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Gods from the Machine (Gods for Short) is a really nice operation with some cool boss battle design. It is unique among SWTOR operations to be the only one that is not released at once. Instead, the developers released each boss individually over the course of a year or so. This design philosophy can be seen through the much larger scope of trash pulls and puzzles/traps involved in clearing to each boss. Unlike most other operations, it is quite easy for a group to dry when clearing trash in Hard or Nightmare Mode as opposed to any other operation. The bosses of Gods were initially quite difficult in Story and Hard Mode, as initially the developers did not intend to release a Nightmare/Master Mode even though they eventually did so. Between nerfs that accompanied the extra difficulty tier release, gear progression and additional DPS inflation in 6.x, these bosses are now highly achievable for most groups in Story Mode and are a challenging yet achievable ready for skilled groups in Hard Mode as well. Tyth begins the operation with a fun yet chaotic encounter filled with various additions to be dealt with, while balancing Tyth's rage within manageable levels, which is increased by killing adds and can lead to a wipe if the stacks reach too high a level. Aivela & Esne provides a double meeting with many different energy attacks to be mitigated through a temporary capability that lets you match colors to minimize damage. Ninja robot nuclear physicist Nahut is a fun encounter next, where the team must coordinate to prevent Nahut from stealthing out, dodge various floor damage mechanics, and eventually push robots into a singularity before entering a burn phase at the end. Scyva is the penultimate boss and can be very confusing for new players. The fight goes very quickly from very different stages, beginning with a mini-boss battle to destroy another robot, then destroy large railway towers, and the final stage involves Scyva her/herself. High DPS is very beneficial as the group is otherwise dealing with Extinction Protocol, a mechanic of channeled red AoE circles that is typically a shot of players and is the toughest mechanic in the operation by far. The final boss Izax is a very long boss battle and was designed to surpass Revan originally by the developers. While all matches now have a 30s combat revival cooldown, before 6.0 Izax was the only struggle to receive this reduced chill as a means of mitigating its difficulties and easy to die. Unfortunately as of 6.1 Izax remains bugged in Story Mode, after which a battle revive cooldown is unlimited, and thus the group is limited to a combat revival for the entire meeting (although stealth revives as possible at various points). The Izax fight has many many stages, and each has different mechanics. It for new players to ensure that they understand is Induction Cascade mechanic, where a random random being hit by a blue AoE that deals with very high AoE damage. Any player targeted with Induction Cascade needs to ensure they are outside the group and either have little heals and/or hit a strong defensive cooldown. The rest of the mechanics are mostly straightforward with the exception of a few specific mechanics that can be handled by 1-2 experienced players. Pneumatic Transport Station (Operation Entrance)Forge Complex - Tyth Foundry(Tyth Encounter)Forge Complex - Service AccessPrimary Research Repository - Master Repository ApproachPrimary Research Repository - Mastery Repository Service AccessPrimary Research Repository - Master Repository Core(Aivela & Esne Encounter)Primary Research Repository - Master Repository - Master Repository - Service AccessSingularity Generator Facility - ApproachSingularity Generator Facility - Ventilation Shaft - Level 3Singularity Generator Facility - Ventilation Shaft - Level 2Singularity Generator Facility - Ventilation Shaft - Level 1Singularity Generator Facility - Conduit TunnelSingularity Generator - Main Chamber (Nah Singularity Generator Facility - Service AccessGodkin Command Center - Environment ControlGodkin Command Center - Makeshift Preservation Enclosure - Level 1Godkin Command Center - Interimist Preservation Enclosure - Level 2Godkin Command Center - Research Enclosure Drainage - Level 2Godkin Command Center - Environment Control - Water Treatment - Level 3Godkin Command Center - Environmental Control - Water Treatment - Level 2Godkin Command Center - Environment Control - Water Processing - Level 1Godkin Command Center - Command AccessGodkin Command Center - Command Nexus(Scyva Encounter)Godkin Command Center - Command Transport StationGalactic Signal Broadcast Tower - InteriorGalactic Signal Broadcast Tower - Roof(Izax Encounter)Tyth's Main Mechanic Rage Is Rage. He builds stacks of Rage when the team kills an addition (+1 Rage), or when his clover hits/kills an addition (+3 Rage). He obviously loses Rage every 8's if no Rage is achieved during this time. If he reaches 10 