

# Warcraft Formula



## Current News

### 3.1 Patch Launched - Changes and Nerfs Added

It almost seems anticlimactic at this point, after two or three months of discussing the upcoming 3.1 patch, but now that it's here, what else can we talk about but the largest content addition since the WotLK expansion hit? Landing on April 14th, we've been going at it for the better part of two weeks now and have taken note of quite a few new things to keep in mind, as well as some new boss strategies, a few good insights on how to dual spec your character and what is coming and how people are handling Season 6 in the arena. We're going to hold our tongues for a little bit on some of those details since things like Season 6 is still so fresh, but to get

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started let's take a look a few of the hotfixes and small changes that have gone through since 3.1 was launched and that have changed since we last discussed 3.1 on the PTR.



The biggest set of changes being made off the bat are those that drop the difficulty of Ulduar dramatically - many people have been worried that they're

going to turn it into yet another Naxxramas, but that has yet to be seen. Some of the difficulty changes made include:

- Ignis the Furnace Master has been changed so that the interrupt effect and duration of Flame Jets has been cut while Slag Pot damage has also been cut. Heat to turn a construct molten has been reduced as well and melee damage done by Ignis has been dropped by quite a bit.
- Mimiron's Assault Bots are now a bit faster and will do less damage for every hit as a result.
- The XT-002 Deconstructor encounter has been changed with a shorter Tympanic Tantrum duration and the enrage timer has been extended while Light Bomb damage has been reduced. The health of the Pummeler has been cut as well.

- Additionally, they have cut out the Pure Saronite nodes in Ulduar for the foreseeable future.

## **Other News**

In the midst of the big rush of information about 3.1 and it going live, a few other tidbits have hit at the end of April including confirmation of a new 5 man instance coming in the next major content patch. Noblegarden has been going on and is a big success while there are rumors of iPhone integration into WoW floating around the Internet.

## **Arena Season 6 Launch**

Arena Season 6 launched shortly after the 3.1 patch went live a couple weeks back and as a result, there is a great deal of new information flooding in as we speak. Unfortunately with only one week between its launch and the time of writing this issue, it's too hard to know exactly what changes to strategies or ratings are going to come down. We've already discussed a lot of what's being done differently in Season 6 in the last

couple issues, but let's take a slightly closer look at how things are going down right now.



The new furious Gladiator items are live and all Arena team ratings have been reset, along with all arena points and personal ratings. The players were allowed to keep their matchmaking rating however, as well as their honor points to start the season, so you won't end up playing harder teams or softer teams in the first few weeks.

Remember, if you haven't started Season 6 yet that you will start out with a ranking of 0 instead of 1500 and must work your way up to the older ratings. For those below 1300 in rating, you will receive more points for a win and will not lose as much when you lose. This will

taper off when you reach the set levels where the points go back up. You will also be able to see your matchmaking ratings during fights and the ratings required to purchase items have been recalibrated (see the last two months for info on what those new values are).

This month, we're going to skip over a PvP section as the data on Season 6 is still too fresh to start offering much in detail. However stay tuned for next month's in-depth review of Season 6. We're going to dive head first into information on each team, changes to classes like the Paladin and Death Knight that owned Season 5 and more.

## Rumors and Whatnot

There are a good number of rumors floating around out there as well that are always fun to point out. To start with, there has been some rumbling about the next couple patches. We all know that Icecrown Citadel will be a part of 3.1 and that we should expect a new 5 man instance around the same time.

However, there is also rumbling about

patch 3.3 now and how Sindragosa will play a big part in it.

Additionally, there is even more rumbling about the next expansion pack with a time frame set for 18-24 months between expansions. This would set a potential release date for Expansion 3 to be released between Spring and Fall of 2010, possibly only a year from now. However, there are also rumblings that a hero class will not appear in the next expansion. While there is a great deal of push to see more out of the Emerald Dream, there are also rumors of amped up Old World content.

