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Scary Maze Game 2 Do you like to play short and sweet online games? And, you want to prank your friends or family? Then Scary Maze Game 2 << Game graphics are simple. It has a stage image of an image that looks like a forest behind each maze. However, the graphics for the bonus level are different. The music of the game is extremely simple. It is a mouse-based game so that children can play it without difficulties. Before you start playing the game, here are some rules you need to follow so that you reach new levels quickly: Your main goal in this game is to try to reach the target and complete each level. There are five levels to play and enjoy in the game. Once you clear all these levels, you will have the opportunity to play the special bonus level. The corridor of the game is very narrow. So you have to play it, then you will be able to complete the five levels quickly. Your mission in this game is to roll the red ball into various shapes of corridors such as square, circle, rectangle, etc. However, you should be very careful in rolling the ball so as not to touch the walls. You need to restart the game from scratch. The bonus round or level of the game is definitely going to make you afraid. If scary games give you nightmares, then this game is not advisable to play. However, most of the children play the game 2 is the second version of the legendary prank game. It was made for those who have already enjoyed the first edition a thousand times and now want something new. In Scary Maze Game 2 Unlocked you have to drive the small object through the maze and wait a scary face on your screen. Play the original version as well as Scary Maze Game 2 for free in Funblocked. Games Scary Maze Game 2 - Do you have what it takes? Do you like a challenge? You think hand-eye coordination is good? Maybe you like to prank your friends. Whatever the case, you will love to play Scary Maze Game 2. Click to play scary maze game 2 object of the game: the game to the game: the game to the game to the game to the last round: the bonus round! This is where things get interesting! The game may sound easy, however some people may find it difficult. It causes your hand-eye coordination and fine motor skills. Graphics are rather simple. There is a stage image of a terrifying, forest-like image set behind each maze. Once you enter the bonus round, then that's when you're likely to get your socks scared away from you! The graphics are a little better there. Age range: Personally, I would not recommend this game for those under 13 years old. The images in this game - especially at the bonus level - can be rather scary for younger children. Older children are less likely to develop nightmares based on unrealistic images and characters. So parents - play this game first, and use your best judgment before permission of your children to play. Additional information: The developers of this game offer many other maze games on offer are about the same: guide a ball or block through the maze at the end or target. The graphics and bonus round images are always different, though. In one version, you could be playing in a simple black for turquoise setting, with the bonus round having a kind of scary image – and in a different version, you could be playing in a completely different color scheme or image background, with a completely different scary image for the bonus round. You just never know what the developers have in store for you! None of these games are very time consuming. It's mostly about us pranksters who enjoy scaring our friends and family. This is the perfect game for April Fool's Day pranks! Because it is such a simple, short game - there is no need to cheat codes by entering codes to receive free game money, or anything of this nature. Added excitement: With games like these, you can always find some good entertainment floating around the internet of other people playing. There are many videos on youtube of people playing seat. Many of these videos have already gone viral and you may have already seen them or listened to your friends They talk about it. Conclusion: Overall, this game is both fun, and funny. It's a great game to play when you're looking for something to do - or to get a laugh at the expense of your friends. It also helps you practice your fine motor skills. So, I ask you - do you have what it takes? Scary Maze Game 2 - Play this game in which you have to try to reach the goal without touching the wall. If if you Successfully beat all five levels of the game you get to play a special bonus level. data-scrollable=true style=display:block;text-align:center;margin-right:auto;width:480px;kegt; Scary Maze Game is one of the most preferred prank video game where the user must drive the tiny red square through the wall surfaces of the puzzle. As you move on to the game, the wall surfaces become really thin and it's also basically hard not to hit them. A terrifying surprise awaits you, too. I appreciate Scary Maze game unblocked in college. When you're single and want to relax, but no one is around to talk, nor are any of your friends available to hang out with, then what would you do? If you like playing online games you will change your computer immediately and you will visit your favorite online game website to spend quality time or sharpen your skills as most of the games helps to raise the IQ level, mental skills and coordination. Also, expert advice to play games as it avoids over stressing by indulging in our brain and body active thus enhancing our health. If you are a fan of online gaming, then you should have heard of popular scary maze game. It's the kind of flash-game that can be played by you if you have Google Chrome, Microsoft Internet Explorer, or Mozilla Firefox installed on your system. Obviously the game seems to be simple. It includes a few mazes and a dot. You need to move the mouse or keyboard to direct the dot through the mazes. Playing the scary maze game, you have to remember one thing that your ball should not touch the walls of the maze otherwise it will die and the game will end. Once you pass through all the mazes without touching the walls successfully then there will be a fear factor waiting for you in the last stage! If you like to play this game online, one thing you need to know about this game is that it requires a high level of concentration and patience. In short, this game turns out to be good exercise for mental fitness. Moving the dot across the terrifying maze in the direction of the game is the easiest. You can easily move across the maze