stacks of Rage he makes a great AoE attack. Tyth will regularly spawn adding at four points around the room, which is set in location and forms a rough square within the circular platform. Anyone adding that is cleaved by Tyth's attack is instantly killed and cause Tyth to get 3 stacks of Rage per add killed. The composition of each wave is semi-random, but can be predicted based on the colors of each spawn point immediately before a wave of adding spawn: Guardians (yellow) is rapid motion and treat single target damage. Off-tank or DPS should pick them up to avoid them piling up on healers or aggroing to the main tank and running under Tyth.Grace droids (green) will switch between 3 throws of a green beam that reduces Tyth's with 1 and heals him so will throw a yellow beam that reduces Tyth's Rage by 3 and gives it an injury injury buff for a short period of time. Interrupt and kill Grace when the Rage stacks are low to moderate, otherwise let 1-3 throws go out to lower the Rage stacks and then kill. There are different strategies to deal with a Grace droid, but they must not be ignored as their throws will dramatically expand the fight by healing and buffing DR to Tyth.Lance droids (red) do not move and target the player with aggro with a long narrow red conal on the ground. After a few seconds, they channel an energy attack along the conal that causes low damage but uses a blow that overloads any shields. This conal is dangerous to tanks as it prevents them from protecting attacks for several seconds, which dramatically increases the damage they will take from Tyth and/or someone adds. The conal is very useful to aim at Justice droids to overload their shields and make it easier to quickly kill them. Lance droids can be ignored, but ideally off-tank should kite any Guardians against Lance droids so AoE DPS can kill them as well. Justice droids (blue) move very slowly around the room and treat suffered direct damage. Their greatest danger lies in their AoE shield, reflecting damage to someone outside it and applying a stacking DoT to anyone inside the shield. DoT can be cleaned, but will be used again. The ideal strategy for killing Justice droids is to sedate them to temporarily reduce their shield. The conal attack from Lance droids may also be directed at a Justice droid and will also reduce their shield. When Tyth is under 40% or so health, most groups ignore Justice droids and let off-tank or healers kite them as they move so slowly that they can be easily avoided while DPS focuses on Tyth and/or more dangerous adds. The main tank should pull Tyth to the edge of the platform and face to the edge so that the clover attack does not hit the group or add. Off-tank should try to grab aggro on as many adds as possible and group up for AoE. Off-tank or a designated DPS should generally handle grace droid add when it spawns. Viable strategies are (1) kill Grace immediately; (2) let Grace complete her 3 green casts then interrupt the yellow cast and kill it; or (3) interrupt all 3 green throws and let the yellow cast complete then kill it. Don't ignore the Grace droid. DPS should kill adds when spawning then return to attack Tyth. DPS priority is Guardian & Lance & Justice. Depending on group DPS, the team can choose to ignore the adds and have all DPS focus on the boss and try to kill Tyth before adding becomes overwhelming. Regardless, if the designated player on Grace's duty convenes for help in interrupting or killing Grace the droid, taking over priority. Healers should stay near the middle of the room to maintain LoS at all, and so if they aggro adds they stay away from Tyth. Be sure to clean the armor debuff on the main main and try to purge the DoT from all players who go into the Justice droid shield. Aivela & Esne Story Mode Kill VideoAivela & Esne Story Mode Guide The main mechanic for Aivela & Esne is the use of the polarity module, which you download by killing a Codex in the opener. The player is targeted by many mechanics of the meeting that will have a positive polarity (WHITE color) or a negative polarity (RED color). The player should always try to match the color of any mechanic aimed at them to take little/no harm. Opener (Nexus 100% -> 50%) In the opener, the team kills all the codices around the room. Each Codex will drop 1 clickable element on the ground (2 in 16m) that provides a Polarity Module. Each player must pick up one. This allows the player to swap colors. After killing all codices, the team damages nexus (middle of the platform) down to 50% health, at which point it shields. Aivela & Esne spawn at this time and the main fight begins. Phase 1 (A&E 100% -> 72%)Aivela & Esne is immobile in phases 1 and 2. They regularly target random players with polarized energy burst (see below for priority color matching). Glare droids spawn on cardinal directions (points in diamond-shaped platform) and target players with Cleansing Beam conal and knock back all players who get too close to them. Countermeasures