

## Warrior Rotations - Introduction

Most of the newly introduced tactical items do not change the timing or cooldowns of attacks. In this case the old rotations, that were used before patch 6.0, are still valid.

A few items require completely new rotations.

This document deals with Rage, Fury and Vengeance, I may add some more in the future.

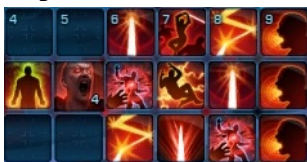
### 1. Rotation for the Rage Juggernaut and the Fury Marauder

Tactical items: all except Syn's Second Amulet, Force Barter and Enrage Crush.

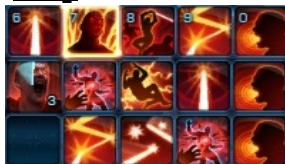
Both classes share the same game mechanics, the timings of attacks and most procs are identical. The energy management differs slightly.

It is possible to build ONE rotation for Rage and Fury, only smaller adaptations are necessary: The Marauder uses Berserk, Battering Assault and the Vicious Slash. The Juggernaut gets Enrage, Sundering Assault and Retaliation. All the other core attacks end up in the same positions.

#### Rage



#### Fury



Before a fight the Marauder needs to build 30 stacks of Fury for Berserk, the perk Brooding is recommended. Cloak of Rage will provide the energy for additional attacks (e.g. Smashes or Vicious Throws) outside of the rotation. Brazen is not required to manage the resources.

There are no obligatory perks for the Juggernaut, you are free to choose what fits best for your playstyle.

Cast Furious Power (with 4 stacks) before Raging Burst.

Column 6 (Marauder: column 5) contains variable attacks: Every second Force Scream will be on cooldown, a substitute has to be used instead. Possible options are a Vicious Slash (Marauder), Retaliation (Juggernaut) and Vicious Throw or Sweeping Slashes (both classes). Force Scream and the substitute attack switch positions in every new passthrough. This approach keeps the rotation short (only 12 GCDs) and flexible.

The perks Ruthless Aggressor (Fury) or War Bringer (Rage) allow to use a Vicious Throw independently from the health level of your enemy. Activate that attack in column 5 instead of the Force Scream.

Once the health of your enemy drops under 30%, regular Vicious Throws become available. Use them in Raids and PVP matches as soon as possible (-> additional GCD), at the test dummy as replacement for a greyed out Force Scream in column 5 or 6. (-> alternate between Vicious Throws and Force Screams)

Passive cooldowns and additional attacks (e.g. Smash after Force Charge, Force Choke, Chilling Scream ...) are added according to the current situation, but will delay the core attacks.

Marauder only:

Add a Battering Assault after a Force Charge, then enter the rotation at position #1.

If Bloodthirst and Frenzy are both available, you need to insert those two buffs directly after Berserk. Using those just somewhere will mess up the energy management and the procs triggered by Berserk.

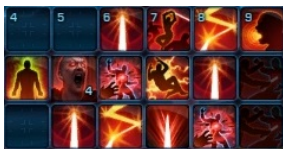
Juggernaut only:

There are 2 different entry points (also for Syn's Second Amulet): If you start the rotation from quickbar #2 you will get a 10% damage reduction.

For a 5% damage buff cast Enrage (or Sundering Assault) after Force Charge and begin the rotation in quickbar #1. Afterwards keep Enrage in quickbar #2, there it will not collide with the Cascading Force. Endless Rage generates the needed additional Rage.

### 1.1 Juggernaut - Syn's Second Amulet

There are no variable attacks, the rotation also works at the test dummy.



(That rotation cannot be used with the „Flawless Riposte“ armorset, it removes the cooldown of Riposte. It seems it is possible just to alternate between Riposte and Furious Strike. Incredibly overpowered, perhaps it is a bug.)

### 1.2 Marauder - Enrage Crush

This is a variation of the marauder rotation above, it adds great AOE damage. In column #5 you need to replace a greyed out Force Scream with a Vicious Slash, a Vicious Throw or a Sweeping Slash.



Frenzy - Force Charge - Battering Assault is used as opening sequence.

The energy generation is not as good as of the other Fury rotation. In real fights you need to build additional Rage, this can be done by picking either the perk Cloak of Rage or Inexorable (-> PVP). Force Choke and Force Charge also build resources.

If you replace the Dual Saber Throw with an Assault the function of the rotation can be checked at the test dummy.