This makes sense as we all know how proud of the old world content Blizzard is. They have repeatedly strived to not leave it behind, forcing players back through it time and again. So, a revamp or boost of that content would make sense. Of course, if it's done poorly, it will not be all that much fun for those of us who have spent more time in the Barrens than is rightfully healthy.

## Dual Spec Advice per Class

This month, instead of diving too heavily into the content that is still up in the air (pretty much everything - just read the patch notes for the last two or three weeks), we're going to do some basic theorycrafting and delve into the dual specs for each class and what you should be looking at when you start trying to get your character set up for the new option.

### Death Knights



Death Knights are in an interesting spot right now - their entire role in the game has been all but upended in recent patches and that means that their dual spec is hard to recommend until it finally settles down. You won't find super

specific information here because I don't want to offer you anything that will be outdated as soon as you read this, but let's take a look at the options you're going to have.

The Death Knight is hybrid by default so there are a few options for multi-specing them. Generally speaking, the Tank/PvE DPS, Tank/PvP DPS, and PvE DPS/PvP DPS options are the three most common combinations. Of course, the tree focuses for these things are always tough since specing a Death Knight to start with is often complex enough.

**Tank/PvE DPS** - For this spec, the options are plentiful. Many people prefer DPSing with a Death Knight, but tanks are more needed and in many Ulduar encounters, having extra tanks in the group is mighty useful. This is also good for 5 man groups.

**Tank/PvP DPS** - The Tank spec is fun for anyone that likes to anchor a team in a raid, but PvP pretty much dictates a DPS spec for a Death Knight. This is the biggest instance when players are going to want to cross over.

**PvP DPS/PvE DPS** - For those that hate tanking, this is an option, though you may find it hard to find a raid spot when both your specs are devoted to DPS. I recommend that you try to have a tanking spec in there somewhere to be more viable to your guild.

For the most part, you're going to want to keep the same tree between your specs so that you maintain your aura and your Haste buffs for the raid. If you turn it off by switching, it will hurt your output. Always talk to your raid leader before doing it. Additionally, a Death Knight is a touch class to play so if you change trees for specs, it might be hard to maintain your playstyle at top speed in a raid. However, that doesn't always work out the same. Blood DPS can respect as a tank in Frost and Unholy because Blood is a bad tanking spec. In the end though, keep track of the changes to the Death Knight as they are pretty substantial every time a patch hits.

## **Druid**



Another Hybrid class, there are plenty of Druids who would love to have a couple of different specs on hand for different situations, from tanking to DPS to full on healing. Here are a few of the more common situations you may need to consider for this set of specs:

### **PvP Builds**

For a Druid - someone that is used to swapping out your build for PvP and raiding, the question is pretty straightforward. You probably don't need to make too many changes to your character to effectively take advantage of how the new system works. However, if you decide to change between PvP specs, such as having a Restoration for 3v3 and a Feral for Battlegrounds, you should measure the effects of each in each environment (basically, what are

you going to be using your Druid for the most).

### **PvE Combinations**

Here are three PvE combinations that are going to be popular with the new dual spec option:

Feral Bear and Moonkin - For this, you can become even more versatile than normal. If your regular Moonkins don't make it, you can step in while you can gain the aura, your improved form and Earth and Moon. The pros here are that you get two very different styles of character with the option for ranged DPS and more versatility if you're not needed for tanking. On the con side though, you may find that managing two full sets of gear is tough, and that nothing is fully optimized. Plus, these specs are both tough and will take time to master.

### **Moonkin and Feral Cat**

For this build, you're getting maximum output of damage for every fight, regardless of where you can be used. On the plus side, you will be incredibly strong with either spec - with huge DPS

numbers. You can also offtank in a pinch here. However, the cat is pretty limited in general if a particularly tough boss comes out. Additionally, you don't offer enough versatility to your guild if tanks are at a premium.