spawn at the center of each edge of the platform and target random players with low damage attacks. The strategy for this phase is to DPS Aivela & Esne while moving away from the group and matching colors to deal with Polarized Energy Burst (AoE) and Cleansing Beam (long conal). See below for priority on these points. Each boss shields himself at 72% until both are shielded so the meeting moves to phase 2.Phase 2 (A&E 72% -> 40%) All mechanics in phase 1 continue here (bosses immobile, Polarized Energy Burst AoE attack, Cleansing Beam conal attack) and a new one is added. Aivela & Esne cast Radiance, which uses a very large AoE circle that does damage to anyone who stands inside it without matching its color. See below for discussion of color matching. The strategy is the same as Phase 1 to continue burning Aivela & Esne while moving away to handle mechanics and matching colors to minimize damage. Each boss shields at 40% health and the match moves to Phase 3 after both are pushed. Phase 3 (A&E 40% -> 0%, Nexus 50% -> 0%) Phase 3 changes the match considerably. Polarized Energy Burst AoE and Radiance huge AoE mechanics remain, but both Aivela & Esne are now mobile and the Cleansing Beam mechanic changes significantly. Called Wiper Beams, in phase 3 cleansing Beam does not target a player, but consists of two beams of the same color, sweep across the platform and affect everyone. See below for discussion of color matching. The general strategy is to group & Esne in the middle and them evenly until both are about 10-12%. This strategy causes the group to take extra damage from Radiance, but makes it easier to survive Wiper Beams and AoE damage and DoT spread damage can dramatically shorten the phase. When both Aivela & Esne are at about 10-12% health, the entire team should focus down one of them at a time. When either boss reaches 7% they will start an 8s cast of Overdrive Mode, which if completed will cure them of 6-7% of their health, buff their total damage, and change their polarized Energy Burst cast (which can be mitigated by matching the color) to Exaggerate Energy Burst (which cannot be mitigated via matching colors). The idea behind this strategy is that by focusing a boss down first, most groups should be able to kill at least one boss before the Overdrive Mode cast heals them both and expands the fight. Even if a boss completes the vote, burning down the remaining boss despite the extra health is not a big challenge. It is especially important that any player who is the target of Exaggerate Energy Burst (the blue/white AoE) moves away from the group. Color Matching & MechanicsOnce each Codex is killed, it will drop 1 (2 in 16m) clickable items on the ground. Each player can only use one of these to get a polarity module. This applies to a temporary ability bar that lets the player swap between positive polarity (WHITE) and negative polarity (RED). Most damage mechanics can be largely mitigated by matching the color of the graphics to the attack. The details of the mechanic are as follows: Polarized Energy Burst (Phase 1 -3, 3s cast by Aivela or Esne): A 10m diameter circular AoE that targets a random player. The player must match the color and try to avoid placing others in the AoE effect. Polarized Energy Burst is important, but can be ignored if the player is also targeted by Purification Beam.Purification Beam (Phase 1 -2, cast by Glares at points of diamond-shaped platform): A long conal telegraphed attack. It causes very high damage over several ticks of its channel and is likely to kill the player unless they match the color. The player must match the color and move to the side of the platform to ensure that the conal does not go through the group and injures others. Cleansing Beam is the main mechanic to match colors. Radiance (Phase 2 -3, once cast by Aivela and Esne at the beginning of phase 2 & phase 3): A very large AoE circle centered on each boss (BLU for Aivela, RED for Esne). During phase 2, players should match the color of the boss they are near (White/Blue for Aivela, Red for Esne) to mitigate this damage. Radiance has the bottom priority over polarized Energy Beam and Purification Beam and should only be matched when players are not targeted by other mechanics. Cleansing Wiper Beams (Phase 3): The modified Cleansing Beam mechanic in phase 3, it consists two cleansing beams of the same color sweeping across the platform. The color of the first set of beams is random, but will switch between WHITE and RED every subsequent time. Players should match these colors immediately and preferably in advance when the pattern is known. Exaggerate Energy Burst (Phase 3 sub-7%, 3s cast): Modified Polarized Energy Burst when either a boss completes casting Overdrive Mode. It essentially combines both white and red colors, so can not be cushioned by matching colors. It doesn't hit super hard, but is noticeable. The player should move away from the group to take this hit and use a defensive if less