and make it into the red box. The second level requires more focus and concentration because the maze becomes narrower at this level as you try to move towards the red box. play the next level after completing the second level. Gradually the next level is more difficult and narrower. Online games of the next level after completing the second level teaches you to be patient in your life and how to make your way into life when the path is difficult and narrower. aren't always a waste of time, good games like Scary Maze improves your reaction times and enhances your thinking skills as a result of the challenges you face during the game. Play free spider solitaire Solitaire Solitaire solitaire on times and enhances your thinking skills as a result of the challenges you face during the game. Play card games at worldofsolitaire Solitaire So Amputate a Doll 2 Written by Jaydenz, Edited by Xam Xam Republished with permission from Jaydenz. Original Guide - Juggernaut Tanks is one of three tank categories in SWTOR. This guide covers the basics about rotation, equipment (including tactics and amplifiers) and capabilities. Gearing and Stats DTPS X Spike Damage I usually don't care too much about my DTPS, because it's more important to save cooldowns to avoid spike damage or save them for phases of hard control heal instead of wasting everything during phases where you get almost no damage, but then it gets a lot of nails and dies. It helps a lot if you know what kind of damage/attack the boss will do and when, so you can avoid it. Record yourself playing, watch videos and you can also check your battle logs after the raid, be in Starparse so you can do to improve (there's a difference between dying on a 140k spike because you haven't popped a cooldown and get a lot of damage in a 15-second window and die because therapists don't cure you at all). DTPS won't kill you more likely, spike damage can kill you easily. Defensive stats/damage type This section is important for orienting and understanding how defenders work. Types of damage: Kinetic, Energy, Internal, Elemental Attack types: Melee/ Ranged (may be Kinetic/Energy) or Power/Tech (can be any of the four types of damage, Kinetic/Energy or Internal/Elemental) Armor: Reduces damage received from any kind of damage (Internal, Elemental, Kinetic and Energy). The DR for kinetics and energy has a bonus of armor, while the Internal/Elemental DR is not affected by armor. For Internal/Elemental DR, Killers/Shadows have 24%, Juggernauts/Guardians have 21% without Aegis Attacks Body to Body/Ranged, 2% chance to resist Force/Tech attacks. (you can defend the hit completely or the hit and that's the thing with the defense itself, sometimes even with a cooldown push defense, you can't defend Melee/Canine attacks and there are spikes of attack type considering EC Kephess, Tyth and Calphayus). Shield you have). With this in mind, you can't protect internal/elemental damage (but you can resist with force/Tech Tech recharge). Requires a personal shield (The offhand shield). Absorption: Percentage of damage taken X Damage Reduction: Sounds like the same thing, but it's not the same. Have you ever noticed that the Energy Shield is stronger than the Cloak of Pain, even knowing that it is supposed to be similar? Thus, the Energy Shield increases damage reduction, while the Pain Cloak reduces the damage done to you. All the damage reduction, but they reduce the damage you receive. The difference is simple: Damage reduction is passive mitigation, if you are going to take a 100k hit and you are at 50% DR, it will reduce the blow to 50k. The reduced damage suffered is after mitigation of the blow. Let's say you use a cooldown that reduces your damage taken by 20%, so it will reduce the 50k hit by 20%, so it will reduce the 50k hit by 20%, which is going to reduce 10k by hitting, which means 40k hit. number even lower. Overload Saber and Steely Spike are reducing reforeration damage. Defensive recharges that increase damage reduction work for both kinetic/energy and internal/elemental DR. The various limitations multiply together. The process of mitigation should be something like: Immunities / Diverting / Parrying / Defending / Skipping / Resisting > Armor (from you personal shield) > Damage reduction (includes Armor if not internal/elemental) > Reduced Damage Taken cooldowns > absorb shields (External sources or not your personal shield) External sources or not your personal shield (External sources or not your personal shield) External sources or not your personal shield (External sources or not your personal shield). to gear up my tank, I don't go for numbers like 3000 or 400 from a particular stat, I go for the rate at the end. My stats are for 306 tools, for lower item score just aim for something similar if you're following my method. NOTE 1: The greatest possibility of survival comes from defensive reloaders. NOTE 2: I have full 306 tools + 286 increases NOTE 3: If you feel like you are using DPS statistics, go for tier 2 speed (1213) Something new with 6.0 is the reverse reinforcement in old raids, where it brings you down to level 70 instead of scaling up to 75, it means that your stats are going to be capped (Strength, Mastery and Power) This set to the right is for Dxun, which I have Vigilant and Fixed Improvements (high strength), Deadly (Regular ones) and Resistance Armorings (Regular 80 or 80R-1, have same stats). The tactic will depend on the meeting, but the best is Grit Teeth, Biochem Tactical. My amplifiers section for more information). For old raids, you'll be capped at 9657 Endurance, 8265 and 2557 Power in Tanks for anything NiM except Gods and 11898 Endurance, 9119 Mastery and 2983 Power in Gods by Machine, which means it's not worth it to run Power mods, so just stick with the defense for it. Defense is not the biggest stat, but it won't be a waste, since it's not worth it to run Power mods, so just stick with the defense for it. Defense is not the biggest stat, but it won't be a waste, since it's not worth it to run Power mods, so just stick with the defense for it. (I'm still going to replace the bonus set with Fearless's descent, just need fragments). In this particular set, I use high defense mode and high mitigation improvements for more details) I aim for 50% shield build in each tank category. I don't know. Because of the way the stats work. Shield and absorption work together. If you do not protect, you will not absorb damage, so if you have a higher shield, you have a greater chance of mitigating the damage and absorption is the amount of damage you will absorb. Like