

## Foreword

Hello! Rydarus here. Once again, I will be writing the guide for the Vengeance Juggernaut for Knights of the Eternal Throne. This expansion brought several significant changes to the class as we know it, and as such many players will be almost completely relearning the spec. Throughout the guide, I would encourage the reader, whether they have played this spec before or not, to keep an open mind towards new ideas regarding the class.

I've designed this guide to adhere to a raid realistic rotation and outlook, as well as to be cognizant of potential future changes to the class. What this means is that the builds and rotations used within the guide may not be fully optimal for say, dummy parsing, but will be designed for maximizing raid realistic damage, as well as minimize pain on the part of the reader if they happen to nerf or buff certain areas of the spec. Without further ado, let's begin.

## Overview of the Vengeance Juggernaut

The Vengeance Juggernaut has changed a lot from its 4.0 incarnation. Rather than the melee turret class that was hamstrung by its melee channel but compensated for this limitation with monstrous AoE, the 5.0 Vengeance Juggernaut is significantly different. The KOTET Vengeance Juggernaut is armed with even MORE AoE potential, the flexibility of added mobility and range, and overall versatility. However, it is currently limited by mediocre single target DPS (though it gains about 500-1000 DPS OR MORE on actual bosses due to certain utilities). Regardless, it can be a serviceable, even competitive discipline in the correct hands.

**Ratings:** *Note that these ratings themselves are somewhat arbitrary. They're more of a way to rank how important each element is to the class on a 1-10 scale, not a comparison to other disciplines in the game. The ratings are based purely on how the spec performs in fights, not against stationary targets.*

- Single Target DPS: 6/10
- AoE Damage: 10/10
- Group Utility: 3/10
- Rotation Complexity (ease of understanding): 4/10
- Rotation Difficulty (execution): 6.5/10
- RNG Dependency: 2/10
- Burst: 6/10
- Execute: 2/10

## Gearing and Equipment

Gearing in Eternal Throne has been changed significantly with Galactic Command, so it is no longer realistic to assume players can meet specific mod and enhancement targets while gearing due to the disparity in gear ratings. As such, I will outline rough statistical guidelines. Aside from logistical aspects of gearing, I will now be recommending a gear setup that is

markedly different from what is mathematically ideal (Bant's guide). This is due to the reality that extremely high percentages of alacrity may not be completely optimal in actual boss fights with mechanics. As such, these targets are guidelines, not hard rules.

- Versatile or Proficient Stim
- Attack Adrenals
- Versatile Hilt
- Versatile Armoring with the Weaponmaster Set Bonus
- All Lethal Mods (unlettered) for power
- Reach accuracy cap with Initiative enhancements and accuracy augment 45s. Do not go under 110% accuracy (737 rating) as missing an interrupt in a fight is worse than doing a slightly less amount of dps.
- Gun for 9-11% alacrity percentage. You CAN go higher but do so at your own risk. Reach this with Quick Savant Enhancements and Alacrity Augments.
- Gun for ~1700 critical rating. Reach this with Adept Enhancements and Critical Augments.
- Fill the remaining augment budget with Mastery Augments. In conversations with Bant we reached the conclusion that after a certain point mastery is a superior substitute to alacrity versus crit due to diminishing returns. At 242s with 9% alacrity it's roughly 3 mastery augments and the mastery stim.

## Utility Selection

This section will go over optimal utility selection. I will rate utilities using a 4-star system, with certain utilities changing their usefulness depending on the scenario. Parentheses indicate any situational changes in rating. All of the utilities listed are non PvP utilities, meaning a significant portion of them won't even appear on the list. This is either because that utility is useless, or specific players might find them useful in situations others may not.

Allocate your utilities in either: 3/2/1/2, 3/3/0/2, 4/2/0/2, or 4/3/0/1


\*\*\*\* Mandatory




\*\*\* Useful

\*\* Situationally useful on several fights




\* Extremely Situational, not very useful / very useful on one or two fights

*Skillful: Take 3-4*


Name/Icon	Rating	When?
Warmonger 	Mandatory ****	Useful on all fights. Basically every fight that matters you're going to have to Force Charge, reducing the cooldown is really important.


Deadly Reprisal 	Mandatory ****	Useful on all fights. Pretty much every fight has some degree of AoE hitting you.
Pathcarver 	Mandatory ****	Useful on almost all fights. Anything that buffs your aoe is worth it and even on single target fights there isn't another utility really worth respeccing for.
Unyielding 	Extremely Situational *	Useful when you have a spare slot, but generally you'll cap out Rage so much it won't be worth it. Even in places where it's useful you probably won't take it.