than half health. It is possible for a player to be hit by multiple mechanics. For example, during Phase 2 a player can be targeted by Polarized Energy Burst (small AoE), Cleansing Beam (long conal) and stand in a boss' Radiance (large AoE), all of which could be different colors. The priority for the mechanic to match colors is Cleansing Beam & Polarized Energy Burst & Radiance. In this example, the player must match colors to the Cleansing Beam until after the channel is finished, match the polarized Energy Burst if it hasn't hit yet, then when both are finished match the Radiance color and go back to attacking the boss. Nahut Story Mode Kill VideoNahut is a boss meeting with three different stages. The first phase involves fighting nahut in the central circular area and damaging nahut while dodging fire, blue puddles and avoiding pins on the ground that can cause Nahut to aggro for DPS/healers. The second stage has a short transition to kill some adds then involves the main teams kiting Nahut around the room while a few DPS go kill towers that spawn around the room. When a tower is damaged 39% it becomes stunned and get sucked in by a periodic pull-in of singularity growing in the middle of the room. Once five towers are sucked in, the group begins the Phase 3 burn phase, which involves moving Nahut around the edge of space as it slowly fills with lightning and kill it before the group runs out of space. Nahut has two primary mechanics for the meeting. The first is that Nahut will try to remain veiled during the fight. In the history mode Nahut will be visible to everyone within the melee range and the person holding the candles. Otherwise, the only way to make Nahut visible is to use the power of oppression of light to force Nahut to become visible. The second mechanic is a singularity (black hole) that begins to form in the center of the room after stage 1, which introduces a wide range of physics and AoE effects in the rest of the battle. Phase 1 (Nahut 100% -> 80% -> 60%) Phase 1 begins with nahut channeling Preparation field, a 12s channel that causes pins to be placed on the map. Adequate damage can break voices early and causes fewer pins to be placed. Nahut begins in stealth and and Remain in stealth through phase 1 and phase 2 unless the person with Candle uses its Suppress capability. In Story Mode, while in stealth Nahut will remain visible to the player with candles and any players in the melee range of Nahut.Key Mechanics introduced in this phase is: Preparation of field: Nahut's 12s channel used at the beginning and center of Phase 1 to place pins. Sufficient damage will break the channel. Suppress: Ability to play with candles. It places a 15s duration debuff on Nahut debilitating its stealth capability. It has a 40s cooldown, so a player can't keep Nahut permanently oppressed. Energized Slice: Nahut's conal attack used often in phases 1-3. Keep the boss facing the tank and away from the group as this hits pretty hard even in Story Mode.Mass Distortion: 5s cast ability used by Nahut often in stages 1-2. This applies to a 4s duration debuff that causes increased damage if the player moves (i.e. it works in the same way as Electro Net). After the debuff expires, it places a medium-sized blue circle on the ground, employing heavy AoE damage to everyone who stands in it. The basic strategy of phase 1 is to have all but the tank (s) stuck in the middle of the platform to hurt Nahut. The aggro tank must be just outside the inner circle right at the edge of the fire ventilation channels. When the tank is targeted with mass distortion and drops a blue circle, they should move around in the inner circle circumference. This way, DPS/healers can avoid fire, pins, blue circles and Nahut's clover. As for candles, a simple strategy is to have the tank hold candles and use suppress ability on cooldown. This will mean Nahut is stealthed just over half the time. But since the tank's position is known the team should have minimal difficulty coordinating with DPS to stay close enough for Nahut to see it. Alternatively, a rotation can be used between 3 DPS healers to keep Nahut permanently suppressed and visible to everyone. At 80%, Nahut will jump to the middle and channel Preparation of the field again. When the channel is either finished or disconnected, the same mechanics and strategy should be repeated. About 60%, nahut will jump to the middle and the group begins Phase 2 Transition.Phase 2 (2 Power Clutches 100%-> 0.1%) The team should immediately move to the exterior ring on the NW section on the mini-map. Two Power Clutches will spawn and must be damaged down to 1 health (they will not die) within 1 minute or the group will dry. Adds will spawn at regular intervals and should be picked up by tanks and DPS'd down through DoT spreads or direct damage after Power Clutches are finished. Nahut will target the person carrying candles with a rail gun attack. The attack cannot be L.A.D. and will treat injuries and apply