

Warcraft Formula

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Current News

While most players are still eagerly awaiting the 3.1 patch to go live, there is still quite a bit of news to report this month as a lot of changes have been made a few things have come up that are greatly affecting how the game plays for a lot of players. One of the big stories is the cracking down that Blizzard has been doing on add-ons, as well as the installation of Battle.net for account management. Other stuff to check out this month includes Season 6 information, more 3.1 patch changes, and a few other small notes:

The New Add-On Policy

At the end of March, Blizzard dropped in a new policy regarding UI add-on development. Basically, the policy now

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states that add-ons must be free of charge, not ask for donations, and the code needs to be open source. For the most part, a lot of mods comply to the standards being laid out here. However, there are a few that don't – mainly the leveling mods and Carbonite.

There was a little bit of a lack of clarity when the policy was first implemented but that has since gone by the wayside as Blizzard has made it very clear that any profiting from add-on production will be frowned upon. The websites on which the add-ons are offered can of

course have advertisements and donation buttons, but they cannot sell the add-on and there can be no in-game advertisements or anything like that.

I won't reprint the whole policy here, but basically what players are dealing with in this new change is that they will no longer need to pay for certain services and the developers out there are going to have to upgrade their services to be free or give up – it might leave a hefty dent in the market for leveling guide writers. I'll keep an eye on this one though and keep you updated as things change. The real bottom line on how this affects you – don't pay for an add-on or Blizzard might ban you or block your account. It seems a little harsh, but those are the rules now.

[Blizzard's Policy](#)

Battle.net

Not too long ago, Blizzard announced the reprisal of Battle.net in its 2.0 format as the central hub for all Blizzard games.

This is likely the result of a slew of new Blizzard games hitting the market in the coming months and years with Starcraft II, Diablo III, and the as of yet unnamed MMO that is being developed.



Right now, the project is a bit messy though and while it is not yet required to have a Battle.net account to access your WoW account information on the Internet, you may want to start keeping track of it, as Blizzard plans to implement the service for all users by the end of the year.

New Battleground?

Thanks to recent posts made on the official forums, there has been some rumbling that there might be a new battleground on the way with the 3.1 or 3.2 patch. While the developers have not specifically said if this is true or not, they

have mentioned small snippets of information that more or less make it pretty obvious that something is being worked on. It's welcome news for anyone that is growing tired of Strand of the Ancients already and for anyone that was none too happy with Burning Crusade only ever introducing one new battleground, and not a very good one at that.



Recent 3.1 Patch Changes

The 3.1 patch is still in the testing phase as of me writing this issue, but there has been a lot of progress and with data being distributed to users via the patch downloader, the rumbling is that the patch may be ready by the end of April

or Early May some time. That is of course only rumors as the 3.1 patch is much bigger than many originally anticipated. And since Season 6 is expected to start with it as well, it will likely be at least into May when it happens.

However, there have been some new changes (and some confirmed changes that we all knew were coming) that have hit in the most recent PTR versions of the game that are worth noting:

General Changes

- Ground mounts can now swim – Finally, right. It doesn't really change much in the way of gameplay, but it's nice that you finally don't dismount when you run through water.
- Noblegarden – This is a new week long holiday which means new items, quests, achievements, and two meta achievements – Noble Gardener and What a Long Strange Trip It's Been.

- No More Lexicons of Power – While Inscribers may still need them, you no longer need a Lexicon of Power to apply a new glyph or to switch between your dual specs. However, you cannot do either during combat, in battlegrounds or in arenas so there will be no last second spec changing in PvP.



PvP Changes

- Enemy Unit Frames – This could be done for a long time with addons but now it is finally available as a normal part of the game – a great little upgrade.
- Battlegrounds Queue from Anywhere – In a cue from

Warhammer Online, players can now queue for battlegrounds from any location from a menu on the hotbar. When you leave the battleground, you'll return to the place you started it from.

- Using Things While Mounted – You can now use both teleporters and seaforium charges while mounted and they can be seen from anywhere in the zone.

Other Changes

- Armor Penetration – There has been a 25% boost to this rating for all classes across the board.
- Fear Thresholds – The threshold for breaking Fear and Terror effects has been reduced by a lot.
- Haste Changes – Paladins, Druids, Death Knights, and Shamans receive 30% more from their melee haste rating across the board now.

- Spirit Changes – Mana regeneration from spirit has been cut by 40% for all casters.