#### *Masterful: Take 2-3*




Crushing Fist 	Mandatory ****	Useful on all fights, applies an extra armor debuff. Even in non AoE fights higher armor debuff uptime is a plus.
Unstoppable 	Situational ** (**** on certain fights)	A controversial pick, this utility nevertheless does a lot for the specialization, allowing it to cheese certain knockback mechanics. Useful in fights like Revan, Kephess (TFB), Brontes, etc. I personally take it for every fight simply because there's just not that many amazing utilities in this tier, plus deflecting knockbacks is always nice.
Pooled Hatred 	Situational * (**** on one fight)	An essential utility for Underlurker HM, absolute trash for pretty much anything else. Increases your damage dealt when you are slowed.

#### *Masterful: Take 0-1*

Consuming Rage 	Situational ** (**** on fights with cleansable debuffs)	An essential utility for fights like Dread Council or Hateful Entity, this utility allows a Sith Juggernaut to self cleanse debuffs using Endure Pain. Only take for select fights.
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Through Passion 	** (***) on certain fights where other utilities are not superior, use personal discretion.)	Take this when not taking other situational utilities / you need to compensate for incoming damage that the healers cannot carry you through. Lowers the cooldown on Enraged Defense.
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#### *Legendary: Take 1-2*



Piercing Chill 	Mandatory **** (A REQUIRED pick for rotational reasons)	Makes Chilling Scream do a substantial amount of damage and allows it to become a single target filler and AoE splash move. MUST TAKE.
Intimidating Presence 	Great *** (**** for any fight with reflectable damage)	A very good utility to generally be in, and an AMAZING utility for the fights listed in the REFLECTODEX. See <i>Saber Reflect</i> and REFLECTODEX.
Extending Roar 	Very Situational *(** for fights with reduced uptime)	Really only useful for fights where you get ranged a lot, even then in a situation where you need to Force Scream from 30 meters, 9 times out of 10 you can leap. Not recommended.

#### **Ability Overview: Defensive**

The Vengeance Juggernaut has a variety of Defensive Cooldowns that serve a multitude of disparate purposes. Each cooldown has uses in many different scenarios. It is the job of a good DPS player to minimize total DTPS to the maximum extent with movement and proper cooldown usage while maintaining as close of an approximation to ideal DPS as possible.






	<ul style="list-style-type: none"> <li>• Cooldown: 45 seconds</li> <li>• Range: 20 meters</li> </ul>	<b>Mad Dash</b> <ul style="list-style-type: none"> <li>• Increases your Defense and Resist chance by 100% and dashes you forward 20 meters, dealing minor damage to everyone in your path.</li> <li>• Sends you where your body is facing, not where your camera is facing.</li> </ul>
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	<ul style="list-style-type: none"> <li>• Duration: 10 seconds</li> <li>• Cooldown: 1 minute</li> </ul>	<b>Endure Pain</b> <ul style="list-style-type: none"> <li>• Increases total health pool by 30% and heals you temporarily for 30%. When the duration of the cooldown is over the health is lost.</li> <li>• Increases damage reduction by 15%.</li> </ul>
	<ul style="list-style-type: none"> <li>• Duration: 12 seconds</li> <li>• Cooldown: 3 minutes</li> </ul> <p><i>Blade Turning:</i></p> <ul style="list-style-type: none"> <li>• Duration: 2 seconds</li> </ul>	<b>Saber Ward</b> <ul style="list-style-type: none"> <li>• Increases Melee/Ranged Defense Chance by 50%. In addition, for the first 2 seconds you receive <i>Blade Turning</i>, granting the player immunity to all ranged and melee attacks.</li> <li>• Saber Ward also grants a 25% damage reduction to Force and Tech attacks.</li> </ul>
	<ul style="list-style-type: none"> <li>• Duration: 3 seconds</li> <li>• Cooldown: 1 minute</li> <li>• Damage Cap: 45k</li> </ul> <p><i>With Daunting Presence</i></p> <ul style="list-style-type: none"> <li>• Duration: 5 seconds</li> </ul>	<b>Saber Reflect (SEE REFLECTODEX)</b> <ul style="list-style-type: none"> <li>• Redirects all single target ranged, force, tech direct damage back at the target, causing you to take no damage and deal a significant amount.</li> <li>• Due to Bioware's incompetence in raid design, Saber Reflect is an integral part of the Juggernaut's DPS and mitigation. A crucial part of the guide will be covering what situations are ideal for the utilization of Saber Reflect.</li> </ul>
	<ul style="list-style-type: none"> <li>• Cooldown: 20 seconds</li> <li>• Range: 0-30 Meters</li> <li>• Targeted to friendlies</li> <li>• On the GCD</li> </ul>	<b>Intercede</b> <ul style="list-style-type: none"> <li>• Grants your target damage reduction and decreases their threat by a significant amount. Leaps you at the target. DO NOT USE ON THE TANK. Situational.</li> </ul>
	<ul style="list-style-type: none"> <li>• Cooldown: 45 seconds</li> <li>• Duration: 15 seconds</li> </ul>	<b>Threatening Scream</b> <ul style="list-style-type: none"> <li>• Grants the user 60% AoE Damage Reduction and decreases threat by a small amount. Lasts 15 seconds. One of your most useful DCDs and good in a pinch.</li> </ul>