Juggernaut, you have a greater chance of mitigating the damage and absorption is the amount of damage you will absorb. Like Juggernaut, you have a greater chance of mitigating the damage and absorption is the amount of damage you will absorb. critical for DPS stats? If you can hit the 1.4s GCD (1213) it's going to be better not only because you're mounting more GCDs for your rotation, but because of the recharge time is affected by speed) such as intimidating your rotar (passive from level 48). Below or well above that number, Crit will be better. My tool composition is: Armings: Resistors (Normal 80 or 80R-1) Mods: Deadly Unlatted for Dxun Mode. You can use B mods if you really want the extra HP or don't have spare mods. For old raids, you should go for Warding 80R-20, while for the highest knowledge and endurance are normal A and B respectively. Enhancement: I prefer Vigilant and Steadfast for high strength, but if you prefer higher mitigation will be less than 1% difference in your shield and absorb it. For increases, the highest shield/absorption is immunity 80R-1 and sturdiness 80R-1, while the highest defense is immunity 80R-20 and Sturdyness 80R-20. Now for the highest go with Regular Vigilance and Fixed. Increases: It will totally depend on your enhancement/headset composition. I have 13 shield increases to hit the 50% + shield and still have some decent absorption. Relics: My favorite relics are the Shield Matrix and avoidance. They don't have a proc, but they give you 723 stat of shield or absorption (which is big enough for your stats, almost 2 improvements improvements in provements in p Punishment proc will be wasted due to mastery cap. Implants / Ear: I use Sha'tek ones, but there is not much difference between them. Set bonus with the new 6.0 set bonus, all the old bonuses are not a thing anymore. You have many new sets for each spec and even general bonuses set (which works for each category). I searched each of them and chose some that could be used for PVE Tanking (but you have to choose one). Keep in mind that you missed reducing your taunt recharge from 3.0-5.0. I use 6 tracks of the descent of fearless + 1 Enhanced Champion. Set bonuses that are not the best options are grayed out. The reason is that the actual bonus tank for Juggernaut is not going to be effective for the most part, so having the extra DPS could be a better profit. GEAR 2 SET 4 SET 6 SET Descent of Fearless Knowledge +2% Every time you acquire or use a Furious Power fitness charge management has a 10% chance of creating a Furious Power fitness charge. It can only happen once every 5 seconds The name of the flawless Riposte Mastery +2% Retaliation no longer has a cooldown Taking damage during endure pain grants Retaliation stacks, Increasing the damage of your next retaliation by 10% per Lord of Pain Endurance stack +2% Threatening Scream's cooldown is reduced by 5 seconds Threatening Scream increases your damage reduction by 2.5% for each enemy that hits. This result lasts 10 seconds The Immortal Endurance +2% After performing Mad Dash you earn 20% damage reduction for 6 seconds Descent of Fearless – This is my bonus. It's pretty good for both DPS and Tank specs + Marauder Flawless Riposte – This is my bonus. It's pretty good for both DPS and Tank specs + Marauder Flawless Lord of Pain's descent – If it's AoE situations, you can have 20% extra DR every 40 seconds for 10 seconds for 10 seconds for 10 seconds for 20% extra DR every 40 seconds for 10 seconds the Undying – Like the Lord of Pain, which you can have once every 45 seconds for 10 seconds fo DR, which you can't do in any situation because of the boss position or platforms. Preserver - Drops from main-mode ignition points. Fixed Grit - If you want to use a general bonus set, here's a Tactical Modify option the way a skill or passive of your class works. I've been experimenting with them and decided to separate my favorites or more specifically for tanking. Makashi Strike Hord and Hide Leviathan are 2 Tactical I I having while you can't get Embrace the Pain, which seems like it's the strongest Tactical Juggernaut TACTICAL DESCRIPTION SOURCE Hide Leviathan Crushing Blow creates stacks of crushing Defense for each enemy that hits, granting a 2.5% reduction in damage increase per stack for 10 seconds. Stacks up to 8 times Daily/Weekly Mission Boxes Jaw Breaker Using Backhand, while Invincible extends the duration of Invincible by 5 seconds Makashi Hord's Strike Retaliation consumes Aegis Attack Damage Reduction and Retaliation Defense grants, increasing the damage reduction by 5% for 20 seconds. Teeth grit The recharge time of the exasperated defense is reduced by 2 seconds when you are attacked. This effect cannot occur more than once per second. Created - Biochem Hord's Makashi Strike (Immortal): This is a pretty decent tactic if you can play with it. Ideally, you want to use retaliation when you lose the Aegis attack and after you use Crushing Blow so you don't lose your buff. Jaw Breaker (Immortal): There are stronger tactics Hide Leviathan (Immortal): Good tactics for AoE. You don't keep 100% uptime, but an extra 20% DR is pretty good. Grit Teeth (Juggernaut): This particular tactic is made of biochemical and will certainly be very powerful since Ed will have a short cooldown. GENERAL TACTICAL DATA DESCRIPTION SOURCE Durasteel Wall Successfully parring, deflecting, or skipping an attack, while under 80% health increases your damage reduction by 1% for 5 seconds. Stacks up to 3 times. Daily/Weekly Missions Crates Circles Krall Agreement between Buffing Mastery, Precision, Strength, Defense, Critical, Absorb, Alccity and Shield in this order. Attack History Overwhelming Offence Dealing with Damage increases all damage done for 2 seconds. Stacks up to 5 times. Daily/Weekly Shipping Boxes The Life Warden Taking Damage Under 20% Health will cure you for a large amount, 10 minutes of cooldown. Conquest Boxes Durasteel Wall - General tactics, if you have nothing else Accord Krall's - Not a bad tactic for tanks, you can use that to get started. Overwhelming Offense – I recommend using this tactic for more damage. Zoe Warden - Heals you up super fast. Like having Colto Overload. It's not the worst thing Amplifiers were introduced into the game. What are amplifiers? It's buffs that come with your equipment (Shell, Armoring, Mod, Hilt, Barrel, Relics, Headphone, They can buff you into multiple aspects such as fighting (increasing your damage reduction, damage treated, healing output), crafting and collecting (efficiency) and every time you a bit, it can come with a random amplifier