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## Explosive conflict swtor

Loot list/ operations/ SWTOR SWTOR Operation Loot tables Dulfy 110 Comments April 8, 2013 SWTOR operation loot table list of items from new and renewed operations. Patch 2.6 Updated For More Loot list/transactions / Patch 1.5/ SWTOR SWTOR Operation Loot table-Patch 1.5 Dulfy 9 Comments December 3, 2012 Patch 1.5 for SWTOR Operation Loot table. This booty painting includes all drops from eternity vault, karagga palace, explosive conflict, asation and two L50 World Bosses bosses. The table/chart was compiled by the Taraq Vanjervallis Chain. Read more Nightmare EC / SWTOR Nightmare EC Firebrand and Stormcaller operations guide Dulfy 17 Comments Nov 20, 2012 Nightmare Explosive Conflict EC Operation guide fireband and stormcaller with detailed strategy and video. Firebrand and Stormcaller are the second bosses of Nightmare EC. This pair requires very high XPS due to the tight temper timer and revised mechanics that prevent you from achieving a second Double Destruction per shield phase. Read more Nightmare EC / SWTOR Nightmare EC Zorn and Toth operation guide Dulfy 21 Comments Nov 14, 2012 Nightmare Explosive Conflict AT Operation guide Zorn and Toth with detailed strategy and video. Zorn and Toth nightmare are EC's first boss and don't have much additional mechanics compared to EC Hardmode. A medpack and good cytoauitonal awareness are necessary for this fight. Read more Loot list / Nightmare EC / operations / Patch 1.5/ SWTOR SWTOR Nightmare Exposive Conflict EC Loot Table Dulfy 30 Comments November 14, 2012 SWTOR Nightmare Explosive Conflict Loot table for Patch 1.5. Please send drops of loot that are missing and/or incorrect in the list! Read more Patch 1.2/ SWTOR Upcoming in 1.2-A recap Dulfy 25 Comments Mar 8, 2012 Hey everyone, recently enjoyed attending the Guild Summit via livestreaming, which was held while discussing other new features/changes from a number of panels approaching patch 1.2 (sometimes scheduled for release in early April) and SWTOR. There was a bit of information there - the transcript I captured here if you want to view all the details. If you don't feel like reading through my notes pages, I've created a guide outlining all the key features you can expect here in patch 1.2 and beyond! Read more Patch 1.2/ SWTOR SWTOR Guild Summit-Live blogging Dulfy 65 Comments Mar 5, 2012 I attended Bioware's Guild Summit live and everything I was told took down some pretty extensive notes, I hope you find them helpful! Read more Toth and Zorn HM: Strat (HM Only): - Bosses should always be kept apart. - Melee on Toth, on ZORn, changes in the MAX range. - AOE damage lots going out. - When toth jumps into Zorn, tanks need to change and separate them. - Toth and Zorn will always have tanks in the same place, there will be tanks Position. - The range you should have been was supposed to be 25m. - Usually melee has a dispellable debuff. - Fear is the debuff you have to go outwards. If you have this, you can't attack Zorn. If you do, you're dead. - Toth will go crazy at some points and there will be a yellow circle under one. This person needs to run towards Toth and stay until the circle is purple. Then move it back to its original location. - Soft rage when Toth/Zorn dies. VIDEO TANKS - Ryast (Jugg) - Disappoint (Powertech) HEALS - Fhatal (Sorc) - Koshimo (Sorc) DPS - Auliga (Mara) - Swiper (Mara) - Kuato (Merc) - Mythicrose (Sniper) LOOT - Campaign Bracer Token - Campaign Pants Token - Relic Fire and Storm HM: Strat (HM Only): Tanks must boss together. The fire will be extinguished facing the wall, and the Storm will be tanked along the small gray stripe on the boss's platform. We tried tanking completely forward, but our Double Destruction soakers were sometimes hit. This puts the boss at a slight angle from his initial forward positioning. - There is a wide range of fire frontal AOE. No storms, but no wide range. - Storm Double Destruction throws when you need to have two Double Destruction Soakers on the right side to get between storm and tank. The brawl must be in the tank at the end of this cast. - Pay attention to the red circles on the floor. - I watch lightning for giant hemispheres that fall. Don't stand in them. Blues. And big. - If someone has a yellow circle for them, they need to be cleaned as soon as possible