### **Feral Bear and Feral Cat**

So far, this looks to be the most popular option out there, allowing you to raid full feral and be much more useful if you need to switch to offtank. You don't need to sacrifice your DPS when you do and it's a good mix. You won't need your own dedicated healer this way either if you have to go out and start offtanking. There are some gear overlaps too which saves you some space.

## **Hunters**



Dual speccing for a hunter is an interesting proposition as it will take advantage of a number of new features that you can take out of each tree. For the most part, you can either choose to split your PvP and PvE talents or to create multiple options in PvE:

### **Survival PvE and Marksmanship PvP**

This split is going to take advantage of the most popular Raiding spec right after Beast Mastery was nerfed back in the 3.0.8 patch in January. The 06/14/51 build is atop the charts right now and will allow for high output of damage with Explosive Shot while top talents in the other trees will add damage. If you switch out to the Mark build, you'll find that you're much more viable in arena or

battlegrounds due to Chimera shot and Lock and Load. Aim for a 0/51/20 for this build.

### **Beast Mastery Solo and Survival PvE**

This build takes the still strong Beast Mastery build for solo play and duals it with the Survival build from above. This is good for old world raids on solo - snagging top mounts and rare items - and for being useful in a real raid where the BM build just doesn't cut it anymore. A good pet is a Gorilla with Pet Barding and Blood of the Rhino.

### **Survival PvE and Survival Mana Regen**

Again, we're looking at the Survival Spec here from above. Your second spec is going to provide a mana resilient option that won't run you dry on end. You'll need it when you don't have a Shadow Priest or a Retribution Paladin - usually having 5/14/52 is good here as it will allow you to snag 5/5 in Hunting Party. It's a small difference, but it will help out in a lot of ways when you're short on mana regenerators.

## Mages



Mages are going to get quite a few cool options here that will make them so much more versatile between PvP and PvE (saving you a great deal of time in the long run). Here are popular build options for this setup.

### Frost PvP and Frostfire PvE

This build gives you the flexibility of the Frost Arcane build in PvP and the super high Frostfire DPS build for PvE in raids - a good mixture between the two.

### Arcane PvP and Fire PvE

You get burst potential in PvP here and a good hard punch with your Fire build in

the form of Torment the Weak when you head into raids. You will need someone in the raid who can slow the boss to hit the hardest with this build and you'll be pretty high in DPS (close to the Frostfire build if you're good).

### Various Raid Splits

For the most part, the other builds you're going to consider are those that split up the difference between Arcane and Frostfire builds with small tweaks. Basically, because your DPS is so highly dependent on who you are facing, this allows for a bit of flexibility on who is in your party and how you use them.

## Paladins



Paladins are one of the happiest classes with dual specs as an option. As yet another hybrid class they can now fill multiple roles in the same raid with relative ease, making them infinitely more viable for many guilds. Here are a few options

### **Holy PvP and PvE Split**

For this dual spec, you will have the same basic spec with some tweaks for each role where different abilities are better for different situations. For example, you'll find the PvE build that has long worked best is something like 53/0/18 where the Retribution tree goes up to Sanctified Seals for higher Crits on heals.

However, the PvP builds (and there are a few of them) will vary depending on what you prefer. A good 53/18/0 build will give you Improved Hammer of Justice for more damage while putting two more points in Protection will land you Divine Guardian and others still will aim for Beacon of Light and Divine Purpose.

### **Protection PvE and Holy PvE**

This is a pretty popular option for raiders because it allows you to more effectively split your time as a healer and a tank. It makes you more versatile for your guild as well and if a particular boss needs more healers or tanks, you can be there to make the switch.