that you can reroll until you get what you want. For each socket, there are different kinds of amplifiers. Each re-roll becomes more and more expensive, I recommend getting a new Armoring/Hilt) Shells: Handicrafts and Quality of Life (fight if reinforced Champion Shell) Armorings/Hilts/Barrels: Fighting Mods: Handicraft and Quality of Life Implants/Audio: Handicraft and Quality of Life Relics: Handicraft and Quality of Life Since the focus is PVE, I recommend focusing on others if you're a crafter/gatherer. Here are some related amplifiers: (NOTE: Enhanced Champion can only have Premium and Original Quality of Life Since the focus are per amplifier) RANGE NAME DESCRIPTION (DPS) Kinetic penetration and energy damage attacks ignore a portion of target armor 1.10% – 2.50% (DPS) Weapons Experience Increases the damage caused by gun attacks 0.24% – 1.20% (Tank) Acoustic Resistance Reduces damage caused by attacks affecting an area 0.10% – 1.00% (Tank) En Garde Reduces damage caused by force attacks 0.10% – 1.00% (Tank) Periodic durability reduces damage taken from periodic effects of 0.60% – 2.00% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% – 1.00% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% – 1.00% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% – 1.00% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% – 1.00% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% – 1.00% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic effects of 0.10% (Tank) Periodic durability reduces damage taken from periodic durability reduces damage take 0.22% - 2.20% (Tank) Enhanced Armor Reduces the damage received from gun attacks 0.12% - 1.20% (Tank) Tech Aegis Reduces the damage taken from technology attacks 0.10% - 1.20% (Tank) Tech Aegis Reduces the limiting factor, so you need to make a choice which amplifiers you want to go for. As the extension goes, you should be able to make multiple sets of tools for each appointment. Always try to go for legendary amplifiers you to know the damage profile of each appointment. Always try to go for legendary amplifiers you can be a complete set of Tech Aegis for each appointment. made for the Gods by the machine, where bosses deal with a lot of Tech damage, but the same amplifiers are not going to be good inside Dread Palace since every boss Force Damage. My recommendations to start: if you want damage boosters, go for Armor Penetration. The reason is that most of your damage is kinetic, and armor penetration affects kinetic and energy damage and all your damage is Kinetic/Energy. You will benefit more from armor penetration than the weapon experience, since its value goes higher and you have skill dealing Damage Force as well. If you want, you want to amplifiers, start with acoustic resistance, since you get a lot of AoE damage in every raid in the game. Utilities Here are all the utilities available for Juggernauts. Utilities are rearranged in different tiers for 6.0. Utilities that aren't used very often for PVE are grayed out. You have 9 utilities and you need to take 3 for Skillful, 6 in total between Skillful, 8 in total between Your Skills. It does not say how much damage each harmful ability does because it will change depending on your equipment. Cooldowns, but you have a lot of defensive passives from your tree, which activate once you use certain abilities (such as Aegis Assault, Rave, Force Scream). It's really important to use your defenses properly for the most difficult content in the game, especially since your quarterbacks have a really long recharge time, but they're extremely powerful. As I mentioned before, the best way to know when you can or should use it defensively due to bosses hitting hard or curing control coming. Most have a really long recharge time, but they're extremely powerful. people don't understand, but defensive reloads are used to mitigate damage or prevent them, so shut up before you get hit, depending on the situation, the boss can just momentary kill you for not popping anything as it will drop you from 100% to 0% in 2 seconds and therapists aren't going to be able to treat you. *Note: Actual damage/damage to God that you cannot properly mitigate with Defense/Shield/Absorption, these are rare but existing (Izax is the best example, such as Omnicannon, Tether, and other attacks). Passively One important thing in my opinion is to know the passive of your spec to optimize your rotation and performance for racing. Spins and Priorities Opener will use your higher threat skills and 2 taunts. You no longer have the set bonus that allows a 3rd taunt to spin that early, you can still do, but it will be a few seconds away. You don't have to use Force Charge at all for you're close enough, just Saber Throw (or even save Mad you if you know you are going to need at the start of a meeting as defensive, as in Master Mode Bestia while tanking double). If you're going to open with Force Charge, don't use Mad Dash or Saber Throw. If the boss doesn't have a series of aggro (face pull), you can just start with your Aegis Assault combo. This is my opener: Note: Taunts and Furious Power don't consume a Global Cooldown. Why Aegis Attack Before Crushing Blow? Makes your spin line up better later plus this opener produces a lot threat and you can get the defensive buff from Aegis Assault immediately. You want to make sure that you always have Rage to use Blow Crush for cooldown and by always using Aegis Assault immediately. You want to make sure that you always have Rage to use Blow Crush for cooldown and by always using Aegis Assault before you fix this problem, since you create 6 Rage every time you use Aegis Assault. Rotate Single Goal For your rotation. you always want to use Aegis Assault and Crushing Blow for cooldown to maximize your DPS. Crushing Blow is your hardest hitting ability. The Aegis attack is further rage. You always want to make sure you have enough Rage to use your toughest hitting ability. The Aegis attack is further rage. Attack in Crushing Blow (in cooldown) Vicious Throw (for the cooldown when sub 30%) Power Scream (in cooldown) Ravavage (in cooldown) Vicious Slash (if you have spare rage) Saber Throw (rage) Power Choke (rage) Attack (to make sure you're going to have enough rage for higher priority) So your spin is always going to be: Aegis Attack > Crushing Blow > 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow, you'll have all the time the AoE proc. Your priority will be 1 - Aegis Attack in Crushing Blow > 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow, you'll have all the time the AoE proc. Your priority