

## Vengeance Juggernaut Rotations

### Overview

Players usually want to use the core attacks (Shatter, [Sundering Assault], Impale, Force Scream and Vengeful Slam) of this class on cooldown without skipping Ravage and Destroyer procs. In addition **ALL** the game mechanics of the Vengeance Juggernaut should be applied. There are conflicts between those 2 goals, you cannot have both at the same time.

Rotations with a duration of 24 GCDs do not delay attacks, but they don't build 3 bleeding stacks at positions where they can be spread or refreshed. As consequence the perk Bloodmaster will never provide a 15% damage bonus. In real fights this is a huge disadvantage.

However, it is possible to build a rotation of 25 GCDs that gets all the procs right. There are 2 variants of my rotation, the first one can be used with all tactical items that are not class specific and with "A Vicious Cycle". The second one is a 24-GCD rotation that should only be used at the test dummy or against a single enemy.

### Variant 1

Tactical items: A Breath of Fresh Air, Biorythmn, Greased Lightning, Krall's Accord, Luck Always Changes, Reliquary of Time, Rolling Boil, The Life Warden or A Vicious Cycle.  
It also works under patch 5.10.4 without any tactical items.



### Dotspread

The rotation is built around the abilities Bloodbath, Bloodmaster and Endless Rage. 3 stacks of bleeding are active before each of the 4 Vengeful Slams. Spreading those 3 dots will provide a 15% damage buff over almost the whole rotation.

### Destroyer Proc

Columns #1 and #7 contain variable attacks: The Destroyer proc floats through the rotation. Hew will be available about 2 times (-> health level of your enemy is bigger than 30%) at different positions.

If Destroyer failed to proc a substitute is required in column #1 or #7. Pick one attack that fits best to the current situation. It could be a Retaliation in combination with the new tactical item "A Vicious Cycle". A Force Push to reset your Force Charge, a Sweeping Slash if you can hit several enemies in front of you. A Saber Throw to gain Rage at the test dummy. Chilling Scream (with the perk Piercing Chill) can sometimes be a decent replacement in PVP matches.

The game mechanic around Hew changes once the health of your enemy drops below 30%. In this case Hew has a cooldown of 10 seconds or ~7 GCDs.

Hew fits up to 4 times into the rotation: 2 times triggered by the Destroyer proc, 2 times after the end of the cooldown of 7 GCDs:

The cooldown after the first Hew (triggered by the Destroyer proc or War Bringer) will end at position #8. Simply swap the positions of Ravage and Hew during a fight.

After Hew was triggered at quickbar #2, position #1 replace the next Sundering Assault (quickbar #2, position #8) with Hew. A Saber Throw in column 7 or activating Enrage will generate the required energy. (-> Before patch 6.0 the set bonus of the Vengeance Juggernaut provided a damage buff. That set bonus is gone now, replacing SA does not reduce the damage output anymore.) The substitution does not work at the test dummy.  
Swap the positions of Shatter and Hew (in quickbar #1, positions #1&2) if the Destroyer proc was used in quickbar #2, column #7.

### **Energy Management**

The passive ability Endless Rage generates additional Rage when Juggernauts suffer damage. The energy costs for that 25th attack are easily covered. In raids or PVP matches Rage is not an issue.

Chilling Scream costs only 2 units of Rage. If you replace failed Destroyer procs with this attack and Saber Throws the rotation can be parsed. It is only a makeshift solution, but it allows to verify the position of the 3 dots and the timings.

Retaliation also consumes 2 Rage. Once patch 6.0 is released it will be a good substitute attack against 1 enemy.

### **Perks**

The rotation is based on cooldowns of attacks and the abilities of the Vengeance Juggernaut, it does not require any specific perks to function. Choose something that fits best to your playstyle.

### **Starting Positions**

Depending on the enemy you may use the Saber Throw before you activate Force Charge or at the position where Destroyer fails to proc the first time (quickbar #2, column #1).

I usually pick the perk Warbringer, it allows to cast a Hew right after a Force Charge at position #1. It is a great attack that also slows down some enemies (PVP).

If you prefer a different perk start the rotation from position #2 (Shatter).

### **Permutation**

The positions of the 4 Force Screams and Impale can be swapped. The result is a permuted rotation that looks different, but does exactly the same.

## **Variant 2 - Test Dummy Rotation**

In raids and PVP matches the position of the dots matters, while the energy management rather unproblematic.

At the test dummy the situation is completely different: optimising Rage has a high priority. The position of dots does not play any role as they cannot be spread. (-> patch 5.x)

Different constraints lead to different rotations. If you want to maximise the damage at the test dummy a rotation is needed that is built around those specific constraints.



Shatter #1 is the entry point. If Hew is greyed out use either a Vicious Slash or a Saber Throw as a substitute.

This variant is meant to be used at the test dummy only, it does not perform well in real fights with several enemies.