when fleeing everyone. Apartment HM will remain on the ground. - Tanks Fire tank armor must be traded after receiving debuff ASAP - at 80%, 60%, 40% usually, they will start casting Defense Systems. This is where you run to a shield that falls from the sky. - HM, they will only lay one spawn, not in 3 places. - Run around healer LoS leaving lightning around the group, not in the shield and the fire tank will go into the shield on that side and the storm will stay out. - In shields, NO AOE. If the shield generator dies, you'll do a lot of damage. - Two crowds must die in the fire before the havan vole stops. - Tanks go to their bosses and repeat everything. - GG VIDEO-Firebrand is hard to find a clear video showing an intermittent PoV. TANKS - Ryast (Jugg) - Disappointment (Powertech) HEALS - Fhatal (Sorc) - Nawato (Sorc) DPS - Auliga (Mara) - Swiper (Mara) - Zadruhn (Sniper) - Mythicrose (Sniper) LOOT - Campaign Belt Token - Campaign Offhand Token - Offhand Piece Minesweeper HM: Strat (HM): Phase - Ever red block, Never go. - A tank stands up in the tower to solve puzzles. - When looking for a way, you need to find a Mine End. - When the Tank finds the End, the other tank and turns the boss from raiding to avoid cleave. - The overload must be cut off each time. - When the Mine End dies, a person gets a diffuse to bomb. This person has to wait for the tower tank to open the square yellow and then go click. - Rinse and repeat until the road is completed to the end. Tower Guide: - We started with three people going up the ramp to the console. One to find the way, one to call a mine bud, the other to kill the spawning crowd. - The tank will continue to find a way while the group fights the Mine End. As long as the Mine End dies, the tank will click on the red panel to turn the square yellow. While this point is yellow, the tank cannot click on another point, so in the meantime it must find a Mine End. - Rinse and repeat. - One end point is to turn yellow, you must drop it down to catch the tank group. - This puzzle provides 5 diffuses before hitting the fury. Phase II - After someone has reached the other side, it is required to click on the panel on the right side. - Probe Tank goes first, then kill two attachments. - He targets someone and draws a red circle. Escape your raid until it explodes. - It calls 4 pies once it gets up to 40%. He must be killed at NM. It could be Story Mode CC'd. - GG VIDEO TANKS - Ryast (Jugg) - Eternity (Ingis) HEALS - Fhatal (Sorc) - Koshimo (Sorc) DPS - Auliga (Mara) - Swi (Mara) - Zadruhn (Sniper) - Mythicrose (Sniper) LOOT - Campaign Chest Token - Campaign Glove Token - Chest Part Warlordhe Kepss Strat (HM): Phase I - Everything hits hard. - Never go under the boss if there are no bombs. - Three droids must be killed first. Kill the front one while one tank mocks the other two. After the first one's down, kill the others. - The walker will hit random targets every time, so be aware of this, especially for the bomb carrier. - The giant boss will shoot purple shots on the floor, in different parts of the room at different points. This room is going to go a long way. Looks like he's got five points to pull. - The sections are facing the boss, Upper Right, Right, Center, Left and Top Left. - After the last droid dies, a Bomb gang will lay eggs. This needs to be killed as of now. A tank needs aggro. DPS uses throat drop. Watch out for Purple Shots from the boss as they suffer, too. These gangs can be stunned. - This mafia needs to be taken quickly to reduce the hit healers up to 14k. It helps a lot of debuff a sunder armor on gangs. Plan accordingly. - If a Bomb mod is killed, someone in the group will have an explosion symbol above the head. - This person will work on a stand in a small red circle under the boss. This person needs to be on top of him and get better. - Under the boss you will deal up the person and automatically bring down the boss. The boss is tough. Another DPS boss with a looter or other stun needs to get rid of it a few seconds early and prepare for the next episode. - The next section contains AOE packages with a shield carrier. Do not attack any mafia in purple shield or you will die. As the rest of the AOE gangs move towards the healers, this aircraft carrier must be stunned and dpSed by one or two people. - Tanks will take down packages and DPS