Flasks

Flasks have received quite a few tweaks and changes since 3.0 first went live last October. This time around the change is in flask creation and how they are used. What will happen is that when the 3.1 patch goes live, flasks will only provide a one hour buff instead of two. However, the reason is that Alchemists can now produce two 1 hour flasks with each spell instead of 1 two hour flask. And Elixir Masters can now get up to 6 extra flasks when their specialization procs. Mixology will still extend the duration by one hour across the board as well.



For all existing two hour flasks, they will be converted into mixtures which can then be turned into two one hour flasks after the patch goes live. Flasks can now be stacked up to 20 and the vendor price is being reduced to cut down on the deposit at the auction house.

The result is that the price of flasks will go down slightly and while materials will stay the same, players will be able to be slightly more efficient with flasks. After all, how often do you really need a two hour flask in a Northrend dungeon? It's pretty rare. It will also allow for guilds to raid for smaller periods of time if they want. You don't have to be invest a minimum of 2 hours every night now so as not to waste your flasks. It also makes it easier to switch your talents specs when dual speccing goes live and have a flask to use alongside your new spec.

The Argent Tournament

When the 3.1 patch hits, the Argent Tournament will start up and that means a whole lot of new event content – in fact, it will be one of the largest events ever to take place in Azeroth and for that reason, it's a good idea to run through a lot of it to see what you're going to be up against. This guide was built in mid-March, so if the event is slightly different in your build of the PTR or in the 3.1 live patch, it is because changes were made in between.



What is the Argent Tournament?

The Argent Tournament can be found in Icecrown in the northeast corner, past Sindragosa's Fall. You'll find a number of

NPCs here including inns, flightmaster, all the profession trainers, a mailbox, and a bunch of quest givers. The area is also a sanctuary so no PvP against human opposition.

There are a number of new quests being introduced in the area as well, with both storyline quests to tell you what the whole thing is about and dailies to get some extra cash in Icecrown. There is also a new mounted combat system going into place that will award different ranks you can use for the awards associated with this event.

When you get started, you will be an Aspirant with your race's faction (such as a Stormwind Aspirant). You will then gain seals for that rank from quests you complete. Once you've completed enough quests, you will reach the next rank which in this case is Valiant at 15 Aspirant Seals. When you are a Valiant, you can complete enough training to get 25 seals and then start your path toward becoming a champion. It takes about 10-15 days to reach Champion by completing all of the available quests.

Once you're a Champion, you can use Champion Seals to buy tabards, mounts, pets, rares and epics. You can also become a Valiant for another race if you are a Champion for your own race. You can only be a Champion of one city at a time though – however, each race has different rewards so you'll get a number of cool mounts and pets if you manage to champion multiple races.



Additionally, you can gain Argent Crusade reputation for Black Knight quests and Silver Covenant or Sunreaver reputation for the mounted combat quests.

New Achievements

Along with the new play style, there are of course new achievements you can

unlock during the tournament. Here are a few of the ones that we know of right now:

- **Tilted!:** Defeat another player in a mounted duel at the Argent Tournament.
- **It's Just a Flesh Wound:** Unmask and defeat the Black Knight at the Argent Tournament.
- **Argent Aspiration:** Train to compete in the Argent Tournament by becoming an Aspirant for your race's faction.
- **Argent Valor:** Train to compete in the Argent Tournament by becoming a Valiant for your race's faction.
- **Champion of Darnassus:** Earn the right to represent Darnassus in the Argent Tournament.
- **Exalted Champion of Darnassus:** Earn Exalted status with and the right to represent Darnassus in the Argent Tournament.
- **Champion of Exodar:** Earn the right to represent Exodar in the Argent Tournament.