### **Retribution PvE and Holy PvE**

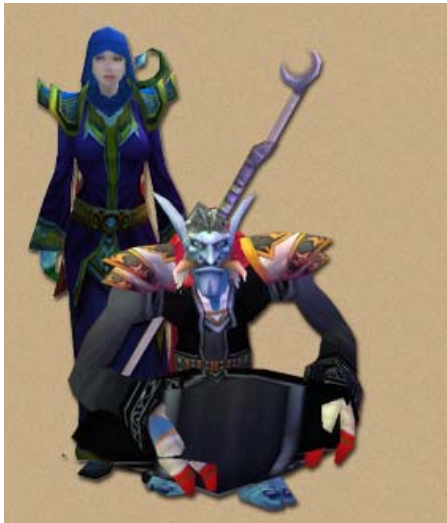
On the other hand, some people prefer to take up DPS as a Paladin and then heal when it is needed. This dual spec will provide you with that option where you can break between the two different options whenever you're up for it between bosses.

### **Protection PvE and Retribution PvP**

This build will be popular because most Paladins choose something like this for their split between PvP and raiding. However, because Protection is becoming a bigger deal in PvP now that it has been changed over so much in 3.1, the odds are that a Protection PvP and PvE build will also be pretty popular.

Generally speaking, because of how the Paladin operates, there are a number of different possible combinations that have started to appear and are going to prove to be quite popular as the game progresses. Just make sure that you have a good amount of flexibility in your build when you are in a raid - that is where the dual spec comes in the most handy.

## Priests



If you've ever leveled a priest, you are probably praising the WoW deities that be for dual spec'ing. No longer will you

need to pour huge chunks of gold into your respecting funds, nor will you need to try and level with a Holy Priest when you can dual out with a Holy/Shadow Priest. However, if you really want to make sure that you do it right and don't waste your talent points, make sure to build properly with two highly viable specs.

### Dual Raiding Specs

Not every Priest will want to be dual'ed for PvP and PvE and because of the multiple different formats they can spec for in PvE alone, there are going to be many that split up these specs pretty well. Here are a few of them:

Discipline and Holy - These specs are going to be very deep on some players. For example, someone might choose a Disc up to 57 and a Holy up to 57 to provide them with a huge amount of potential from huge healing on single targets to huge raid healing - it makes you viable as raid and tank healer. Just make sure not to make the mistake of having the same gear for both. Your Disc will need more Intellect and Crit while

the Holy will need Intellect and Spirit to be effective.

Holy and Shadow - This is a pretty obvious choice for many priests as well - providing viable healing and DPS potential for anyone with a priest to take into the game. You might find that you like to DPS but need to heal on some encounters where healers are short. This is a good spec to provide that kind of viability.

### **Raiding and PvP Specs**

The specs that will allow you to attend to both PvP and PvE together are also going to be quite popular as the two are usually fairly different. Here are some popular options:

PvE Disc and PvP Disc - This spec is going to be fairly interesting. You'll find that the Disc Priests that are owning in PvE are slightly different in many ways than those in PvP so you need to spec accordingly. Make sure to build properly if you want a good mixture between the two.

## **Rogues**



Rogues are considered to be one of the few purely DPS classes around so dual spec'ing for them is more about specific situations than anything else. The difference between PvE and PvP is minimal with gear playing just as big a role as talent points most of the time.

### **Your Mutilate Build**

Most Rogues are pretty highly spec'ed into Assassination for Mutilate and the effects it provides in both forms of combat. For PvE, you would then go with a standard HFB Mutilate build and for PvP a slightly different build that swaps out Blood Spatter and Serrated Blades for Improved Eviscerate for the Resilience boost.

### **Combat Builds**

With dual speccing, we might see Combat coming back a bit stronger as well. Mutilate has been slightly nerfed and Slice and Dice has been slightly buffed so there is a much stronger focus on how Combat will perform in 3.1. Combat will never be strong enough for PvP again unless it is severely altered, but it might provide some much needed long term damage in PvE. In PvP, you'll need to try and find a healer to go with you for 2v2 if you want to keep your Burst damage up (you'll need to sacrifice Preparation).

## Shamans



Shamans are going to find that their gear is the biggest obstacle for dual speccing - they'll need different sets for any combination of builds that they put together. There are some options however if you are careful and research them ahead of time. Here are a few popular ones that are going around right now:

### Elemental PvE and PvP

This build will provide you the specific Shaman burst damage in Elemental while picking up Nature's Swiftness from the Restoration tree to chain cast lightning. It's a pretty viable build though not as strong as it used to be before Elemental Mastery was nerfed.