	<ul style="list-style-type: none"> <li>• Application Range: 0-30 meters</li> <li>• Effect Range: infinite</li> <li>• Targeted to friendlies</li> <li>• On the GCD</li> </ul>	<b>Guard</b> <ul style="list-style-type: none"> <li>• Grants an ally of your choice 5% damage reduction and a 25% reduction to threat generation until either you or the target dies, or you disable it manually. Use at raid leader's discretion.</li> </ul>
	<ul style="list-style-type: none"> <li>• Lasts 15 seconds</li> <li>• Grants 12 stacks</li> <li>• 2 minute cooldown</li> </ul> <p><i>With Through Passion</i></p> <ul style="list-style-type: none"> <li>• 1 minute 30 second cooldown</li> </ul>	<b>Enraged Defense</b> <ul style="list-style-type: none"> <li>• Heals you for 12 times on damage taken.</li> <li>• Each tick hits for roughly 6.5-10k.</li> <li>• Can crit.</li> </ul>





### Ability Overview: Procs and Important Passive Effects







Before you as the player can understand how to play the class, you must understand a few crucial elements of the class. For a full scope on why the class is played how it is, please examine the skill tree.

	<b>Savagery:</b> Grants a 50% critical chance increase to Force Scream. Stacks twice to a maximum critical chance increase of 100%. Savagery is generated via Vengeful Slam, Impale, Shatter, and Hew. Key part of your rotation.
	<b>Rampage:</b> Shatter resets the cooldown on Ravage. Key part of your rotation.
	<b>Destroyer:</b> Bleeding effects and Ravage have a 30% chance to enable Hew to be used for free and at any health level. The buff lasts for 15 seconds and is NOT affected by alacrity, however the internal cooldown is 20 seconds and IS affected by alacrity. Key part of your rotation.
	<b>Shien Form:</b> Increases your damage dealt by 6% and increases your movement speed by 15%. Also decreases all rage costs by 1. In addition, certain abilities like Hew and Vengeful Slam will actually generate one Rage due to Shien Form.
	<b>Bloodbath</b> Sweeping Slash deals 25% more damage to targets that are Bleeding. This talent is important as it's a crucial part of your AoE rotation.





## Ability Overview: Offensive

The Vengeance Juggernaut has many abilities that they must become familiar with before the actual rotation can be learned. *The below abilities are NOT ordered by priority.* All of these abilities are instant. I am assuming 0% alacrity for all cooldowns for the sake of readability, however actual cooldowns will be shorter due to alacrity.

	<ul style="list-style-type: none"> <li>• Cooldown: 9 seconds</li> <li>• Requires: 4 Rage</li> <li>• Consumes: 3 Rage</li> <li>• Range: 0-4M</li> </ul>	<p><b>Impale:</b> Does high Melee Kinetic damage with a 6 second Force Internal DoT that does moderate damage. This DoT effect can be spread by Vengeful Slam. Generates one stack of Savagery on activation. Each tick of the DoT effect has a 30 percent to generate Destroyer. Additionally, with the Weaponmaster's 6 pc set bonus, Force Scream grants your next Impale a 100% critical chance once per minute.</p>
	<ul style="list-style-type: none"> <li>• Cooldown: 12 seconds</li> <li>• Requires: 5 Rage</li> <li>• Consumes: 1 Rage</li> <li>• Range: 0-4M</li> </ul>	<p><b>Shatter:</b> Does high Force Internal damage on hit and applies a powerful Force Internal DoT effect for 12 seconds. This DoT effect can be spread by Vengeful Slam. Generates one stack of Savagery on activation. The DoT effect has a 30% chance to proc Destroyer.</p>
	<ul style="list-style-type: none"> <li>• Cooldown: 9 seconds</li> <li>• Requires: 4 Rage</li> <li>• Consumes: 3 Rage</li> <li>• Range: 0-10M</li> </ul>	<p><b>Force Scream:</b> Does high Force Energy damage on hit and applies a small Force Internal DoT effect for 6 seconds. This DoT effect can be spread by Vengeful Slam. Force Scream also has a 100% critical chance with two stacks of Savagery. With the 6pc Weaponmaster Set Bonus, Force Scream grants Impale an automatic critical hit once every minute.</p>
	<p><i>Normal:</i></p> <ul style="list-style-type: none"> <li>• Cooldown: 18 seconds</li> <li>• Activation Range: 0-4M</li> </ul> <p><i>With Shatter proper usage</i></p> <ul style="list-style-type: none"> <li>• Cooldown: 12s</li> </ul>	<p><b>Ravage:</b> Unleashes a flurry of strikes that do moderate Melee Kinetic damage. Shatter resets the cooldown of Ravage. As such, the cooldown of Ravage is directly gated by shatter</p> <p><u>NOTE THAT IN 5.0 RAVAGE IS NOW A SINGLE GCD</u></p>