- **Exalted Champion of Exodar :**
Earn Exalted status with and the right to represent Exodar in the Argent Tournament.
- **Champion of Gnomeregan:** Earn the right to represent Gnomeregan in the Argent Tournament.
- **Exalted Champion of Gnomeregan:** Earn Exalted status with and the right to represent Gnomeregan in the Argent Tournament.
- **Champion of Darnassus:** Earn the right to represent Darnassus in the Argent Tournament.
- **Exalted Champion of Ironforge:**
Earn Exalted status with and the right to represent Ironforge in the Argent Tournament.
- **Champion of Ironforge :** Earn the right to represent Ironforge in the Argent Tournament.
- **Exalted Champion of Stormwind:**
Earn Exalted status with and the right to represent Stormwind in the Argent Tournament.
- **Champion of the Alliance:** Earn the right to represent every Alliance race's faction in the Argent Tournament.
- **Exalted Champion of the Alliance:** Earn Exalted status with and the right to represent every Alliance race's faction in the Argent Tournament.
- **Champion of Orgrimmar:** Earn the right to represent Orgrimmar in the Argent Tournament.
- **Exalted Champion of Orgrimmar:**
Earn Exalted status with and the right to represent Orgrimmar in the Argent Tournament.
- **Champion of Undercity:** Earn the right to represent Undercity in the Argent Tournament.
- **Exalted Champion of Undercity:**
Earn Exalted status with and the right to represent Undercity in the Argent Tournament.
- **Champion of Thunderbluff:** Earn the right to represent

Thunderbluff in the Argent
Tournament.

- **Exalted Champion of Thunderbluff:** Earn Exalted status with and the right to represent Thunderbluff in the Argent Tournament.
- **Champion of Silvermoon City :** Earn the right to represent Silvermoon City in the Argent Tournament.
- **Exalted Champion of Silvermoon City:** Earn Exalted status with and the right to represent Silvermoon City in the Argent Tournament.
- **Champion of Sen'jin :** Earn the right to represent Sen'jin in the Argent Tournament.
- **Exalted Champion of Sen'jin:** Earn Exalted status with and the right to represent Sen'jin in the Argent Tournament.
- **Champion of the Horde:** Earn the right to represent every Horde race's faction in the Argent Tournament.

- **Exalted Champion of the Horde:** Earn Exalted status with and the right to represent every Horde race's faction in the Argent Tournament.

You will also be able to get one of 10 new mini-pets that correspond to each race, including:

Alliance:

- Teldrassil Sproutling
- Ammen Vale Lashling
- Mechanopeep
- Dun Morogh Cub
- Elwynn Lamb

Horde:

- Enchanted Broom
- Durotar Scorpion
- Mulgore Hatchling
- Sen'jin Fetish
- Tirisfal Batling

Additionally, there will be new mounts for each faction including:

Alliance:

- Swift Darnassian Mistsaber
- Great Azuremyst Elekk
- Turbostrider
- Swift Ironforge Ram
- Swift Elwynn Steed



Horde:

- Swift Silvermoon Hawkstrider
- Swift Orgrimmar Wolf
- Great Mulgore Kodo
- Swift Darkspear Raptor
- Swift Forsaken Warhorse

There is also a neutral Argent Hippogryph that any faction can get. All of the pets and mounts listed above can be purchased from vendors in the tournament with Champion' Seals. Small pets are 40 Champion's Seals while

Mounts are 100. The Argent Hippogryph is 250 seals.

Getting Started

When you first enter the Argent Pavilion, talk to Justicar Mariel Trueheart. For this particular guide you'll be learning the Alliance route taken, but the quests and achievements are the same for Horde, just with different NPCs. Talk to Trueheart and you'll be sent to Silver Covenant Pavilion to talk to the Blastbolt Brothers who will provide daily quests.

Once you arrive, you can start picking up your quests. The Blastbolt Brothers provide two daily quests including:

- A Chip Off the Ulduar Block – Located in Storm Peaks and gather the materials requested
- Jack Me Some Lumber – Go to Crystalsong Forest and gather the lumber requested.

They are both easy, quick quests and have a basic cash reward for completion. After completing these for the first time, you'll gain access to a new quest from Crusader Rhydalla – "The Black Knight of Westfall?"

This quest will send you to Moonbrook where you'll start up on a quest chain designed to uncover the Black Knight. Ultimately, you will face off against him and get an achievement for completing this. If you're a fan of Monty Python and the Holy Grail, this quest chain will be a lot of fun for you.



Getting to Aspirant

Now, you should go talk to Arcanist Taelis to get "Mastery of Melee". You

can also get "Mastery of Charge" from Avareth Swiftstrike and "Mastery of the Shield Bearer" from Scout Shalyndria.

For these three quests you will need to mount up outside the pavilion with a lance and talk to an NPC to attack the melee targets with your special abilities including Thrust, Charge, and Shield breaker. Basically, these are training quests.