will be 1 - Aegis Attack in Crushing Blow > 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow, you'll have all the time the AoE proc. Your priority will be 1 - Aegis Attack in Crushing Blow > 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow, you'll have all the time the AoE proc. Your priority will be 1 - Aegis Attack in Crushing Blow > 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow, you'll have all the time the AoE proc. Your priority will be 1 - Aegis Attack in Crushing Blow > 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow, you'll have all the time the AoE proc. Your priority will be 1 - Aegis Attack in Crushing Blow > 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow & gt; 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow & gt; 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow & gt; 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow & gt; 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow & gt; 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow & gt; 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow & gt; 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow & gt; 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow & gt; 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow & gt; 6 GCDS AOE Priority Juggernaut Tanks have AoE Crushing Blow & gt; 6 GCDS AOE Priority Juggernaut Tanks have AoE How to improve I mentioned a little about improvements on the topic DTPS X Spike Damage, but it's important to mention again. If you just started tanking now and feel that you're not yet at the level you wanted, you can always improve, everyone needs to start somewhere. Always practice, this is the best way to improve your performance as a Tank, even if you have to run SM Functions and Flashpoints, it will definitely help you. Don't be afraid to attempt HM Operations as it's the best way other than nim ops to raise awareness of your raid and learn about defensive cooldowns since some bosses will hit you really hard. If you can, record yourself playing and use Starparse even if the raid doesn't require (use for yourself) and check your battle logs. When you start, a really important thing is not to panic during pulls, which can lead you to lose your focus completely and wipes can happen during pulls. Unexpected things can happen during pulls and you need to find out what If you can watch other people play and ask for advice, don't be shy. My main thing as a player, in general, is trying to understand how engineers and bosses work attacks. I try to find patterns so I can optimize my tanking path (if it requires a lot of traffic) and use my cooldown (maybe I should save a defense for later or I don't have to, just knowing how the meeting works to make sure). Also, I'm trying to watch the game. Match. always something I can do better. Each raid team you participate in may have different strategies, if you understand how the match works, it will be much easier to adapt on their way to do so (yes, teams can have different positions for tanks when they need to swap or even avoid the exchange depending on the strategy they use). Raid Tips It's really important to know how each meeting works. For tanking, I really recommend learning damage profiles and engineering (including tank swaps). I'll leave a few raid tips for a few raids assuming their highest difficult operation. Knowing if you have to save defensive cooldowns for spikes or just use them to reduce DTPS is really important. (Saber Reflect doesn't work at all, and some AoEs look like a single target and vice versa). Toth/Zorn: You can reflect the damage from scared and Zorn attacks (and the DoT you get at the beginning of the race, you can then reflect medpac). Toth deals with body damage and during berserk's phase, you need to use a cooldown as it will hurt a lot (Reflect won't save you). To make moving during tank exchanges a little easier, I recommend storing your mad dash if you are switching from Zorn to Toth and you can have your power charge if you make Toth to Zorn as Toth jumps into Zorn. Toth deals mostly with motor damage, while Zorn is the internal/Elemental boss. Firebrand /Stormcaller: They both deal with different kind of damage and have frontal rips too. Firebrand/Stormcaller: They both deal with different kind of damage and have frontal rips too. Firebrand will hit you with Ranged attacks, while Stormcaller: They both deal with different kind of damage and have frontal rips too. since the frontal fissure hurts a lot. Don't show it to Stormcaller to avoid killing the team. The Juggernauts are kings here, you need to take the Stormcaller, make sure you use a cooldown for the debuff, be sure to do it during the cast and turn Stormcaller away from the group as soon as the cast finishes. Make sure not to outdo the therapist while kiting the electric wings, so you can also visualize small electrical things, so you can stack them and stand in the overlay section to visualize the damage. I usually Mad Dash the post double disaster while tanking Stormcaller, but I make sure to turn it away from the team before doing so. Nothing special here. Just pray for the puzzle not to kill you if you do tower and use defenses to reduce your damage during the droid part if you stay down. Vorgath puts a dot on you that really hurts, clean up or using a defense should be enough. Kephess: This meeting has some heavy melee/ranged damage profile. I really recommend using a defender for any set of Trenchcutters if you're It's them. Saber Ward is perfect for tanking them! (you can also use your roar to help) When Kepchess goes down, be sure to swap after the dot (it should reflect the dot since it hurts a lot). Kepchess hurts a lot too, most hand-to-hand attacks. If you have a defender available, use it while tanking it. Writhing Horror: the boss himself hurts a lot, so be sure to use your defenses (most attacks up (I've seen that dot in about 10+ stacks) Fear Rangers: Don't be afraid to use your defense here. Save your Mad Dash for a dot that stacks up (I've seen that dot in about 10+ stacks) Fear Rangers: Don't be afraid to use your defense here. Save your Mad Dash for Lightning Field so you can completely undo the damage. The bosses have a fissure, so make sure you don't point them at other players. During the Kel'sara phase, you can reflect or Mad Dash during the Power Leech cast, so as to avoid taking damage from it and dying of damage + healing. It does a lot of damage, so mitigation of some damage here will be the key to survival Operator IX: Use recharge while tanking Regulators, which hurts (especially