	<ul style="list-style-type: none"> <li>• rage Gain: 1 Rage</li> <li>• Cooldown: 9 seconds</li> <li>• Target Maximum: 8</li> <li>• AOE type: 360 degrees</li> <li>• Radius: 5 meters</li> </ul>	<p><b>Vengeful Slam:</b> Is your primary AoE and part of your single target rotation. It is HIGHLY damaging, doing almost as much damage as Hew! Due to Bloodbath, Vengeful Slam can be used to spread your DoT effects to multiple targets. When specced into Crushing Fist, Vengeful Slam applies an armor debuff to its victims.</p>
	<p><i>General:</i></p> <ul style="list-style-type: none"> <li>• Range: 0-30M</li> <li>• Cooldown: 9 seconds</li> </ul> <p><i>Without Destroyer:</i></p> <ul style="list-style-type: none"> <li>• Rage Required: 3</li> <li>• Rage Consumed: 2</li> </ul> <p><i>With Destroyer:</i></p> <ul style="list-style-type: none"> <li>• Rage Gain: 1</li> <li>• ICD: 20 seconds</li> <li>• Duration: 15 seconds</li> <li>• Requirements: N/A</li> </ul>	<p><b>Hew:</b> Hurls your Lightsaber at your target from afar, dealing high Melee Kinetic damage.</p>
	<ul style="list-style-type: none"> <li>• Requires: 2 Rage</li> <li>• Consumes: 1 Rage</li> <li>• Duration: 8 seconds</li> <li>• Target Maximum: 8</li> <li>• AOE type: 360 degrees</li> <li>• Radius: 8 meters</li> </ul>	<p><b>Chilling Scream:</b> With the mandatory talent Piercing Chill, Freezing Force applies a Force Elemental AoE damage effect for 8 seconds to surrounding targets. High damage filler.</p>
	<ul style="list-style-type: none"> <li>• Rage Gain: 7</li> <li>• Range: 0-4 meters</li> <li>• Cooldown: 12 seconds</li> </ul>	<p><b>Sundering Assault:</b> Your primary rage generator, Sundering Assault also procs your 2pc Weaponmaster Set Bonus, increasing your damage dealt by 2% for 15 seconds. This effect can only occur every 30 seconds.</p>
	<ul style="list-style-type: none"> <li>• Rage Gain: 6</li> <li>• Cooldown: 45 seconds</li> <li>• Off GCD</li> </ul>	<p><b>Enrage:</b> Off the GCD, this is a key ability in your arsenal and your main short offensive cooldown. Your only way of generating Rage off the GCD.</p>
	<ul style="list-style-type: none"> <li>• Rage Gain: 3</li> <li>• Range: 0-30 Meters</li> <li>• Cooldown: 30 seconds</li> </ul>	<p><b>Saber Throw:</b> Throws your saber at the target and does mediocre damage. Sparingly used filler when others are not available or you have been ranged.</p>



	<ul style="list-style-type: none"> <li>• Requires: 3 Rage</li> <li>• Consumes: 2 Rage</li> <li>• Radius: 5 Meters</li> <li>• Target Maximum: 8</li> <li>• AoE type: 180 Degrees</li> </ul>	<b>Sweeping Slash:</b> An important AoE ability, you cleave everyone in a 180 degrees arc within 5 meters away from you. If any of the cleaved are bleeding, they take 25% more damage due to Bloodbath. If specced into Pathcarver, as you should be, it will also do ANOTHER 25% more damage.
	<ul style="list-style-type: none"> <li>• Requires: 3 Rage</li> <li>• Consumes: 2 Rage</li> <li>• Range: 0-4 Meters</li> </ul>	<b>Vicious Slash:</b> A rarely used filler, only used when you have too much Rage, and either Chilling Scream's DoT is already present or won't be fully utilized by the time the target is dead.
	<ul style="list-style-type: none"> <li>• Rage Gain: 3</li> <li>• Stuns for 4 seconds</li> <li>• Range: 0-10 meters</li> </ul>	<b>Force Choke:</b> Emergency ranged filler. Almost never used. Does some damage.
	<ul style="list-style-type: none"> <li>• Knockback 10 meters</li> <li>• Range: 0-10 meters</li> </ul>	<b>Force Push:</b> Emergency ranged filler. Almost never used. Does some damage.

## Opener

Vengeance is not a complex specialization to understand, instead it is about the basics, done well. No Vengeance player is ever going to claim this is the hardest specialization in the world, however playing the specialization effectively requires a good knowledge of the guiding principles of the class. Knowledge is power.