a debuff that rises with each subsequent rail shot attack. All players nearby take and receive a stack of debuff, so the player with candles should stand away from the group. A tank can usually take 4-6 consecutive hits of the brace shots and be fine with healing, but using a defensive for any hits on 5+ stacks is recommended unless the tank is geared to Hard/Veteran Mode content. DPS or Healers can take 2-3 hits of the brace shots. Anyone who carries candles with too many stacks should pass it on to another player. Phase 3 (Nahut -> 34%, 5 towers 100% -> 39% and drawn in by singularity) Phase 3 involves most of the team holding nahut and damaging it as you move around the edge of space. Nahut can only be damaged to 34% health at this stage and then becomes immune to damage until the group transitions to phase 4. Also railway towers spawn around the room, one at first and then in pairs. Initially, the towers railway shot attack can be LoS'd to avoid damage until they enrage at which point they can't be LoS'd. The towers must be damaged to 39% health at which point they shield and stop taking or handling damage. The main mechanics of this stage are as follows: Energized Slice: Nahut's clover is very dangerous at this stage as the group moves steadily and it causes major damage. The tank should be careful to pull the Nahut in front of the group and face away at all times. Mass distortion: DoT goes out every 14s (10s after each blue puddle drops). The tank will have to re-position Nahut every time and try to position itself so that the blue puddle is dropped in such a way that DPS and healers can easily avoid them. Gravity Pulse: Happens every 25 s. A large white circle around the edge of the room quickly shrinks down to the center, so just behind the group is drawn about half the distance to the center. Players should make sure to avoid being drawn into the expanding red circle. Any towers that are shielded and under 39% health are sucked into the middle. When 5 droids are pulled in the phase pushes to phase 3.The strategy for this stage is usually to have the tank (s), half of DPS and most healers stay at Nahut to keep damaging it from 60% down to 34%, while the remaining DPS and maybe a healer go to hunting towers. DPS on tower duty should disconnect as many casts from the towers as possible, and when a rail tower is shielded and at 39% health it is done and they can move on. Everyone on Nahut duty should stand behind the boss except for the tank that moves Nahut around the edge of the room as blue puddles have fallen with Mass Distortion.Candle use should follow a similar strategy to Phase 1. When 5 towers are drawn into the middle, the group immediately moves to Phase 4.Phase 4 (Nahut?? % -> 0%) Phase 4 is a traditional combustion phase in which the outer platforms gradually become electrified and do great damage to all those on them, thus The team eventually runs out of space to avoid damage. Damage. A red circular line gradually expands leaving the group less and less space to stand to avoid further damage. The team gets a short break at around 25s at the beginning of Phase 4 before the platforms begin to be electrified. All players chasing towers should immediately join the main group and attack Nahut. This free burn phase is an ideal time to hit all cooldowns, adrenal glands and raid buffs. From about 25s to phase 4 and then parts of the platform will be electrified. There are three large outer platforms, and each has four sections for this mechanic. The part where Nahut is standinb will be electrified. The tank should pull the Nahut to about a quarter of the way across each platform then hold it until the lightning pops then move again, and repeat. DPS and healers should be at the forefront of Nahut as much as possible to avoid taking damage from the electrified sections, especially varied DPS and healers. Finally, the red circle extends to the outer platform as this phase continues. Players must stand out from the red circle, which will mean only using the outer bridge to cross from platform to platform and can be very tight if the group comes close to running out of non-electrified platform sections. The timing of this phase gives the team nearly 2 minutes to kill Nahut before they run out of space to stand. Scyva Story Mode Kill VideoThe Scyva meeting has 3 stages. The first stage involves killing the droid that originally spawns in the middle of the room. The second stage involves killing two towers in the front left and front right corners of the room. The third phase is to kill Scyva himself. Phase 1 - Omega Protocol Droid (100% -> 0%) In the first phase, Omega Protocol Droid (OPD) is not immune to physics effects, so do not use any knockbacks. The overall goal of the phase is to (1) kill the OPD; and (2) destroy the two generators in the back left and back right corners of the room. The rail towers in the front left and front right corners will periodically target players with a conal telegraph, usually