

MxS

- M8S Part 2

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1. Tanks be Careful about aggro because double attack
2. Quake 3 : Light Party Split SW and SE platforms and stack near the boss for healers
3. Ultra Violent Ray (Conga Lines) + tank buster (party south)
4. Hero's Blow Everyon Stacks south dodge left or right and in or out
5. Ultraviolent Ray (Conga Lines) (split light parties SW/SE)
6. Quake 3 : Light Party Split SW and SE platforms and stack near the boss for healers
7. GO SOUTH for MoonCleaver
8. Party goes NW tanks go SW and SE
9. Elemental Purge : When markers are revealed, the party goes to the platform nearest to the marked tank platform
10. Marked tank goes as south as he can and the other takes aggro in the middle of its platform
11. Pair Platforms for Prowling Gale (Pair tower)
12. Carefull towers have longer cooldown
13. Tether Mechanic Always start South West or South East (DPS moves)
14. Go South (Bare Fangs aka does nothing)
15. Champion Circuit (into Light Party > Conga > Tank Buster)

16. Healer SOUTH - DPS SOUTH EAST - TANK NORTH WEST (Lone Wolf's Lament)

16-1. Always 2 dps northeast (tank with green tether and healer with blue tether)

17. Hero's Blow In or Out and on the side that is not cleave (care only 1 TP)

18. Ultra Violent Ray (Conga Lines) Rinon Strat

19. Howling Eight (5 Party buster / Enrage)

Explanations

Conga Lines

CONGA
TANK
HEALER
RANGE
MELEE

Depending on the number of markers :

3	Where
TOP	NORTH
MID	STAYS
BOT	SOUTH

2	Where
TOP	NORTH
BOT	STAYS

Tanks will always go north.

Carefull Lasers in the back of each platform facing the boss.

Pairing

PAIR	PLATFORM
MT+M1	South West

PAIR	PLATFORM
H1+R1	North West
H2+R2	North East
OT+M2	South East

Tether Mechanic

The DPS takes the tether and goes to the back of their platform to bait the aoe.

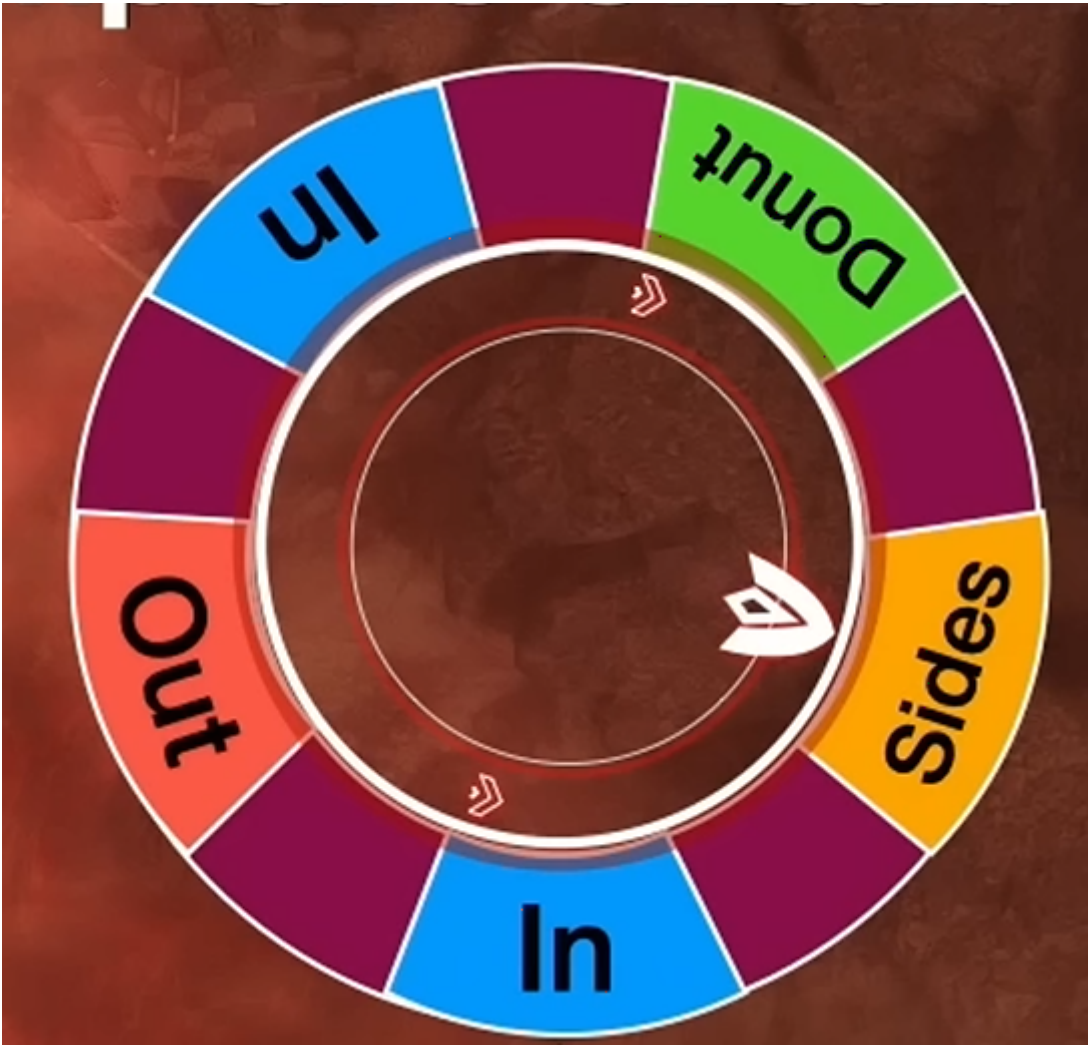
If the first tether is North East or South West the dps has to bring the tether respectively to their close south platform (North East > South East and North West > South West).

After you get the puddle you bring the tether to next platform and the dps from the next platform takes the tether. During the tether mechanic another platform has to bait a proximity attack but due to the puddle giving a long debuff it has to be the second next platform :

Puddle/Tether	Bait
South West	North East
North West	South East
North East	South West
South East	North West

An easier way to remember is that the platform that has to bait is the exact opposite of the one that has the tether Aka North becomes South and East becomes West and vice verse.

Champion Circuit



Also Be careful in the back you have lasers to dodge left or right.

Lone Wolf's Lament



For the towers the only hard part is for the 2 dps and the tank that are North east :

- The Tank/Dps group that has to stay together goes to the 2 players tower
- The DPS that is far away from its pair take the 1 player tower

Ultra Violent Ray (Conga Lines) Rinon Strat



Mitigation for Howling Eight (5 Party buster / Enrage)

N/A

Sources

<https://www.youtube.com/watch?v=coLOLYUqZUk>