The Vengeance rotation centers around a single common static rotation with slots that allow for the drifting of certain abilities. My opener is specifically designed in order to facilitate an optimal rotation following it. No other opener is technically optimal unless it mimics the ability spacing, because the GCD spacing between the utilization of each ability is what allows the rotation to instantaneously flow, a crucial aspect towards learning the specialization.

Note that if you do not want to open with Saber Throw -> ForceCharge, you can also utilize any rage generating ability set that leaves you with 6 Rage before you begin the opener in earnest (ex: Sundering Assault-> Chilling Scream -> Enrage = 6 net Rage) However, the actual placement of every ability past *Enrage* is absolutely vital for correct execution of the rotation.








The TRIPLE DOT OPENER that is becoming popular is WRONG. If you do that, the DoTs become misaligned later on. You absolutely must have this spacing of abilities for no ability to ever have to be delayed.







After the opener, you then flow into the main rotation, which can be defined with multiple hard rules in a strict priority system. When done properly, the rotation should have a *flow* to it, it should feel natural, like art. When taken as a whole, the rotation fits together like the solution to a complex puzzle, a solution that suddenly explains that the puzzle is simple after all.

### Single Target Priority

	<b>1: Impale, Shatter, Force Scream, and Vengeful Slam on COOLDOWN ALL THE TIME!</b>
	<p>This is a hard rule, and the key to understanding how to play Vengeance can be summed up with this rule. All of these abilities <b>MUST</b> be used on cooldown the entire time, with no delays. Often for newcomers to the specialization, there is some difficulty wrapping the mind around this concept, but the fact is that it is very possible. If you are correctly performing the opener in that sequence at the proper speed and there are no delays, the rotation will line up so that after the opener none of these core 4 abilities will ever be delayed. The Vengeance Rotation is a 24 GCD rotation, or 36 seconds. Should you execute it correctly, you should have 3 GCDs consumed by Shatter, 4 GCDs each by Impale, Force Scream, and Vengeful Slam. This leaves 9 GCDs for you to carry out the remaining rotational priorities.</p>
	<p>Of course, in actual boss fights this may not be possible, but for dummy practice to familiarize yourself with the rotation, you must be able to perform this. On actual boss fights, you should try to maintain this rule, but in the event of an interruption, assume the priority within the rule from top to bottom in order to realign the rotation.</p>
	<p>Every rotation cycle requires 7 rage, though some will consume more or less within the Shatter window. However, the disparity in generation is less than previous expansions due to how Vengeful Slam can now be used on cooldown, allowing a more stable rage generation. You should learn how to read the little tricks, for example, if you have a Shatter off cooldown and you use it, and Impale is immediately subsequent, you only need 5 Rage to utilize both abilities. However the same cannot be said vice versa. Become familiar with the patterns of how Rage is utilized in the rotation, and how much you need for every scenario.</p>

	<p>However, I cannot stress this enough: You MUST learn to be able to use all of these core rotational abilities on cooldown. This allows for maximum rotational AoE, maximum single target damage with DoT uptime and Ravage procs, maximum burst, and maximum Savagery generation and consumption, simultaneously.</p>
	<p><b>2: Ravage</b></p> <p>While the damage of Ravage may not seem all that amazing, the fact remains that it still is free, and still does damage. As such, it is still a vital part of your rotation. As the cooldown is gated primarily by Ravage, as long as you use it before your next Shatter, you're fine, so you should move it within your Shatter windows as much as possible.</p> <p>However, UNLIKE in 4.0 and 3.0, Ravage is not worth delaying Shatter for. If Shatter is already off cooldown due to downtime shenanigans, use Shatter first. The exception to this rule is if the downtime is enough that you can apply your full opener. In that case, it is better to apply the full opener and realign the rotation, even if you delay DoTs.</p>
 	<p><b>3: Hew (Destroyer procced)</b></p> <p>When Destroyer procs, it has an ICD of 20 seconds but a duration of 15 seconds. This means that for 15 seconds after it procs Hew MUST be used. However, it should never delay any of the above abilities, so just use it as long as Hew does not interfere with the above, with the priority of Destroyer shifting upwards the longer it goes without being used.</p>
  	<p><b>4: Enrage+Chilling Scream AND/OR Hew (in Execute)</b></p> <p>Enrage essentially replaces Sundering Assault (see below) when it's off cooldown, affording you an extra filler slot, and letting you push your resource to a larger degree. You should be using Enrage close to on cooldown, as it gives you the extra resource to use one Chilling Scream. In general, you should try to pair the two abilities in relative proximity, before the next Sundering Assault</p> <p>In execute phase, Hew is available. Vengeance now has a stronger execute, and you can replace your one Chilling Scream with one Hew. On dummy, this practice is much harder to carry out due to the lack of extra Rage generation, so it's optional but on actual bosses it is fairly feasible. Advanced players with good knowledge of the spec should be able to pair one Chilling Scream and one Hew together in the execute, however be sure that when pairing Enrage with Rage consuming abilities that you do not disrupt the primary rotation.</p>
	<p><b>5: Sundering Assault</b></p> <p>Sundering Assault is your highest priority filler outside of the Enrage combination blocks, as it generates the most Enrage you can possibly generate in a single GCD. Use it close to on cooldown, but not quite. Generally most players will use roughly once every ~13.5 seconds. You can cap Rage with this, but generally try to</p>