healers. The goal is to aim these telegraphs at the OPD so that the beam hits the OPD and then hits the generator. If the team groups near the droid and does not move, this kiting occurs automatically. Droid has several molded abilities that should all be discontinued. Accelerated Destruction is a 5-channeled attack that causes major and increasing damage to its target, while explosive force is a 3's cast ability that causes major group damage if not interrupted. Also various small floating droids spawn from the sides of the room and float towards the group. These should AoE'd down the DPS. If not killed quickly, they start a channeled attack on players who can hurt and will eventually explode and treat AoE injuries. Phase 2 - 2 CFA-Railguns -> 0%) Phase 2 2 Requires killing the two towers in the front corners. When both generators die or are based on a timer, phase 3 begins. An optional activity that will make damage taken easier on healers is to kill the various ignition catalysts that spawn at this stage. They spawn in a cycle of 1L -> 1R -> 1L +1R -> 1R -> 1L -> 1L +1R. Each one has a long cast that cannot be interrupted and causes the Catalyst to explode if it completes. Killing ignition catalysts prevents explosions, although these will not wipe the group if they explode. Phase 3 - Scyva (100% -> 0%) Phase 3 finally involves the group fighting Scyva, who remains stuck in the middle of the room. The overall battle is a pretty straightforward burn phase, but there are some mechanics to consider, and then a special mechanic who deserves its own special explanation. First, a quick observation about the sides of space and gravity. When you enter space, the left side has low gravity and the right side has high gravity. These have unusual effects on things like alacrity and base damage, but more importantly different physique effects have a stronger effect on the left side and less or not at all on the right side. Atomic Scattering: A molded ability by Scyva at regular intervals. It causes AoE damage in an radiating circle. Anyone on the left side of the room can be punctured in the air using the Gravity Inverse module and avoid damage. The damage is not very high in Story Mode though so typically this mechanic is ignored and healed through. Upheaval: Scyva tries to punt everyone in the air. Anyone on the left gets punctured up and takes some damage and is stunned during the punt, while those on the right button jump off the ground. Deconstruct: A channeled attack on the target with aggro. In addition to dealing with increase damage it also builds threat which can cause a DPS or healer to pull aggro if they stand in front of the tank and take the channeled damage instead. Radiance: A conal attack by Scyva, dealing with injuries. One of the three floating balls will turn from Blue-> Purple if clipped by Radiance conal. Any purple balls hit by Radiance will explode and treat heavy group injuries. Ignite core: A molded ability that will handle major damage if not interrupted. Scyva is not initially interrupted, but sufficient DPS can activate an interrupt in time to avoid this molded ability damage. Floating spheres: The floating balls start colored blue and do not treat damage to anyone standing in them. When they turn purple via Radiance, they will handle continued damage to everyone who stands in them. Purple on the ground: The inner and outer rings on the floor will have purple sections that rotate around the room in opposite directions. Do not stand in purple. Extinction Protocol: This mechanic triggers on later of 30% boss health or a timer, so DPS that is fast enough will avoid it ever happening. It med on 3s Initializing Extinction Extinction molded ability so that the actual mechanic begins. Then Scyva will constantly place red circles under random players' feet in the 10s. The red circles will do damage when Scyva hits this area with a laser blast another or so later, and will typically treat extremely large injuries very quickly and is often a one-shot if the player takes more than a tick of injuries. The strategy for Scyva Phase 3 is simple but sometimes difficult to execute. The tank (s) stay on the left side to face radiance away from the group and be sure to turn the conal so that it always clips a BLUE and never a PURPLE orb. DPS and healers generally stay on the right side to avoid Radiance and take minimal stun time from Upheaval. Everyone should avoid standing in purple. Interrupt Ignite Core.Once Scyva reaches 30%, the entire team must be prepared to move continuously to avoid the red circles from the Extinction Protocol, and then resume harmful Scyva. Another Eradication Protocol may go out depending on group DPS. Izax Story Mode Kill VideoIzax has a lot of mechanics through a number of stages, so they are discussed by phase below. Healers should notice the cooldown on combat revivals is 30 seconds, so revivals should happen much faster when/if there are fatalities in the fight. (Note as in Game Update 