After completing these three quests, you can start completing the following daily quests, all of them good for Aspirant's Seals:

- A Blade Fit for a Champion
- A Worthy Weapon
- The Edge of Winter
- Training in the Field
- Learning the Reins

You can also accept the quest from Taelis, "Up to the Challenge" when you've acquired 15 Aspirant's Seals. It will take you 3 days to do so, and when you do you can take the Aspirant's Challenge. This will test your mounted

combat skills. If you complete the quest you will be able to become a Valiant and start on a new series of quests.

To complete Learning the Reins or get onto a mount at any point in time, you'll need to go pick up a lance from the rack located nearby. Make sure to remember and take it off and reequip your normal weapon after you're done.

Using Your Mount

When you mount up and go to use your mount, you will have six abilities to choose from. Here are is a breakdown of what each one does:



- Thrust – Melee attack that inflicts 3250 damage. Has a 6 yard range

and 2 second cooldown.

- Shield Breaker – Ranged attack that inflicts 2000 damage and cuts defenses of the opponent. Has a 5-30 yard range and a 2 second cooldown.
- Charge – Charging attack that inflicts 8500 damage and cuts defense of the opponent. Has an 8-25 yard range and a 6 second cooldown.
- Defend – Defends to reduce damage taken by 30%. You can stack this 3 times and each cast is removed by Charge or Shield Breaker. Has a 4 second cooldown.
- Refresh Mount – Heals your mount to full health. Only available out of combat and has a 1 minute cooldown.

- Duel – Challenges someone to a duel.

Getting to Valiant

Once you've gotten your 15 Aspirant's Seals, you can turn those seals into your faction leader (Arcanist Taelis) and complete "Up to the Challenge". Once you've done this, accept "The Aspirant's Challenge". You'll need to grab a lance and mount up and then head to the Ring.

Talk to Squire David when you get there and he'll summon a Valiant for you to fight. If it's your first fight, read his dialogue on how to fight first just to get a nice little extra run through of strategy. As of writing this, the difficulty is tuned up pretty high so this is a tough fight. It's kind of like PvP so if you do a lot of arena play, you'll be more used to this than others.

Fighting the Valiant

To defeat the Valiant, start by having your Defend stacked to three as often as possible. If he charges or shield breaks you, just recharge your defend. Also, when he gets range, immediately charge him to get back into space and fight again. Make sure to be careful and not get too over anxious though as your mount is rather slow and you don't get a whole lot of time to do anything. Keep his defends low by throwing Shield Breaker at him repeatedly and then melee thrust him for a while until you win.

After completing this fight, return to the faction leader and you'll get a quest that goes by "A Valiant of [your faction city]". To complete this quest, go to the city's delegation leader to enter the tournament.



Leveling as a Valiant

Once you have achieved your Valiant level, you will need to find the next four quest givers. These will include a Grand Champion, a Master of Arms, a Master of Horses and a Quartermaster. You will now have access to the same dailies you had before but under a new name including:

- A Blade Fit for a Champion
- A Worthy Weapon
- The Edge of Winter

You will get 2 Valiant's seals for each quest you complete and can also get additional seals from other quests including:

- A Valiant's Field Training

- At the Enemy's Gates
- The Grand Melee

Completing the Grand Melee

To complete the Grand Melee, you'll need to mount up and defeat three Valiants in challenges. You will need to do this in your faction's assigned Valiant ring. Basically, there are valiants from each city. Fight the ones not from your city and you'll be able to get the quest completions you need. Each race has a different set of strategies for completion. For example, the Draenei are slower than most but shouldn't be meleed while Humans have an anti-charge ability but can be thrown off balance by Shield Breaker. Each race is slightly different and they are all still being tuned, so keep an eye open for any changes to how these will work. Right now, each race only has two valiants so you have to wait for them to become free from other players. This might change later on, or there are also rumors that Blizzard might make the event a progressive instance to

reduce how many people are stuck waiting in line. It's a tossup at the moment though.

Reaching Champion

Right now, the best way to reach Champion status is to complete the three new dailies and the one preexisting one you have access to each day to get your five seals. It will take 5 days to reach 25 seals at which time you can turn them into your faction leader and accept the quest to take on the Champion. This fight is going to be much harder than the Valiant fight you did before. However, the same basic strategies will hold true, just at a faster, more reckless pace than before.