AOE. This is repeated 2 more times. Packages lay on the right of the boss, in the back or on the far left, where you lay eggs. - At this stage, for the first two packages, everyone except one DPS should be on the right wall. The second herd will scorch the middle after it collapses. This is where everyone moves into the center and prepares for the third package. - Once the last mafia dies, you need to spawn a Bomb mode and die as soon as possible. Same procedure as before. - After killing the boss a little more, he will lay eggs in two Rail Shot droids. These are not tankable. Rail Shot people for heavy damage as long as a tank weases them. Attack the right one, like you're up against the boss. The other one's going to have a big purple ring that hurts. Tanks should be out of the farthest ones, but in 30m. - Call out when casting is left to focus on adding one to the other and start switching 2 seconds. Repeat until these two are dead. - After the last one dies, the real boss will fall. This needs to be proved and healed by hard blows. - He often jumps into the air. Don't stand in the red circles. - In about 10 seconds, a Bomb gang will come, which must be killed quickly. It's the same thing. Under the great Walker boss. He should be killed in three drops, Phase II - Grab a tank boss. All heals should be only in tanks. DPS would not take any damage. The tank's getting hit hard. It's really hard. - As about 50% health, the boss pulls everyone to him and create a large purple circle that needs to be run out. Predation helps here. Use health packs and defense CDs, if any. - He will win a buff called Masters, Gift, which gives him breath of Masters. When the tank is doing this spell, the other tank should immediately mock it. Ready. If the tank affected by Nefes is hit even once by the boss, there is almost always a sudden death for this tank. - If there is a breather, he must run, leaving purple circles on the ground from the outer edge. Five of them will fall out of breath. - When the other tank breathes, the main tank must grab back as fast as possible. Repeat until the boss is dead. Sniper shields are very useful here. Masters Note Breath: Cshouston: Masters Touch. When Kephess performs his recoil in the current tank, this applies the debuff. Getting a single point of damage is actually an insta-kill. It blows back, applies Touch, shortly after the channel Begins Breath. Whether by this design or an error, he can get off a swing between two and one shot tank. We took care of that by doing our non-tank regiment right after the pass, took the debuff, then blew the power vest and escaped until the Breath channel started. At this point, you will mock it and just provide maximum DPS up-time for our melee, instead of tank. Touch 2. We found this most convenient, because there is very little kiting involved, and with Breath the tank can run along the wall and run, leaving the purple circles away from everyone's path. VIDEO TANKS - Ryast (Jugg) - Tahota (Powertech) HEALS - Fhatal (Sorc) - Choren (Op) DPS - Auliga (Mara) - Heel (Merc) - ZadRuhn (Sniper) - Mythicrose (Sniper) LOOT - Campaign Main Hand Token - Campaign Chairman Token - Bracer Piece - Mount - BOL Companion Customization - Armoring 26 Things to Note: - Iwi. Auliga is our guild leader who forced us to clean up this content. - Ryast is our main tank and certainly kept peace in this 02:00 handkerchief. And the tank swaps are great. That applies to you, Dissappoint, Eternity and Tahota. You were a good businessman. - Zadruhn and Mythic, you have some pro-DPS, except firebrand and Stormcaller. :P - Fhatal, the super pro recovers : you had to do so hard healing in this game, hands down. Koshimo, Choren and Nawato definitely saved us. - Unfortunately we were not able to go to PTS. All these layers have been compiled since it raided the new content on Thursday (April 12th). - I give credit &Renegade soldiers=> to everyone who help, especially those who dominate every night. This was a total of about 35 hours for HM and Story Mode throughout Thursday, Friday, Saturday and Monday. - Also, hm warlord kephess give thanks to cshouston who helped ton in the fight, especially Rail Shot mechanical and Masters Mechanical Breath. - I don't own linked videos to me, all credit goes related to this. - Kill group makeup is shown to kill each HM. We were all in a Rakata. - We cleaned the first