6.1, Izax combat reviving cooldown is tapped and has an unlimited cooldown. As a result, groups can only use a fight resuscitated once and otherwise must rely on stealth revives.) The izax match can be confusing for new players. Assuming that experienced players are in the group and can handle mechanics, new players primarily need to pay attention and look for them to get targeted by Induction Cascade, who starts to go out in phase 1 and continues through Phase 4.Phase 1 (100% - 95%) The team is trapped inside the shield for this stage. Izax has a large clover attack covering two-thirds of the available area, and will focus on the side where the player with aggro stands just before the clover. Therefore, the tank must stand on the edge of the railing on the opposite side of the group to kite clover away from the group. The rest of the group should remain stacked just outside the clover as far away from the edge as possible. Ideally players should just be a few feet outside the clover with their backs towards the middle of the platform. When a player is targeted by Induction Cascade (blue circle), they should run to the edge so that AoE does not hit the group. Izax has a 1s cast ability of the same name to indicate someone gets induction, and debuff ticks for 5s before it does damage to give the player time to move out of the group. The player with Induction will take very high AoE damage for 8s and need big single goal healing. While the player is taking damage from Induction they will treat no injury to Izax, but after they receive a red buff for 8s that doubles Damage. DPS players should save their big hitters during induction and hit them afterward to maximize the injury buff. The phase ends when Izax reaches 95% health with a great knockback ability called Deflector Pulse that can kill players if they are knocked off the platform. Phase 2 (95% - 84%), the team must run into the white circle that spawns. Destroy anchor drone (middle of the white circle) ASAP then destroy Tether Droid (alleys near Anker closer to the center). The idea of aggro at Izax should try to stand out from the group as they will start dropping blue puddles on the ground shortly after the Anchor Drone is destroyed. Induction Cascade (blue circle) goes out and should be moved outside the group of who is targeted. The tank of aggro on Izax will fall blue puddles, so should move out of them and away from the group. Izax is shielded for most of this stage, and its shield must be brought down to handle damage and complete the phase. This is achieved by aiming laser blasts from Energy Droids (small liquid blue balls on each corner, emitting a blue telegraph) at amplifier droid (liquid crystal shape, emitting a red telegraph) to power them up. The amplifier Droid red telegraph is then aimed at Izax to blow it up and reduce its shield. A tank or DWT should use taunts to kite energy beams from Energy Droid to Amplifier Droid, then kite the powered-up amplifier Droid beam against Izax to break its shield. DPS should immediately target Izax when its shield is down. Each time the shield will remain down in the 15s and this cycle will repeat 1-4 times. It is possible to kite Energy Droids to apply more charges to amplify the droid, and the more charges used to blow up Izax the shorter the phase will go. Hitting Izax with a 3-charge beam and decent DPS should be able to push Izax after bringing down the shield once. Hull Cutter droids will also spawn throughout the match. They have very high damage resistance to AoE attacks, so must be single targeted or damaged via DoT spread attack to kill them. They prioritize DPS when Izax's shield is up, and Anchor and Tether add are dead. Phase 3 TransitionThis phase involves the Izax clover group with its Omnicannon. The explosion will treat about 75% damage to players and cannot be resisted, shielded, dodged or mitigated in any way. Healers should ensure players are close to full health into this transition and then heal up again after the explosion. DPS should move to start attacking Izax as soon as it appears. A tank should stand in the middle of the platform and be ready to AoE taunt to grab aggro on all Tether Droids.Phase 3 (84% - 64%) Usually called the disconnect phase, this stage consists of Izax trying to charge its Omnicannon for 100 stacks of charge. If that happens, the group will dry. The team should immediately kill Tether drones that spawn mid-room and pick up their tethering abilities. So DPS should attack Izax until its orange shield is broken, making Izax disconnected. The team should cycle through player circuit breaker to interrupt Izax's Charge Omnicannon cast. Continuous throws add 2 stacks of charge and at 100 Izax will throw fire omnicannon that will dry the group. Induction Cascade goes out at this stage, so players targeted by it should avoid everyone else and will need healing. If necessary, a player can go to the damaged corner generator and click the highlighted button to paralyze Izax