	avoid it for maximum DPS. On actual bosses, advanced players can decrease usage of this in favor of other fillers due to increased Rage generation.
	<p><b>6: Chilling Scream</b></p> <p>Due to the Piercing Chill utility, Chilling Scream is now a part of the single target rotation. Use it as much as you can without delaying ANYTHING else. A common mistake is overestimating the damage of this ability, it does good damage, but not more than any ability in the core rotation, and as such you should not try to keep the DoT up permanently. Instead, use it when you have excess Rage and you know you will not delay anything. BE SURE NOT TO OVERWRITE THE DoT, as doing so will decrease the damage dealt per activation significantly.</p> <p>Your goal when practicing is only to use this ability as necessary. You CAN get higher parses on dummy by spamming it in theory, taking up rotation slots held by Vengeful Slam and/or Ravage, but this is bad because on an actual boss your resource generation is much higher, giving you more filler slots. On actual bosses, you will be allowed to use Chilling Scream more often, since you have significantly more filler slots, while maintaining the base rotation. However until you can perform the rotation and get good numbers on the dummy without spamming Chilling Scream, you will not reach your full potential on the boss.</p>
	<p><b>7: Saber Throw</b></p> <p>A weaker filler, you generally only want to use this a few times in a fight, or when you're being ranged. Most of the time you won't use this outside of the opener in an actual boss fight, as Sundering Strike is a better filler.</p>
	<p><b>8: Hew (Execute)</b></p> <p>A good filler when Ranged, but on dummy should really only be paired with Enrage (see above). On actual bosses, you can sort of fudge it a bit, but the line is not simple, use personal discretion and always follow the above rules before experimenting with stuff like this. Close to the bottom of the priority for a reason.</p>
	<p><b>9: Vicious Slash</b></p> <p>Rarely used, Chilling Scream is basically better in every way. However, certain situations may occur where you must use this ability. For example, a target may die before Chilling Scream gets its full utilization, and your Hew might not be off cooldown. In this event, Vicious Slash. Alternatively, if you have excess Rage and there's still a Chilling Scream ticking, Vicious Slash.</p>

### Single Target Rotation:

In isolation, the priority system forces you into a rotation that looks like:

Cycle 1: x2 Force Scream

Force Scream -> **Empty** -> Impale -> **Empty** ->

Vengeful Slam -> **Empty** -> Force Scream -> Shatter ->

Cycle 2: x2 Impale

*Impale -> **Empty** -> Vengeful Slam -> **Empty** ->*

*Force Scream -> **Empty** -> Impale -> Shatter ->*

Cycle 3: x2 Vengeful Slam

*Vengeful Slam -> **Empty** -> Force Scream -> **Empty** ->*

*Impale -> **Empty** -> Vengeful Slam -> Shatter ->*

All the "Empty" slots can be filled by any of the abilities that are not in the 1st priority bracket. One Ravage has to be in every single cycle, leaving 2 spare GCDs in every cycle. These GCDs could be taken up by the non core abilities that are outlined in the priority, Hew when it procs, Chilling Scream if you have enough resource, Sundering Assault, etc. Refer to the priority and resource constraints to determine how to fill up the empty windows.

However each block has an identical amount of potential openings for drifting abilities, upon which is up to the user. If you follow the opener and priority to the letter, everything naturally falls together like this. You will always know what block you are in because the first ability after Shatter will tell you which Cycle you are in. On a boss, downtime may make it so that you are not in any of these cycles, but having uptime will naturally realign the rotation so that you follow one of these three cycles.

### **AoE DPS (3+)**

AOE in Vengeance is fairly simplistic, and contrary to popular belief, is NOT based on a priority system, but a set rotation of sorts that endlessly repeats. This system is designed to swap all damage towards AOE. The principle behind this is to increase your Sweeping Slash damage using your Bleeding DoTs, and keeping at least one DoT on all encountered enemies at once.

As Shatter is your longest DoT, you use Shatter to maintain the Sweeping Slash Damage Buff. Alternate Shatter with Impale to maintain the debuff for as long as possible, using Vigilant Thrust on cooldown, and Sweeping Slash spam for days. It's important NOT to delay Vengeful Slam for Shatter, as this lowers your aoe, this is why you cycle Impale in to cover the alternate DoT cycle, because Vengeful Slam does not actually refresh DoTs, only spreads them if they are not already present on ancillary targets.

While doing this, you will then cycle in Chilling Scream as the DoT duration lasts, especially in scenarios where your Sweeping Slash cannot cleave everyone, as Chilling Scream has a larger radius. My favorite place to use Chilling Scream is when my resource hits the 2 mark, as it's enough to use Chilling Scream but not enough to use Sweeping Slash.