Once you have completed the Champion fight, you should gain your new achievement and title and be able to start building up your Champion Seals. These seals can be used in increments up to 250 to buy everything from epic items to small pets, tabards, banners, and even

new mounts. The list of mounts and pets is provided above while the remaining list of possible upgraded weapons and other gear has not yet been finalized.

Remember as well that the information above could change at any point as the event is tuned and altered to match the desires of the developers. You know the drill on PTR content – it's always being tweaked.

PvP Update

This month is a little light on the PvP news for a few reasons. First off, no one is in the Arenas. In fact, even the devs are admitting that fewer people are playing in Season 5 than any season back to Season 1 when it started to wane down. There have been a number of changes to the arenas that may have caused that kind of drop off, and with Season 6 not that far off, expect a major uptake in the days to come. Here are a few notes on what's been happening and what's coming up in PvP.



Arenas

The participation is down and the consensus is that the loot in Naxxramas

is much easier to get and a bit better than the current Season 5 gear, so there's no real reason to fight for it in the arena for those that don't normally like arena play. Additionally, there is word that a new arena point system will be implemented in Season 6 – starting all players off from zero.

Battlegrounds

Apparently, there is a lot more focus being put on battlegrounds in the months and years to come, which is welcome news to anyone that farms for honor on a regular basis and doesn't get a whole lot out of it – with there being so little gear and so little reward for all that time spent. Additionally, there has been talk of at least one new battleground in the works and a great number more possibly coming between now and the next expansion pack. This is all rumor of course, but the attitude from people like Ghostcrawler has been along the lines of acknowledging that new battlegrounds

are coming and should be a bigger part of the game.

Season 6 Information

With Season 5 all but an afterthought for many players, Season 6 is what we're all really interested to learn about, so it's no surprise that a lot of information has been turning up of late about how it will go down. To start with, players will need to start at zero and work their way up instead of starting at 1500 as they have in the past. Along with the new method by which players are matched up against each other, this will make for a slightly more complex and confusing route to figuring your own ranks and who you are facing, but should prove to be easier to remember once it is implemented.

Another change in Season 6 is that Blizzard has gone back through and changed how they do their item requirements as they thought some were too hard to get. The new low for an item requirement will be 1250 when Season 6 starts while in Season 5 the low

is 1615. Even with teams being below 1500 because they start at 0, they will acquire points as though they have a 1500 rating until they actually do or until they level out lower than that.

The Southern Graveyard

Another change that is coming soon is the alteration of the Southern Graveyard in Strand of the Ancients. The new method will make it so that when the Southern Graveyard is captured, the East and West Graveyards are automatically captured along with it.

This is an interesting move because the Southern Graveyard is out of the way and pretty useless. If you capture it, you're just putting yourself further away from the tanks and charges so that you have to run to them instead of rezzing right by them as you would with the other two graveyards. The only real time to get this graveyard is when the keep is breached. Look for a reason in this change such as new weapons or vehicles being deployed near the Southern

Graveyard. As it stands right now, there isn't much of a good reason for it to be set up the way it is.

Ulduar Strategies

This month we're going to go a bit into depth on some strategy for the upcoming Ulduar raid. While we're still trying to get through all the encounters as they are uploaded to the PTR, we'll get more strategies to you in the upcoming issues as well, especially as we get close to the 3.1 patch going live. This month, we're going to cover the first two bosses in the raid along with a listing of some of the other bosses you'll be facing:



A Little Overview

Ulduar is the titan complex in Ulduar, located in Storm Peaks. It is best known as the prison of Yogg-Saron (who you'll be facing) and is currently under control of those who have fallen to his will. The difficulty has been announced as a single step above Naxxramas, but there will be a series of ways to increase difficulty as was the case with Sartharion.

There are two wings to the dungeon as well with the first one required to be completed before you access the second. There are 13 standard bosses and 1 extra hard-mode only boss – Algalon the Observer. In addition, 9 of the remaining bosses will be available in hard mode as well. For those who defeat encounters on hard mode, extra achievements along with better item rewards will be rewarded. Here is a list of the bosses:

- Flame Leviathan
- Ignis the Furnace Master
- Razorscale
- XT-002 Deconstructor
- The Iron Council
- Kologarn

- Auriaya
- Hodir
- Thorim
- Freya
- Mimiron
- General Vezax (second wing)
- Yogg-Saron (second wing)
- Algalon the Observer (first wing optional)

The loot expected to drop from the bosses here will be the same for normal and heroic in appearance but with different colors. When normal and heroic items are worn together, you can get set bonuses. The 10 man gear is iLevel 213 and the 25 man gear is iLevel 239.