Story Mode. This should be very helpful with grasping what is going on. - Hard Mode gives little room for error, as everyone is responsible for almost every boss due to significant tank swaps, a large amount of damage that needs to heal, and anger timers. \* What I miss, please point out and I update accordingly. \*\* One thing is note: it brings a whole new perspective of only 8 man layers, 16 man things. The 8man may have been dealt with with some mechanical wrong, but the 16 men are not very forgiving. Anyone who makes 16 men, please be aware of the mechanics and take care of them accordingly. Page 2 cardiyak 04.17.2012 , 11:32 | #11't say for sure. &lt;Renegade&gt;16 AK is harder than 8 EC has never done this yet in harsh mode, but when we would do Nightmare Soa, 16 men was definitely 8 easier. Ryast | Sith Juggernaut | Treacherous Soldiers Hell | Does not bow down | War Hero | Cutting Edge 4/4 Hard Mode Explosive Shootout 8 Man - April 16 Talorra 04.17.2012 , 12:18 | #12't say 16 EC is harder than 8 EC, but when we did Nightmare Soa, 16 guys were definitely easier than 8. They are equal, requiring more coordination of 16 parts. For example, battle tanks have two shield spawns instead of one on either side. I can't wait to see the new ride. KarethRiker 04.17.2012 , 12:53 | #13 yes, I'm talking about Zorn. But my tank is taking most of the damage. At least it was for me. I was hurting Zorn a lot less than I did in Toth. - The assembly will be declared an SS as soon as the owner of the mountain takes to take the picture. - I assume you're talking about Toth and Zorn. The problem with the ruck in Zorn is everyone's fearful debuff when he screams at 25. It's necessary to tie Zorn up and move on to Toth when it's fast, or you're going to kill yourself. This is possible, but it contains a lot of moving that is a problem if anger timers hit. Healing is not fun ya cshouston 04.18.2012 , 06:50 | #14 - The assembly will be declared an SS as soon as the owner of the mountain takes to take the picture. Have you heard from the man who won that ride? I'm sure people will want to look! Psykopath 04.20.2012 , 04:10 | #16 PHASE II - After someone has reached the other side, it is required to click on the panel on the right side. - Probe Tank goes first, then kill two attachments. - He targets someone and draws a red circle. Escape your raid until it explodes. - It calls 4 pies once it gets up to 40%. He must be killed at NM. It could be Story Mode CC'd. - You mean GG HM should be killed? Are they supposed to be killed in phase or after Vorgath dies? Our guild chose to burn the boss rather than worry about the taret's, but he lost our tanks and DPS. We managed to finish the rets with the rest. Thanks for the guide! You've been really helpful. Imperial Agent SniperProphecy PvE Raider Guild alifaraaz 04.20.2012, 06:44 | #17 A really nice guide - just one question about Kephess in the final stage ^.^: Some key tanks (so I would go drop purple things in the corner of MT, then the same thing when OT gets that debuff), we recommend taking debuff all the time that weed just teases and makes sense , which makes sense - will make it less easier to move for the whole group. My question is, when exactly should I make fun of you? He said he went back, applied 'Touch', and then So do I have to mock you right after the knockout or when I'm driving Breath? (I will take debuff and oftank nasties fall in the corner) Mythicrose 04.20.2012 #18 you mean he should be killed on HM? Are they supposed to be killed in phase or after Vorgath dies? Our guild chose to burn the boss rather than worry about the taret's, but he lost our tanks and DPS. We managed to finish the rets with the rest. Thanks for the guide! You've been really helpful. In normal mode, the tretion can be spawning and CC'd. In harsh mode, they can't, and the damage they do with the Vorgaths can suppress your healers. On the bright side, the rets are ~30k or 8 men in hard mode. If a group can reach out due to anger, it may be possible to recover with one or two threts plus boss damage, but this group will put more pressure on healers. Sniper, Renegade Soldiers [Davik's Estate] 5/5 Nightmare EV 5/5 Nightmare Karagga's Palace 4/4 Hard Mode Explosive Conflict Neoarcadia 04.20.2012 , 02:20 | #19 Any bosses Boot? I didn't notice it during our runs, and you don't have a list. What about.