if you're tanking 2 of them, make sure you have Stun DR). When the operator goes down, it will also do a lot of damage, you can even swap tank for defensive here to avoid globals (I've seemed to be doing it). Also, be sure to always taunt the boss about the moments he threatens drops (communicate with your co-tank). Kephess: Different from ec Kephess, this boss doesn't really hurt much. Having a bullet can hurt if you take too long to kill, but you can just taunt the boss and get the debuff swap tank (it will kill the bullet, so make sure at least one of the tanks get a bullet). You can reflect his explosion when he focuses on someone. The last phase will be the place where the debuff swap tank (it will kill the bullet, so make sure at least one of the tanks get a bullet). team receives the most damage. Terror: Tentacles will hit any ~12s, you'll want to mitigate what you can (slams are Power/Tech, while slaps are Melee/Ranged). If you time your defense, it can take up to 2 slams. You can use to 2 slams. You can use wat you can use to 2 slams are Power/Tech, while slaps are Melee/Ranged). If you time your defense, it can take up to 2 slams. You can use to 2 slams are Power/Tech, while slaps are Melee/Ranged). If you time your defense, it can take up to 2 slams. Saber Ward while you get the boss, but be sure to use a defender to scream (you can reflect if you feel like you're going to die, but I don't recommend doing that since the boss does 8 car attacks, then spit and scream, you can time an adrenal for the latest auto attack. A fun fact is that the boss does different kind of damage depending on which platform you're tanking him on. The 2 platforms on the sides (where tanks normally tank) and the one on the middle front between the 2 platforms where the sets of tentacles 1 and 3 brood are safe. That's because it will make to save something for Tantrum. Dashroode: Nothing special here, the boss can hurt when doing his knockback and can make some spikes on the main tank, so just make sure to use cooldowns to minimize damage. Titan 6: Titan 6 hurts a lot with melee/ranged attacks, while adding it will do technology damage (reflect xD time). For grenades, you can not dash them (except for the last phase). Don't face the boss towards the team as he cuts. This boss will destroy the tanks if you don't use cooldowns because of the reduction in recharging taunt that is gone, you have to swap every time a tank goes up. Use something to tank the boss (he has a power/tech attack, you have to figure out the timing, since there is no cast), most damage is melee, make sure you don't outrange the boss too much as he will start screaming and deal ace damage. When you go to the green, you can stop some of their casts and make sure they use them defensively as they can hurt. If you go to the green, you can pull them inside one of the buildings and los casts them. In gold, you have to reflect the right mob. If you go into blue, you can use Think about shutting it down or you can the LOS around the pillar on the right side (it can be repaired at some point). Olok: Go afk for 15 minutes jk. The first part of the meeting doesn't really hurt, be sure to tank them adds (you can reflect the adds down). You're going to start getting hit hard when Olok comes down after he's in a lot of pain. It will continue to stab you, which means technological attacks (yay reflect time). Make sure not to stay out of the area as it will throw corrosive grenades at the entire group if you outrange it. Warlords: Regardless of the boss you get, be inspected in motion fading switches. You can clean Horic grenades with it or you can get hit by something like the debuff applies and be extremely low + your boss hit). The first part hits extremely hard, so some dtps can help therapists. Just make sure to scoff after he finishes casting fixate (he also goes to the nearest target). For when Garr starts backstabbing, he goes to the nearest person (spec to stun DR and try to stand next to him if you're not kiting Sunder). If your team goes for Sunder latest strategy like 5.0, just recalling that they're probably going to die after using Mad Dash and Reflect Styrak: There's a lot of damage during the first dragon phase. Save your Saber Ward for when the dragon starts spinning and you should enjoy it for the team. You can then temper the dot with Reflect and even Exasperated Defense if you need it. Use your other defenses when you're going to take the dragon. I usually swap tank during the chuck only, but all changes on the preference of the group. For when Styrak is down, damage taken reduces a lot, you still have to try to mitigate His Thundering Blast since it hurts (sometimes he will do this + a melee attack at the same time). After 10 minutes of events, the second dragon should be up. One of the tanks should save their defense-based cooldown for after the dragon dies (Diversion, Saber Ward, Fuel) in order to take Styrak and have some chance to live. While the dragon dies (Diversion, Saber Ward, Fuel) in order to take Styrak and have it defensively, just swap in low stacks to avoid deaths. Nefra: the easiest NiM boss by far. For the most part you don't even need to use your defenses, but you can do this to reduce dtps and use your defenses, but you can do this to reduce dtps and use your defenses, but you can do this to reduce dtps and use your defenses, but you can do this to reduce dtps and use your Endure Pain (if you have the utility) to clear the dot. Draxus: This boss may have some hard healing parts (we're talking about wave 5). I usually use my Saber Reflects to take all the subteroths at the (try to time on when they are going to die, or they are going to die, or they are going to die). I use my Saber Ward and endure the pain while tanking him when he comes down again, except for my mad dash for a disassembly cast since you can only take both and the time not to get debuffed if the time is right, otherwise just taunt the people who got kicked. In Wave 5, I use Invincible, Exasperated Defense and Adrenal Glands while tanking him since the team will receive tremendous damage and therapists should focus on healing the group (since there were triple strongholds and you haven't healed inside their shields). If you have any cooldown back, you can use it to tank the disassemblers, but make sure to time your Mad Dash for kicks. Grob'thok: I recommend using defenders if you're tanking huge amounts of adds (having 2 or 3 waves adds up hurts more than the boss, that will happen if you do solo tank strat). Corruptor Zero: The boss himself hurts a lot, so we recommend