
activate it in column #1 or #7.

If Destroyer failed to proc a substitute is required in column #1 or #7. The
Chilling Scream is only used as a **placeholder**. That Scream is sometimes replaced
by an attack that fits better to the current situation. It could be a Force Push
to reset your Force Charge, a Vicious Slash against a single enemy, a Saber
Throw to regain Rage at the testdummy, a Sweeping Slash if you can hit several
enemies in front of you or Retaliation if you slightly undercut the 110%
accuracy.

In PVP-matches I usually keep the Chilling Scream as it reveals hidden
operatives and assassins. It also slows enemies down. In combination with the
perk Piercing Chill the Chilling Scream deals decent damage to groups of
enemies, even after the nerf.

Those variable attacks are easy to handle as they occour only in 2 columns and
are not spread out over the whole rotation.

Sundering Assault
Juggernauts gain Rage when taking damage, during raids this rotation usually
builds more energy than required. Replacing Sundering Assault with a different
attack (e.g. a Vicious Slash) does not neccessarily increase your DPS numbers.
The armor debuff and the damage buff from the setbonus can get delayed. In
addition you can run out of resources if you don't take damage.

Variable Starting Points

For PVP-matches I usually pick the perk Warbringer, it allows to cast a Hew right after a Force Charge at position #1.
If you prefer different perks start the rotation from position #2 (Shatter).

Testdummy

The rotation is optimised for real fights and spreading of dots. It is possible to parse it at the testdummy, but if Enrage and the Saber Throw are used too early you can run out resources.

There is a modified version of the original rotation that sacrifices the spreading of 3 dots for a better energy management. It is only meant for the testdummy, in raids or PVP-matches it does not perform well.

Start this variant from Shatter, if Hew is greyed out use either a V. Slash or a Saber Throw as substitute.

Permutations

If you swap all the positions of the 4 Force Screams with Imaple (or Shatter with Sundering Assaults) you will get a a rotation that looks different. The result will be a weaker permutation.
This is just an example, please don't use it.

Outlook

Against a single enemy (testdummy) I get similiar (or slightly higher) DPS numbers than with my rotations for Rage and Fury. In fights against many enemies Vengeance deals much higher damage than the other 2 rotations I posted in this forum.

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TRE -> Darth Malgus