Strategies

While we don't yet have all the strategies compiled as Blizzard has only made one of each boss available at a time on the PTR and different ones on Euro and US servers, we have compiled a listing of a few different bosses. This month, we're going to share our

strategies for the first two bosses – Flame Leviathan and Ignis the Furnace Master.

Flame Leviathan

10 Man HP – 15,550,000

25 Man HP – 62,766,000



Flame Leviathan will be found in the first section of the raid in the Siege of Ulduar on the Formation Grounds. This is a different style of fight as you will use mostly siege vehicles to take on the mechanical Flame Leviathan. The abilities are similar to those used against Malygos in his third phase and you must

complete this encounter to continue in the raid. If you turn on hard mode, you will need to defeat him while keeping at least one tower active.

The Start

When you start the fight, you will enter either a Salvaged Chopper, a Salvaged Demolisher, or a Salvaged Siege Engine. You will then fight a large number of trash iron dwarves to reach the Flame Leviathan and then must fight him with the vehicles. Your gear has a direct effect on how powerful the vehicles are too, allowing more control over how much power you can put out.

The Vehicles

You will get 2 of each of the three vehicles listed above in 10 man and 5 of each in 25 man. Here is a breakdown of the roles each player will have when these vehicles are used:

- Driver of the Siege Engine – You will get control of the siege engine to knock down buildings

and silence enemies.

- Passenger or Gunner of Siege Engine – This person will have access to pyro ammo and can shoot at ground targets.
- Driver of Demolisher – You can shoot fireballs long range along with pyrite barrels for ground damage.
- Passenger or Gunner of Demolisher – You can save the pyrite ammo for use by the driver and load the player into the demolisher to be launched at something.
- Chopper Drive – You can plant oil slicks, pick up players to keep them safe and move much quicker than most.

There will need to be passengers in each fight as four players will be on foot in 10 man and 10 will be on foot in 25 man.



Additionally, you can destroy a number of items in the area including the Storm Beacon which summons adds as well as all four towers – each of which will deal a spell that hits for 15,000 damage to a nearby area when in hard mode.

Abilities

Flame Leviathan will have the following abilities in combat:

- Flame Jets – 10 second channeled spell which does massive AoE damage around a boss with 2,000 DPS.
- Battering Ram – Knocks enemies back when in melee range, and applies a debuff which increased damage taken by 100%.

- Gathering Speed – Increases movement speed by 5% per stack up to 20 stacks.
- Missile Barrage – All machines and players not in a machine will take 700 damage ever 1.5 seconds.

Hard Mode Towers

In Hard Mode, there will be four tower adds that will help Flame Leviathan cause additional damage to your party. Each tower has a pillar of light that corresponds to its school of magic. The more of them you leave standing during the fight, the more rewards you'll get for hard mode completion.

- Tower of Storms – Purple – Lightning Balls hit for Stormstrike Damage of 15,000.
- Tower of Flames – Red – Moves across the ground dealing fire damage in its wake of 15,000.
- Tower of Frost – Blue – Freezes all machines on contact and deals 15,000 damage.

- Tower of Nature – Green –
Spawns Lasher adds and deals
15,000 nature damage.

Fighting Flame Leviathan

When the fight starts, you will find that the boss starts randomly targeting your siege engines. You must continually kite it around the large area while the siege engines not being targeted (either 1 in 10 man mode or the other 4 in 25 man mode) follow behind him and melee. Basically, your tanking with one and beating on him with the rest. He will randomly change tanking targets at any time though so use boost when he switches to a new siege engine to get away from him. If you get down to less than 2 siege engines left, he will start attacking demolishers and choppers. Make sure to cast Electroshocks immediately if Flame Leviathan casts Flame Jets as well.

Those who are passengers in the siege engines should be shooting incoming pyrite ammo from the air. Only when

there are none coming in should they focus on the boss with the cannon.

The choppers can move quickly and plant oil slicks on the ground in the path of the boss. The slicks will slow his progress and cause fire damage if you can ignite them. Your choppers will also have a passenger seat that serves mostly to protect other members if they get stuck out in the open.