## 2. 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.

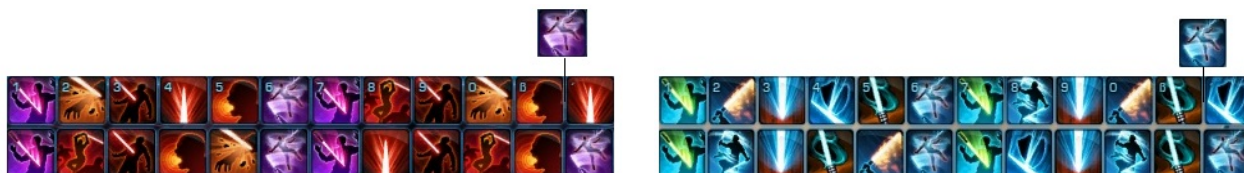
Rotations with a duration of 24 GCDs do not delay attacks, but they don't build 3 bleeding stacks at positions where they can be spread or refreshed. As consequence the perk Bloodmaster will never provide a 15% damage bonus. In real fights this is a huge disadvantage.

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 works well in raids and PVP against single and multiple enemies.

The second one is a 24-GCD rotation that should only be used at the test dummy (or against a single enemy).

### 2.1) 3-Dot Rotation

Tactical items: The rotation does not profit a lot from „A Vicious Cycle“.



#### **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 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 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.

### **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 anything you like.

### **Starting Options**

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

There are 3 different starting positions: Force Charge in combination with Warbringer will trigger the first Hew.

If you prefer a different perk start the rotation from position #2 (Shatter) or #9 (Impale).

Some weaker enemies get killed before you can apply the 3 dots. Begin the rotation (after a Force Charge and Enrage) at Shatter in quickbar 2, so the strongest dot will be spread.

### **Permutation**

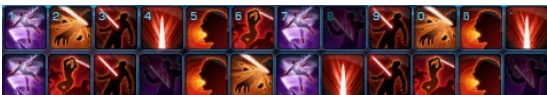
The positions of the 4 Force Screams and Impale can be swapped. The result is a permuted rotation that looks different, but does exactly the same.

## **2.2) Test Dummy Rotation**

In raids and PVP matches the position of the 3 dots matters. The energy management is rather unproblematic.

At the test dummy the situation is completely different: optimising Rage has a very high priority. The position of dots does not play any role unless the item Hemophilic Slash is equipped.

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, it does not perform well in real fights with several enemies.

## **2.3) Hemophilic Slash**

Two different situations have to be distinguished:

### 1. Fights against groups of enemies

The tactical item Hemophilic Slash keeps the dots active for a longer period of time. This directly increases the damage and the damage bonus of dots.

There is a higher chance that 3 dots are active before a Slam, even if you were interrupted or there were other delays (e.g. server lags). The Vengeance Juggernaut clearly profits from this item.

Bloodbath usually deals more damage than a Hemophilic Slash as more than one enemy can be affected by the 3 dots. It makes sense to adopt a playstyle that optimises AOE damage.

### 2. Fights against a single enemy

A Vengeful Slam spreads the dots at the end of its GCD, Ravage refreshes them at the beginning. Using a Ravage at one of the 4 points, where 3 dots are active, does not work. At a first glance it seems that a completely different rotation is required to handle the changed game mechanics of Ravage.

Surprisingly, there is a quick and dirty solution to solve the problem: The 3-dot rotation is simply reversed.

After a Force Charge pick Sundering Assault in quickbar #2 as entry point. Now run through the rotation from right to left.

This results in the sequence [Sundering Assault - Hew (triggered by Warbringer) V. Slam - Shatter - Force Scream - Impale - Ravage - Hew (Destroyer proc) - Sundering Assault (quickbar #1, position #12) - Slam (the 25th attack cannot be skipped)- Force Scream - .....]

After reaching position #1 quickbar #1 jump back to the last attack in quickbar #2.

Reversing the rotation improves the relative position of Ravage towards the 3 dots. The first Ravage (column #2) refreshes 3 dots, so does Ravage in column #8. Ravage in column #10 affects only 2 dots. In total 8 out of 9 dots are refreshed.

I don't think that this number can be reached with a rotation of 24 GCDs.

It is an elegant solution, the „normal“ order (from left to right) of the rotation optimises the dotspread with Vengeful Slams, reversing it (running from right to left) improves the refresh of dots with Ravage.

#### **2.4) Cut to Pieces**

The 25-GCD rotation works best against a small number of enemies. With the tactical item „Cut to Pieces“ larger groups can be killed efficiently (e.g. bugs on Ossus or tougher adds in the new operation on Dxun).

Start my AOE-Rotation (after Enrage and Force Charge) at the second Impale (quickbar #1, position #9). The next Slam will spread the 3 dots to up to 8 enemies in range. Critical bleeding effects will reduce the cooldown of your next Slam. Continue with the rotation, but add a Slam whenever it is available. This will push back the other attacks, but hitting several enemies deals far more damage.

Once the dots are applied Ravage and Hew may be skipped or replaced by a Slam, a Sweeping Slash or a Chilling Scream (with the perk Piercing Chill).

After killing the last add simply continue with the rotation, the cooldown of the core attacks will have ended. So the tactical item Cut to Pieces can be integrated seamlessly into the existing rotation.