### Elemental PvE and Restoration PvE

The gear here is not going to be the same (though it is pretty close), you will find that there is a lot of overlap that will allow for a good balance here. Many times Elementals are asked to off heal during tough fights which makes this a good option for heal hungry raiding parties. Just make sure to carry some

good gear with high MP5 to add to the switch.

### **Restoration PvE and PvP**

For those that are interested in healing on both sides of end-game, this is going to be needed. Because of how little health Shamans have and how high most burst damage is in viable Arena and Battleground play, you need a different spec for your PvP Resto build with things like Healing Grace. The Dispel Resistance you gain there is pretty much needed - even if it is only 30%.

### **Enhancement PvE and Elemental PvE**

This build is interesting because it's two different raiding DPS builds. Why would anyone want that? Well, the fights are going to require different types of damage mitigation. With this build, if you respect, you'll be able to reduce the drain on healers when the AoE is too high. You will also find that Enchant is better for Solo play than the Elemental build so they both offer good alternates to each other.

## **Warlocks**



Warlocks are a pure DPS class but with the dual spec addition, they can now choose how they go about the process of killing those things that they face. Here are a few of the options that you have when you pick out your dual spec options.

### **Raiding Specs**

For Raiding, a Deep Affliction spec may be considered mandatory as at least one option while Deep Destruction will provide Replenishment with Improved Soul Leech. Demonology is still up in the air in terms of viability in a raid, so I

really don't know that adding it to the mix will help anyone out, but it is a little better off than in recent iterations. You can now specialize your role in a raid though which is something that many Warlocks are intrigued by. Specific bosses will have specific needs that stand out within a raid. You can spec for that particular boss with one spec and the rest of the raid with the other spec. You can also adjust according to how many people show up at raiding time - not enough DPS, change your build - highly useful.

### **PvP Specs**

Within PvP, Warlocks have had a rough few months since WotLK Launched and while they can have some more flexibility now, they are still stuck with the Soul Link dual build as their best option. You'll want Soul Link and Master Summoner available at both sides, however you can also run with a PvP Affliction build off of your normal PvE Affliction if you want some versatility there. Demonology is not really a good

PvP spec anymore with Resilience growing in the new season.

### **Warriors**



Warriors are going to be faced with an interesting situation. Most will be told to spec at least one with Protection because of how few good tanks are out there, especially with higher level raiding content needing as many as four or five tanks per raiding group now. Here are a few options that many people are going to be faced with:

### **Protection and Fury**

This is going to be the most likely build for most Warriors. Both of the specs are pretty well balanced and then you have a DPS and a Tank setup - good for pretty

much any situation. Your gear is a big deal of course as you'll need a completely different set for tanking than you would for DPS.

### **Protection and Arms**

This spec is not as viable as the Protection and Fury build with Arms recently being such an underperforming build. With recent boosts getting Arms closer in DPS to the Fury builds, it isn't unlikely that you can find some good makeups here, but the previous build is still better.

### **PvP Options**

For the most part, the PvP side of things will see a similar build to Protection and Fury with a good deal of focus being put on how effective you can be with a Fury spec in PvP (or a Protection if you are in a larger group).

## Getting a Turtle Mount



Everyone now and then, there's something new and fun that hits the game that everyone wants to take part in. With the 3.1 patch, Blizzard tossed a new mount at us that everyone is intrigued to get a hand on - the Turtle that you can get while fishing. The numbers tell us that this mount is probably one of the rarest mounts out there, but it's also incredibly cool and because we happened to stumble upon a guildmate who has their own, we decided to put together a quick rundown

of the best way to go about getting your own.

Step one is to understand that this is an epic grind - get ready to fish for hours...and hours...and hours of time. You're going to spend a ridiculously long time working on this if you're serious about landing a turtle, but hey you will be one of the only people around with one of your own - personally, I'd make sure to name mine after a Renaissance sculptor.