On 8 targets, doing a rotation like this will allow you to hit upwards of 40k AOE DPS.

### **Parsing and Analysis**

Parsing is an important but highly overrated tool for determining DPS. Don't use it as an epeen barometer. It means very little when it comes to DPS on bosses. What it DOES do is help develop a form of muscle memory. In order to fully master a rotation, you must first figure out every possible way to mess it up on the dummy.

This means you go through with every parse you have regardless of mistakes to learn your rotation inside out. Vengeance is an easy to learn but hard to master spec, and the rotation SEEMS easy to pick up and understand but a single mistake can alter the entire flow of the spec.

When looking at your parse, you should always notice a few things:

How close are my top priority abilities, Impale, Shatter, Force Scream, and Vengeful Slam, to their respective cooldowns?

When looking at the order of the abilities, are Impale, Force Scream, and Vengeful Slam always spaced the same distance apart? Did I ever delay any one of them and alter the timing? How did I fix it? How can I avoid it?

How many times did I Hew and Chilling Scream?

Here is a sample parse of mine, following the general precepts of this guide (the first few GCDs are different but from Impale on it follows the opener of the guide).

8544 Vengeance Juggernaut, sample parse 1.5M dummy.  
(240 Mainhand, 230 armorings, 234 enhancements, mix of 234 and 240 mods. 204 left side)  
<http://parsely.io/parser/view/226296/0>

Because my Juggernaut is not my primary character, here is one of my Guardian parses.

9074 DPS on 1.5M dummy, Vigilance Guardian  
(242 Mainhand, 230 armorings, 240 enhancements, 240 mods.)  
<http://parsely.io/parser/view/227725/0>

8873 on 2.5M dummy, Vigilance Guardian  
(242 Mainhand, 230 armorings, 240 enhancements, 240 mods)  
<http://parsely.io/parser/view/227727/0>

Notice the utilization of each ability, and how none are delayed farther than they need to be.

## **Application to the Boss**

*"You must unlearn what you have learned."  
- Master Yoda*

Now that you've filled your mind with the semantics of the rotation in an idealized version of the rotation, you cannot be bound to it. The goal of the rotation in this guide is not to tell you how to play the class, but how to learn the class. The greatest strength of a Vengeance Juggernaut is that there's very little that forces us to actually adhere to a true rotation like an IO merc. Instead, the rotation can be resolved and adjusted on the fly in pretty much any scenario.

This does not mean you can spam Assault and be a complete idiot to do amazing numbers, but it does mean that you must become comfortable resuming the rotation from every possible contingency. You must maintain APM and uptime by **CONSTANTLY PRESSING BUTTONS**. If this means adapting the rotation to create a combination of 3 abilities that you can use from 10 meters in order to do a mechanic, do it. Do not become bound to the rotation, instead use it as a framework that can be deviated from. Observe whether or not you are in one of the three core rotation cycles, and how far you can push your resource within the constraints of each cycle. If you are not in a position to use one of the three cycles, following the priority will realign the rotation so that the cycles restart (or reusing the opener).

Your goal on bosses is to stick to the first point in the priority as often as possible, and take advantage of the increased resource generation to utilize your Rage consuming fillers, Chilling Scream, Hew, and Vicious Slash as much as you can without disrupting the rotation. However without practicing the basic rotation that limits the utilization of filler, you will be incapable of correct execution on the boss.

### **The REFLECTODEX™ (Saber Reflect Tips and Tricks)**

-Credit to Torvai, Vaidinah, Gyrfalcons, and Daharel for discovering many of these I did not find myself.

#### **Eternity Vault:**

- Annihilation Droid: Stun + Group Cleave
- Gharj: None
- Pylons: Ew
- Infernal Council: Ew
- Soa: Blue Circles @ Floor 1

#### **Karraga's Palace:**

- Bonethrasher: None
- J&S: Unload, direct attacks
- Foreman Crusher: Red Circles (don't do it, accuracy debuff)
- Fire Droid thing: None
- Karraga: Asscleave Fire, Mouse Droids Exploding, Fire Puddles, **BASICALLY ANYTHING FIRE.**

#### **Explosive Conflict:**

- Zorn and Toth: All circles, including the red circle, and the following yellow circle that turns purple. Fearful debuff also is reflectable, but be very careful when doing so.
- Firebrand and Stormcaller: Double Destruction, attacks from adds, Lightning Pylons
- Colonel Vorgath: Turrets
- Kephess: Damage dealt to Trenchcutters is redirected to you if they are under a warrior shield, if you pop saber reflect when the damage is redirected, the damage redirected to you is sent to the warrior himself. You can also damage the walker with Saber Reflect by standing under it WHILE IT IS "IMMUNE."