using your defense while you're principal tanking him (there are times when you can tank the boss+ he adds the same and use a defender). You can use Saber Reflect for breast lasers, since the final blow hurts a lot (if you are low, you may die). Brontes: There is a lot of pressure on the tanks during this boss meeting. If you're going to tank a hand and you have the debuff tuning, be sure to use Saber Ward, if you don't let it hit 20). My favorite strategy is to swap tank when the Kephess jumps (even if your co-tank Killer) so he can have his power/Tech immunity to eat bullets later. You should only use your Mad Dash and maybe endure pain, in addition to the other defensive for burn (if you die here, you should legit blame the therapist for not healing you). Now for the burn phase, if you take away the hand, you can use all your defenses (not all at once), start in about 3 stacks and if you feel like you're going to the shield, use your mad dash. If you take the hand, you need to save something for when you get the distant hand during the exchange. For the final burn, make sure you don't leave any 20 stacks of bullets (usually the first bullet on your side will stack 20 seconds before the 3rd bullet spawns on your side, I recommend using target focus on the first bullet on your side will stack 20 seconds before. since it hurts a lot and your killer friend can't just force speed through everything (which could make you get double). Priority Endure Pain and Mad Dash for the Pulverizes. If you only get monsters, you can only use defensively to minimize the damage taken. For when Bestia comes down, you can Mad Dash stack application (usually happens after the cast, looks like the Ravine icon). Tyrans: Be sure to use a quarterback for most Thundering Blast is power, but his shock is melee (so you can use Saber Ward for his car attacks while you undo the damage from Thundering Blast with Mad Dash if you have a wall near you). Calphayus: I recommend pre-using Saber Ward before taking it as his Charge Force hits super hard, I wish my attacks hit that hard). Use cooldowns as required when you go inside the gate, I usually save something to tank the boss for after gates. Raptus: if it's your first time, you'll be surprised that it hits a lot less for NiM than HM for some of his successes (including when he accidentally throws you into the sky, you can defend that, not talking about the conical knockback you need to move out). You need to use defensive cooldowns within the challenge is all the damage to the AoE Force. Council: It all depends on the boss you get. But. I recommend taking the utility and saving your endure pain to clean death marks. If you are taking Calphayus, make sure not to stand in its puddles as you are getting 90% reduced treatment and getting 90% reduced tank won't buff or you're dead and btw you can reflect). If you're taking Bestia, make sure to mitigate the power boost (the knockback) as it hurts a lot (SEEEflect), you can use your saber chamber for regular melee attacks as well (don't forget to get drilling cooling for Bestia). Make sure they don't run Bestia over the other Dread Masters or they'll buff their damage and they could wipe the team as they can shoot people (Tyrans can take a shot with his Thundering Blast if buffed). If you have a defensive tank for the Dragon tank, I recommend using it. Phase three is the same, except they do more damage if you don't get crystals on the thrones, if you do, it's less damage. Sparky: If you're getting adds, just make sure to keep them away from the circle and the main tank. Depending on your team, you might want to swap tank for Debuff Delicious. If you're tanking Sparky and decide not to swap tank, be sure to use something when you're in higher than that). You can Mad Dash her shoulder Throw (the backwards knockback) to avoid being hit in the middle of the room. If you're lucky, you'll see a Jwizzix'xthor:3 Bulo: Make sure you're one of the 2 highest threat as the boss continues the exchange between the top 2 threat. You don't have to make barrels after each one. I usually use my defenses when I feel i need to be in here. Torque: If you do the tank solo strategy, I recommend saving defensively for the swap moment so you can only deal with it tank. Avoid fire. Master. If it's powertech, you'll probably get the Master. His car attacks hurt a lot and they're tech attacks, plus you'll have to share the ion cutter. If you're tanking Blaster, you need to get Unstoppable so you can jump over the cast and in place (avoiding swaps). In the latter phase, I recommend using defenders in high stacks, as they do different type of attacks, as they do different type of attacks, as they do different type of attacks (Blaster ranges, Master is technology). Cora: this meeting is about doing engineering. If you're tanking Pearl, be sure to use a cooldown on when Cora dies as he's not immune to taunts anymore. Ruugar hits harder than Cora, but be sure to swap in 2-3 stacks and never show your back to him as he will stab you and do a lot of damage. I don't usually worry about me going to the mines. Malaphar: you can saber reflect the red circle. Walkers: if you do solo tank strategy, you will need a good use of cooldown, while during normal strategy, just stand out from circles and use cooldown to minimize dtps. Underlurker: I recommend pre-use Saber Ward being hit from the edge (it doesn't prevent knockback, it will prevent Revan from stunning you, so if you're not surprised, it can't push you, which is why CC breaker works). You can reflect the circles of HongK's grenades. It is recommended to use a defensive cooldown on the second floor, since the damage of being treated is buffed. Your Force Push is very useful for hitting blades from the edge. You can reflect some of his sycalyst. The first boss of GFTM can be quite difficult to deal with for the first time because of add management and tanks learning how to deal with the Wave Knockback Energy. One of the most common issues is tanks that try to avoid being hit from the edge and end up ripping an addition because of all its attacks being a fissure (including melee attacks). Juggernauts got ways to deal with the Energy Wave knockback in addition to the normal way (pointing to the slot in open spots). You can jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get knocked off or you just get unstoppable and jump back on it if you get back can be scary (and fail) since it is inconsistent and I recommend only if there is no other option. The energy wave is the capacity that causes the most damage as well, so make sure to