**Start Fishing and Cooking** - If you want a Turtle, you need to learn how to fish first. Most people don't have a 450 fishing skill yet, and by itself, it takes a while. Start by grinding out your fishing skill in Azeroth and then start fishing in Northrend for your top skills (should take a few days at the most). The turtle itself only drops from pools in Northrend, so this is where you'll need to be. You can also snag your Cooking skill while doing this since you can use the fish you catch as ingredients for dishes needed for Cooking.

**Find the Right Fish** - Step one is to go and find the Weather Beaten Journal - this will allow you to learn "Find Fish", a tracking ability for fish. This book will come up while fishing in Northrend. You want to look for small fresh water pools in Northrend that have fish with this tracking ability.

**Entertain Yourself** - It's going to take between 10 and 100 hours of fishing to find that dang turtle and you're going to be boooooored (and rich 😊). Make sure you have something to do while fishing. Watch a movie, listen to music, play a different game. Turn all of your background noise off in game as well though so that you can hear when you need to click (remove all bars as well).

**Choose Your Spots** - The turtle has an equal drop rate from anywhere in Northrend. So, you might as well make some extra cash while farming for it. Look for pools that drop rare fish in places like Storm Peaks or Icecrown where the pools are hard to reach and often overfarmed. And of course, you can always wait for Blizzard to raise the

drop rate. They always do eventually once a mount has been around for awhile, so just wait it out if you think it will take too long.

## More Ulduar Strategies

Last month we talked you through the first two encounters in Ulduar. As you may have seen in the news section at the beginning of the guide, there are a lot of tweaks and changes to the encounters as Blizzard tries to get the difficulty right. So, while the strategies below are sound, they might be tweaked or altered at any given time to take more advantage of the new rules that Blizzard puts into place.

### Razorscale

3,900,000 HP (10 man)

12,600,000 HP (25 man)



Ability	Effect
Fireball	Inflicts fire damage to an enemy. Deals 11,000-12,000 fire damage.
Wing Buffet	Knocks back players in a 35 yards radius around the caster.
Flame Breath	Inflicts 17500 to 22500 Fire damage to players in a cone in front of the caster.
Flame Buffet	Increases the Fire damage a player takes by 1500 for 1

	min.
Devouring Flame	Spits a Lava Bomb at a player, inflicting 8788 to 10212 Fire damage and deals 8788 to 10212 Fire damage every second to anyone staying within 6 yards of the explosion. This effect lasts for 25 secs.
Fuse Armor	Reduces the armor, attack and movement speed of an enemy by 20% for 20 sec. Stacks up to 5 times.
Berserk	Increases the caster's attack speed by 150% and all damage it deals by 900% for 30 min. Razorscale

	gains this debuff after 8-10 minutes.
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Fighting Razorscale starts with the three different kinds of adds that he will send out against you. These adds include:

Dark Rune Guardian - The Dark Rune Guardian has a melee swing that hits for up to 8,000 damage on the ally mob you have with you as well as Stormstrike which hits for 10,000 damage along with a magical debuff that you'll need to remove immediately.

Dark Rune Sentinel - The Dark Rune Sentinel will hit with Whirlwind which will smack cloth wearers for 30,000-40,000 damage if you let it.

Dark Rune Watcher - The Dark Rune Watcher will hit for 10,000 physical damage with its melee swing, as well as 12,000 nature damage with Lightning Bolt and 11,000 damage with its Chain Lightning Attack.

There are three essential phases to this fight, as the boss alternates between air and ground. During the initial part of the

fight (up to 50% of his health), you will see him go to the air and ground alternating until you get him down to 50%. For a 25 man raid, a good setup is 3 tanks, 3 healers for the tanks, 2 hybrid healers, 3 raid healers and 14 DPS. The two hybrid healers are optional.