and reset its stacks. Resetting Izax employs damage to about 4% boss health, so triggering reset when Izax is below 68% should push phase. When Izax reaches 64%, the phase ends. At this point, the metal railings are electrified and no one should stand on it until the end of the match. Phase 4 (64% - 30%) The purple orb phase, this phase is really easy when performed correctly. Someone with a tether should pull the Augment Droid (purple orb) to right in front of Izax, leaving room for everyone to stand. All players other than the tank must stand right in front of the purple ball so they are in between the purple orb and Izax.This positioning will cause others adding in the room to either (1) hit the orb power dial up its large AoE circle, buffs players' injuries treated and healing; or (2) hit Izax and apply a debuff increased the damage it receives. Tanks must stand next to kite blue puddles from the head away from the group. Players targeted by Induction should move away from the group with the blue circle AoE.When hull cutter droids spawn, the tank should be AoE taunt and DPS should burn them down immediately. Phase 5 TransitionUsually called the Master/Blaster phase, this transition phase will consist of the movement of the platform targeted by missiles fired from Izax as it flies around the platform. These AoE damage areas are indicated by large orange circles. This cycle will happen 4 times. There will always be a safe place at some point along a 3 x 3 grid with each corner, the center of each edge and the exact center of the room that makes up these points. Move to the safe place as soon as possible. Anyone who gets cut by AoE gets a debuff that prevents any recovery, so try not to miss two in a row. Phase 5The Frogger phase indicates the completion of the team employing direct damage to Izax for the match and at this point simply have to survive. The overall goal of this phase is to protect Scyva while jams Izax's targeted systems to cause a massive malfunction and destroy Izax itself. After losing his body when the team destroyed it in the previous boss meeting, Scyva has now downloaded to a Repurposed Gemini Droid.All mechanics at this stage are designed to challenge the team in protecting Scyva. Orange Circles: Izax will target scyva and Players with missile blaster that have orange AoE telegraphs, most of which can be moved out of to avoid damage. If Scyva or players are stunned by Tether Droids, Izax will start targeting players with attacks that cannot be dodged. Tethering drones: 3 waves of 4 Tether drones will spawn at this stage. Each time, a Tether will spawn from each corner and move toward the middle area until they are within reach to bind Scyva or whoever pulls their aggro. The most critical mechanic for the phase is to quickly disconnect/kill these droids, which are tethered into place can lead to massive damage via orange circles, mines or green balls. Mines: Mines will spawn from one edge of the platform at regular intervals and move towards Scyva and players then blow up after a short activation time. A player with a tether can run behind them and tie them on electrified railings to destroy them safely. Green spheres: Rows of green balls will spawn on the far edge of the platform from Izax and move towards Izax. These balls do damage to players and Scyva, then move around them and through the holes. The overall strategy is to have DPS kill Tether Drones, have a tank use the tether device to pull mines on electrified railings to destroy them, and have a tank or healer use their tether to pull Scyva out of orange circles and away from green balls. This phase lasts 2 minutes and will transition after this time as long as the Scyva droid is alive. The final phaseThis phase is very short. Izax will cover most of the room with a large orange AoE attack that covers the entire floor except for the two furthest corner platforms. After 10 seconds, Izax will blow up the platform and almost destroy it. Players must drive to the far corner platforms that are not in the orange AoE and stand in the circular depression right at the top of the ramp. A red X appears briefly above the player's head and they will be safe from the big AoE blast. They'll still take damage from electrified railings, so pop all the defensives. If at least one player survives then the team will successfully cope with Izax.Players who are already near the corners should wait a few seconds before entering the platform. It is possible to die from the electrified railing damage prior to the large explosion. The orange circle lasts for 10 seconds, so I usually try to run into place in about 7 seconds. As long as a player is alive after the explosion, the group wins the meeting and completes the operation. Original content © Merlyn SWTOR Guides. All relevant media used on this website are subject to the copyright of their respective owners. Relevant media used during reasonable use. Use.

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