Demolishers should always stay at a decent distance from the Flame Leviathan and will be used for shooting fireballs in at him. You can also shot pyrite barrels, but only do this when the boss is stunned. You can also launch passengers in but this must be activated by the passenger to do it. Make sure not to aim too high or the play that is flying through the air might get hit by an AoE while hanging in the air.

Demolisher passengers should work toward picking up the pyrite ammo that's been knocked down and loading it into the demolisher. If they do decide to launch themselves to the boss, they will

land on its back and will be facing one of four turrets that will cause damage. They must kill the turret and then place an Overload Circuit which will stun the boss for 10 seconds when finished channeling, while also removing speed buffs, increasing damage taken by 50% and boosting damage. As often as possible, you should have someone on his back.

Ignis the Furnace Master



The second boss encounter in Ulduar is Ignis and will be found in the Colossal Furnace. While the Flame Leviathan was a major encounter, this one is a bit more traditional. Here are the abilities and some strategies for completing it:

Abilities

- Scorch - Fires a jet of flame, burning all enemies in front of the caster within 30 yards, dealing 3770 to 4230 Fire damage every half-second for 3 sec. Additionally, the ground is scorched by this effect causing it to catch on fire, dealing 3299 to 3701 Fire damage every second to all enemies within 13 yards. Iron Constructs within this radius will begin to heat up, eventually becoming molten.
- Flame Jets - Stomps the ground causing geysers of flame to erupt under all enemies. These geysers deal 8483 to 9517 Fire damage, knocking the targets into the air and interrupting any spells being cast for 8 sec. In addition, the targets take 1000 Fire damage per second for 8 sec.
- Slag Pot - Charges and grabs a random enemy target, tossing them into the caster's slag pot.

The target is unable to attack the caster and takes 5000 Fire damage every second for 10 sec.

If the target survives, they are imbued with the magical slag, increasing their haste by 150% until canceled.

- Activate Construct - When Molten he will gain extra haste and deal 4713 to 5287 Fire damage to enemies within 7 yards. Running him into water will destroy it. Each construct will have 3,800,000 HP.

The Constructs

Throughout this fight there will be multiple Iron Constructs you may have to fight. They are very slow (you can outrun them in normal run speed), and have light attacks, plus they can be snared, rooted, stunned, and taunted easily.

However, when they stand within the center of the fire behind the scorches they will get a Heat buff which boosts movement speed by 5%, haste by 5%

and can stack up to 20 times making them much tougher. If they reach 20 stacks, they become molten which ensures a 5K fire DPS within 7 yards. This effect lasts for 20 seconds.

You can either kill them or drag them to the pools of water on the sides of the hall where the molten construct will be doused and turned into Brittle Iron Constructs. This stuns them for 15 seconds and can be critical hit much more easily. If you destroy the construct, it will deal 20,000 damage in a 10 yard radius (so do it from a distance).

Killing Ignis

To kill Ignis himself, you will need 2 or 3 tanks (one or two of them for the Iron Constructs), 5-7 healers depending on the gear being used and the rest should be DPS. This is a tricky fight because for the most part, the PTR has not required much attention to be paid to the constructs. This will probably be tuned up before the patch goes live though as it is a big part of the fight.



So, we'll assume it's tuned up and you should have a five man party working on the constructs at all times. The rest of your raiding party should focus on Ignis with the primary tank picking him up. Have a backup off-tank to maintain the balance between the constructs and Ignis if anything happens as well. Slag Pot can be a big problem if it hits your main tank so be prepared for it.

Have the main tank face Ignis away from the raiding part to keep them from getting hit by Scorch. Also make sure that Ignis is not standing in the fire that appears after scorch. So, your tank will need to be mobile.

Healers should split their attention between all three tanks as they all need to be topped off most of the time. Flame Jets can also hit the whole of the party

so have someone who heals DPS and healers as well. Also, ensure that casts are stopped if Flame Jets is cast so that the spell school does not get locked. Otherwise this fight is mostly tank and spank and rarely goes to the enrage timer.

Other Bosses

The remaining bosses are still being tested and refined, but look back next month and beyond as we uncover more strategies for Ulduar and its titan overlords.

Your Questions Answered

Below you will find a few questions posted by our readers in the last month. Questions like these come pouring in every day and we do our best to cover as many as we can. If you have any questions of your own, contact us! We'll do our best to get back to you or to put the question into next month's newsletter with Brad's answer.

How will the fragmenting work for the legendary mace? Is it going to be like emblems – do they roll like normal loot or can everyone in the group get them?