**In the Air** - For the air section, you need to protect the Dwarves that are with you while they repair the harpoons. The Adds will come out during this time period. Of the adds, you need to kill the Sentinels first and CC the Watchers. Guardians are the least of your worries in most fights. When the harpoons are all repaired, fire them at the boss to pull him down. Have two groups on the back of the harpoons and one on the far side. Take out sentinels before they reach tanks and have all the healers stay behind the groups to remain safe.

**On the Ground** - For the ground phase, you will need to first fire all four harpoons to pull the dragon back to the ground. When you have done this, the dragon will be stunned and you can start DPSing her from behind. Tanks should

remain focused on the adds to keep them off the healers and DPS. When the stun is over, Razorscale will return to the air and you need to repeat the air phase.

**Defeating Her** - To finish this fight off and kill Razorscale, you need to get her past 50% health and have her return to the ground. When she does that, put a tank on her and face her away from the group like most drakes. Now, just make sure to keep everyone away from Devouring Flame and Flame Buffet. Blow all your cooldowns as fast as possible to kill her here as she'll be doing huge damage on you.

### **XT-002 Deconstructor**

5,000,000 HP (10 man)

22,500,000 HP (25 man)



Ability	Effect
Gravity Bomb	Charges the target with dark energy, causing them to explode and pull in nearby allies after 9 sec. After 9 seconds, the Gravity Bomb spawns at the player's location: Pulls enemies within 20 yards into a gravity well, dealing 17100 to 18900 damage. The pull in range is a bit larger than the damaging range.
Tympanic Tantrum	Deals damage equal to 10% of each player's maximum health every 1 sec for 12 sec. Nearby enemies are also dazed for the duration. Think Doomwalker's

	earthquake. One minute cooldown. Hotfixed to stop casting Gravity Bomb and Light Bomb during this move.
Light Bomb	Charges the target with divine energy, causing them to sear nearby allies for 9 sec. The debuff on the targeted player deals 2750 damage to all enemies within 10 yards of the caster.

For this fight, you will once again need to take the boss on in phases. A 10 man raid should be done with 2 tanks, 2 healers and 6 DPS while a 25 man raid should be done with 3 tanks, 6 healers, 2 offhealers and 14 DPS. You will need a minimum of 3500 DPS per fighter to pull this off before the enrage timer though. The difficulty has been cut in the last hot fix though, so this may not be the case

any longer, though we imagine it's still a pretty DPS intensive fight.

Start the fight by tanking atop the stairs. You will need to get some extra DPS in on the heart before the adds show up and stop you from attacking the heart. Break into two groups from here and flank the boss on the right and left sides up here. Make sure you have 6-10 yards between each fighter during the fight and healers interspersed with at least one every 25-30 yards to cover that group. When a Gravity bomb hits, you want to be able to get away from the other players and minimize damage.

Have two healers on each tank with raid healers focusing on AoE heals and direct heals during Light Bomb and before Tympanic Tantrum. HoTs will not help much except on the main tank during the Tantrum. When you face the Tantrum, you will be dazed down to 50% movement. To keep this from happening, make sure you have enough DPS to reveal the heart before the tantrum hits.

You will face adds that appear at 75, 50, and 25 percent throughout the fight. The boss will become untargetable during these phases and the heart will drop, starting to take 200% damage as well as damage to the boss. Your goal is to deal as much damage as possible during this phase as you can to keep the boss from returning to normal and casting Tympanic Tantrum. However, if you kill the heart during any of these phases, the boss will heal back to full with 25% extra health. This is how you get the hard mode achievement. You'll need to offtank the pummelers throughout the rest of the fight so have offtanks take them up (the enrage timer doesn't give you enough time to kill them) and AoE the Scrapbots to keep them from healing the boss.