mitigate. Tyth usually throws 3 energy wave is the capacity that causes the most damage as well, so make sure to mitigate it with Mad Dash (if you have open space), Adrenal glands, Invincible and even Saber Ward. Don't forget to have a defensive cooldown popped every time you're tanking Tyth since he adds them don't do as much damage and the boss hits really hard. Important Note: If the boss is outraged, he won't win any stack if he cuts an add. (it's in complete rage). Compared to hm pre-nerf, the race does not change for tanks. Make sure to focus on having the right color, tank swaps and grabbing countermeasures as soon as possible if your team has tanks that do it. A lot of damage is avoidable by just using the right color. Important note: Sometimes you will throw remote access right before jumping (usually only one tank gets), so be sure to swap before they come down in case it happens or tank can get spiked. Reminder: Aivela does positive damage (blue) and Esne Esne Negative damage (red). To mitigate positive/negative damage, my priority is: Cleaning > Polarized Energy Burst > Radiance/Polarized Energy Burst > Radiance/Polarized Ranged Attack Nahut: The boss does a lot of damage and has a tight dps control, but you can run skank for this fight if you know when you're going to hit hard and pop something. Since you're a Juggernaut Tank in the team, you're going to be better at skanking than Assassins (you do a lot of damage and can survive the boss very well while having cooldowns up). It's important to know when to use cooldowns (Energized Slice and Reflective Slice deals with large spikes, but you'll get a lot of damage from Slash). Knowing the placement (where the mines are located, burning phase and where to place the mass distortions) and when to pop cooldowns are the keys to succeed and make it easier for everyone. Note: Be careful with tank exchanges because of its reflective slice. If you have mass deformation and you stand in uncomfortable places, you can pop Saber Reflect and get on with it without taking damage. You can mad dash the slices if you are against an object. Having stuns ready can help the team and yourself, since you can CC a treatment add in case you reveal it's in a cooldown (depending on the wax order) during the couplings or if you're trying to control a Droid Extermination during phase 3 and wants to grab a power cell while you're under threat. Scyva: it didn't really change from HM except it all causes a lot more damage and you have to tank tanks for longer. During the Omega Protocol Droid phase, be sure to pay attention to its ignition stacks so you know when Accelerated Destruction is coming (about 11 stacks, you can identify from a buff that wins 1 second before, looks like Blazing Bolts) Like Juggernaut, you can Mad Dash the first ticks and then you have to out-range him to make sure he doesn't die (Make sure you don't dash may not be in time if people keep interrupting during the vindictive. Make sure not to stop accelerating destruction destruction. unless you need to save time for your dash to be back up. While you're offtanking, you can help therapists by stopping and taunting away adds to them. The blue turret in the 2 hurts a lot, most damage is Melee/Ranged, so the defense is not bad at all here. The red turret doesn't have to be tanked mostly and doesn't hurt that much. Reminder: If you mock blue turret inside cast. you won't swap target, you'll keep casting shots on the previous target, so be sure to enjoy the shots and use cooldowns especially when you don't have stacks. If you time your defenses for blue turret shots, you can have it for 2 casts. Casts. everything hurts too much, make sure you don't stand in purple and swap for defensive cooldowns on the turret, don't hit lit bullets and enjoy Destroy and Destroy (swap tank for cooldowns if needed). If you have cleared Izax HM pre-nerf, you will find the fight is super similar. Same mechanics for tanks, you just have to perform perfectly or almost perfectly. The use of recharge is much more important than before, as you can easily go from 100% to 20% hp in 2 seconds. There is a lot of pressure on you while you get used to the NiM version because of all the damage that comes out. Red: you should move away from the Acid Jet. I recommend using defenders while tanking Thrasher (if you can even see them). Meeting 1: nothing special, use cooldowns as required (especially when there are lots of adds or Felshade Reapers) Meeting 2: same as over Kephess Squad: It will depend on the

boss you're tanking at the time. They do a lot of melee attacks, but they can also counter force/tech attacks (such as kroissius breathing, fire from Greus, puddles from Hissyphus, Tidax Strike). Using your recharge will depend a lot on your strategy and how you treat each boss. Note: Motion fading switches don't break the root from Kronissius as it keeps you stunning, cleans works. Huntmaster: It has fluctuating attacks while adding going your melee too. You can Mad Dash the Penetrating Shot, but it won't prevent the debuff from applying, just the damage. If you have to tank a lot of adds, I recommend saving what you can deas more adds = a lot of damage tacks. Doing the mechanics is more important the any our batele togs created in the game. You can download it here: To enable anti-log files, you need to go to Preferences > Fight Log > check the Enable Battle Log in the file and restart your game. Once you have contant dads, Juce on and Starparse download it here: To enable anti-log files, you need to go in preferences > Fight Log > check the Enable Battle Log in the file and restart your game. Once you have compare 4 password (the raid leader will probably have made for the team to use). You can build your own team too, whether you want to analyze or something. Once you have contant display the death log for when you die, showing the exact time time Or someone's dead. Once you click on ne of the Deaths, you need to go in formation (includes attacks bosses, treathment received, damage done). Checking death logs can be important, since it can tell how you deat to a better view. If you want to analyze or someone's dead, loc on wor it was just a lack of circus. Here is an example of a death logs on the network go a docated for just clicking on them. On the Author People call me paylenz or Omegadenz, I play SWTOR since 3.0 came out, but I didn't launch a raid until the last couple weeks of 3.0 and since then, I've cleared all the HM/NiM content available in the game before 6.0 as Tank and DPS. Played a

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