The most you're going to get from any boss is one fragment per boss and only one person can loot it. It wouldn't make sense to call it Legendary if it was available for everyone in the raid – that would cheapen the achievement. If you're in a guild, the best bet is to start off by focusing your attention on one player at a time and getting them their mace, then moving on to another player. It will take a full run through each boss at

least once to get the pieces you need for one mace – probably a lot more.

Can tabards be used to get rep during raids, or is this ever going to be implemented?

The odds of this are pretty small. The heroics already pump out quite a bit of reputation on their own and there's really no reason to provide another route for reputation when it's so easy to acquire as is.

How does the item level system work? Why are items at the same level sometimes not equal at all?

This is the kind of question that an entire issue could be written around, but honestly, there are a number of factors at play here. The reason not all of the items are equally made is that not all the stats are the same value. Stamina for example has less intrinsic value than any other stat on gear. You can get a lot of stamina for very little cost on an item. However, strength is not quite so cheap. Things like Armor Penetration and Critical Rating are all valued differently

so that an item with 1% of one may be worth much more than an item with 1% of the other.

Additionally, you get diminishing returns on any stats added to an item. For example, if you had an item with 41 agility on it versus an item with 20 agility and 23 strength, the game counts them equal because the first item provides a higher value than the other two. It's pretty complicated and if you're looking for some really detailed breakdowns on how this all works, check out WoWWiki – a lot of time and energy has been poured into figuring the math behind this one out.

Are we going to see gates and raid progression again like in Sunwell?

So far, it doesn't look like that is the case, but there hasn't been any word one way or the other yet. Too much was made of the gates in Sunwell to put them back into place in Ulduar, or any other raid for that matter. We'll find out for sure when the patch goes live, but for now, I'd say probably not.

When do we get to know about the next expansion pack?

Your guess is as good as mine. We all know how well Blizzard keeps their plans under wraps but the odds are that we'll hear about it sometime this calendar year which probably means Blizzcon. That isn't anything more than my own conjecture though so don't go around telling everyone it's a fact. Just keep an eye out and watch your news feeds – when it happens, you'll hear about it.

Action Plan of the Month

This month, we focused mostly on the 3.1 patch again, and since there's a chance it might hit before our next issue, let's focus on the new content to get you started. Here is a breakdown of your first few days of the new patch when it goes live:

<p>Start off at the Argent Tournament – Run through all the one time quests and then do your dailies to get started. It should take two days of doing this to get your Aspirant points taken care of</p>	
<p>Choose your Dual Spec – Set up and prepare your dual spec for the first time. Have glyphs on hand along with enchants and anything else you need to set this up. You should also have a second set of gear on you for your second spec.</p>	
<p>Start preparing for Ulduar – If you haven't been practicing with your</p>	

<p>guild on the PTR, start watching video and reading the strategies in this month's issue to prepare yourself. By the end of day two or three, you should have a good idea of your role and how to approach Ulduar</p>	
<p>By day three, be working on your Valiant status with the Argent Tournament. It is going to take a few days to get your 25 points as you're working with all daily quests now. Expect at least 10 full days between starting as Aspirant and getting to Champion</p>	
<p>Start Raiding Ulduar – Go into Ulduar and start raiding. Remember that there are multiple difficulty levels along with the normal 10 and 25 man versions here. So, start out small if you haven't raided Ulduar before and then work your way up to hard mode and 25 man raids. Ulduars not on par with Sunwell, but it's</p>	

harder than Naxxramas.	
Start Championing – When the second week has started you should approach and be near Champion status. When you get there, complete your championing quest and start earning seals to buy mounts and pets, etc.	

Coming Next Month

- All the Current News from Azeroth, including: *Patch Announcements, New Dungeons, Class Nerfs and Buffs, and Events*
- Top New Feature – *We’re holding out this time around as we wait to see when the 3.1 patch lands, but you can expect a top new feature at the start of next month for whatever’s hot.*
- Monthly PvP Update – *Season 6? We hope so, but even if not, we’ll be all over the newest news in PvP.*
- In-Depth Coverage – *There’s a lot to talk about out there and expect to see a great deal more information on Boss Strategies in Ulduar, changes in your class and more.*
- Your Questions Answered – *Questions from readers answered by Brad Johnson.*

- Action Plan of the Month

We’ll see you next month!