## **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.

***I just started playing a few weeks months back and I'm currently at Level 54 with my main character. I'm almost done with Classic content - I'm just wondering if I need to pick up TBC or Wrath right now or if I should wait until I hit 60? I don't want to pay more than I need to as money's a little tight.***

This is a surprisingly common question and everyone will answer it a bit differently. My opinion on the matter though is that you shouldn't spend more than you're willing to when the game still has more to offer you. Just think of it this way - you have more content that you have never seen before. Sure the pros are dirt tired of the Plaguelands, but it's new to you, so enjoy it. Play through it all, then get TBC. Play through all that, and then get Wrath. The only time I recommend someone hurry through content and get the upgrades is if they are being waited for by friends at Level 80.

***I hear the new expansion is only a few months away - I'm thinking of rerolling a new main to prep for that new content. Is this a good idea, or will I just regret it later?***

That's entirely up to you, but because we're still at least 3 months away from hearing anything about the new expansion in August, the odds are that you're throwing away your main if you do it now. Have fun with your old character and when we have verification on the next set of content, start prepping for it. It's entirely up to you of course, but I don't recommend anyone rerolls early in anticipation of what Blizzard *might* do.

Why are there only three professions that have daily quests right now? It seems unfair to the other professions - I like them and all, but what about a blacksmithing daily for epic patterns or something?

The thought is that Blizzard is just getting started with the profession dailies they've tossed out. Of course, some professions are very pricey at the top

end, so it'll need a full overhaul of those professions to make daily quests for them viable and not incredibly expensive.

I've farmed up a huge amount of items that I'm not sure what to do with - I'm talking about 500 Frostweave, 400 Saronite Ore, and a couple hundred fish of varying sorts. What's the best way to get rid of them and make the most amount of gold?

Prices on these things will change rapidly so the best route is to just keep a close eye on the auction house. When WotLK first launched, prices were always high because demand was always high. Right now, there are only a few people out there who still need to level up certain professions so it's important to watch for high times. Also, sell them off a bit at a time to keep from inflating prices too high - you'll only undercut yourself if you do that. Just imagine if a new guild from 6 months ago is hitting Level 70+ right now - that could be 50 or more people

looking to level up professions - those  
are gold mine times.

## Action Plan

This month, we don't really have anything tremendously new to go over (see last month's issue for our action plan taking you through the first days of 3.1), but I want to point out some important things that you should be doing right now and how to optimize for the current iteration of the game:

<p>Check Up on 3.1 Hotfixes and Nerfs - As with any major patch, most of the information we have on one day can change the next, so check out the newest patch notes and information as it is posted throughout the Internet. You'll need to be sure nothing significant has changed before making big decisions on your character</p>	
<p>Research Builds for Your</p>	

<p>Character - Take a look around and see what options are out there for your character with the new dual speccing. Some characters have it easy like Rogues and Warlocks while others will have major choices to make (Druids, Paladins, and Death Knights).</p>	
<p>Catch Up On Ulduar - Ulduar is here and it's ready for you to start stacking up your Tier 8 gear from. Do your weekly raid here and make sure that you are spending the right amount of time on each encounter, practicing with new strategies.</p>	
<p>New Items and Mounts - The new items and mounts are here and whether that means hitting up the Argent</p>	

<p>Tournament or spending the next five days camping on Northrend pools for a Turtle Mount, get out there and starting doing the hard work to see what options you have. There is a ton of great new stuff to choose from.</p>	
<p>Hop Into Season 6 - Season 6 is here and your rating is at 0 if you haven't started yet. Hop on it and start working your way up toward the new Furious Gladiator gear as fast as you can. Resilience is finally yours for the taking - so don't waste time in getting it.</p>	

## Coming Next Month

- All the Current News from Azeroth, including: Patch Announcements, New Dungeons, Class Nerfs and Buffs, and Events
- Top New Feature – News is always floating around out there - see what we're working on to start June.
- Monthly PvP Update – A month of Season 6 under our belts means lots of new strategies and new news from the big arena.
- In-Depth Coverage – Our in-depth reporting of all things WoW continues with our June dive into even more in Northrend.
- Your Questions Answered – Questions from readers answered by Brad

Johnson.

- Action Plan of the Month
- We'll see you next month!