#### Terror from Beyond:

- Writhing Horror: None
- The Dread Guard: Doom (try to Blade Blitz instead of reflecting, use reflect as a backup cheese), Heirad's Force Lightning
- Operator 9: Nothing important, misc add single target attacks perhaps
- Kephess the Undying: The red laser, the persistent raidwide AoE in burn phase
- Terror from Beyond: The slam. Occurs roughly every 10 swipes, count very accurately

#### Scum and Villainy:

- Dash'roode: Nothing important
- Titan 6: Add damage, nothing important
- Thrasher: Firebug's AoE mostly
- Operations Chief: Terminate (if your tank wants you to take it, be sure to pop a second cooldown after, threat can very much be an issue with reflecting Terminate)
- Olok: Whatever
- Cartel Warlords: If you get fixated on by Sunder, you can reflect it. You should never get hit by Vilus' stabbing spree (but it is reflectable), because you have unremitting. Just leap at Vilus every time he moves to stab somebody, it's a better cheese than Sniper entrench.
- StyraK: His adds channel a Lightning Attack that is reflectable. In SM (story) and HM (veteran) , reflect that attack. In NiM (master), that reflect is a waste of DPS because your other DPS probably don't have reflect so it doesn't actually "speed up" the phase. However, when StyraK does his lightning AoE and gives everyone the orange debuff, you can reflect your own debuff onto the StyraK boss himself (BUT NOT THE LIGHTNING CHANNEL, WAIT TIL THE CHANNEL IS OVER). This actually contributes DPS that speeds up the encounter and is worth doing.

#### Ravagers:

- Sparky: Brutal Punch, Adds jump
- Bulo: Scatter Blast, Mass Barrage, Ore Carts, Pirates attacks
- Torque: Turrets, Fire Device, Shoots Lasers, Torque's Knockback
- Master and Blaster: Rain of Pain
- Coratanni: Basically all of Cora and Ruugar's attacks, Deck guns, Ruugar's dots.

#### ToS:

- Malaphar: Spear Throw(red circle)
- Walkers: None
- Lurker: None



- Commanders: Kurse's Smash
- Revan: Heave, Saber Overcharge (cleave), HK's Mines(only if they're cleansed, ie red circles), Middle Droid's Attack, Core's AoE (Essence Shear I believe, doesn't prevent stacks)

#### Dread Fortress:

- Nefra: None
- Draxus: Subteroth Explosion, Draxus attacks excluding cleave, Guardian's Thundering Blast, Force Lightning, Guardian's Cleave
- Grob'thok: Raidwide Roar
- Corruptor Zero: Chest Laser, Missile Barrage, Ranged Adds attacks
- Brontes: Orbs

#### Dread Palace:

- Bestia: None
- Tyrans: Fire at the DOOR, NOT INFERNO
- Calphayus: None
- Raptus: Force Execution
- Council: Burn Phase AoE.

#### Toborro's Courtyard:

- Purple Circle, attacks from adds

#### Colossal Monolith:

- Slam (Watch for the breathing animation for when he's about to slam, with the lightning in his armpits.)
- Initial tick of Curse (Generates MASSIVE THREAT)

## About the author (and special thanks)

If you don't know who I am, I'm Rydarus. I've written the Vigilance and Vengeance guide for Dulfy since mid 2.0. I've perfected and tinkered my approach to Vig/Veng under the principles of DoT uptime, and I hope to spread the Way of Uptime to other players.

This guide has and will always be written about how I play this spec. I try to be as close to ideal as I can be, but I will at some point inevitably have minor disagreements on how to play the spec, especially as to whether or not something is actually ideal on a boss and not just for a dummy.

I'm also slow to read the comments section, if you have concerns or want immediate feedback, please post here: <http://www.swtor.com/community/showthread.php?t=780216>

Additionally, if you appreciate the guide, please click my referral link!

<http://www.swtor.com/r/7hfdTn>

I've downed all the 8man content in the game pre 4.0, including 10/10 Ravagers and Temple of Sacrifice on tier in 3.0.

In 4.0, I killed 5/5 HM ToS, 5/5 HM Ravagers, 4/5 Nightmare DF, 5/5 Nightmare DP, 5/5 Nightmare TFB, 4/4 NiM EC (Timed Run), and 7/7 NiM SnV, all in 4.0. You can find various kill videos on my Twitch, [twitch.tv/rydarus](https://www.twitch.tv/rydarus).

In 5.0, I've been raiding casually, mostly queuing PvP and grinding this stupidass Galactic Command System.

I'd like to thank many people for helping me write this guide, as well as helping me get where I am in progression today.

- She-Who-Must-Not-Be-Named, for carrying me (Those dank rescues in Core Phase, reminding me to respec utilities, you rock).
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- Justin/ColonelPumpy of <Zorz>, for showing me what an actual good player is like. Otherwise we might think the dead game posers were good! THE HORROR!
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