World of Warcraft - Battlegrounds and PvP Rewards Updated

Shade of Aran -Make sure you kick Frost Bolt/Fire Bolt all the time kick is availiable. (No need to kick arcane since aran waste mana already when start casting arcane) -Deadly poison, rupture on him all the time to maximize damage. -CloS can remove slow debuff during arcane explosion. -Sprint can remove slow debuff as well. -Dont move or turn during flamewreath!, get in melee spot all the time to prevent unnecessary moving. -You wont get hit by blizzard. -Save CloS to use when Aran targetting you, or when you figure out that water elemental shooting at you. -Frost protection potion help during water elemental phase. -Use pots/HS immediately after Aran pyroblast. (If you have only one interuptor he will mostly go oom and do pyroblast) IT?? Illhoof -Kill demon chain fast (Use "/target demon chain "macro) -Apply wound poison 5 stacks before he sacrifice help loads. -If you're combat, your bladefurry can help killing add around illhoof fast. -CloS out of fire debuff from big elite imp if you get it. (But most likely not) -Stack rupture on him all the time too since he's not immune to bleeding.

Maiden -Ask mage to Dampen Magic you, it help a lot. -Ask priest for lightwell so you can get out and heal instantly no need to bandage. -Get away from maintank if you see his hp is too low. (To prevent chain hits) -CloS whenever possible to mitegrate damage. -You can do best dps here if there is healer to heal you. (Chain heal from shammy work like wonder) ????? java?? ???? Opera:Big Bad Wolf -Prepare to run if you're red riding hood! -You can sprint during the red riding hood. -You can vanish out of the red riding hood. (confirm?) -Can be rupture/poison.

Opera:Romulo Julianne -Main job is to interupt juliane healing. (Eternal ...) -Can be rupture/poison. so wound poison help in case misinterupt her heal.

Prince -Nothing but dps race. -Keep rupture/deadly at him all the time to max dps. -If you get emfeeble (1hp) run back to the group. -CloS can use to prevent shadow nova damage/knockback. -If your CloS is cooldown, and prince is casting shadownova, face your back on the wall so you will not knockback too far. -Use sprint as soon as u get knockback by shadownova to get urself in spot for maximum dps as soon as possible. -Use evasion in last phase if you're getting hit by those flying axes. -CloS can prevent those fire AoE from fire elementals, but dont risk ^^.

Nightbane -Dps him at his side. -Dont ever go near his front or you will get hit by fire AoE. -Dont ever go near his tail either or you will get tail sweep. -Move out from Charing Earth fire AoE. -CloS can remove those fire debuff/dot if you get it. -Help party dpsing skeletons / stun during flying phase. -You can bladefurry all skeletons but be sure that you have evasion ready to blow. (or healer ready to heal you) -Stop dpsing 10sec before he land, vanish if you have to prevent agroing nightbane while he landing. -Basicly dps race.

Gruul's Lair Highking Maulgar -First you will start at Blindeye the priest. Interupt his healing at all cost. Wound poison will help in case your raid misinterupt him but deadly is the best bet. Just kill him fast. -Kigger has some knockback AoE, but not that hurt. -Dont even think to dps Krosh Firemage, just sit back and watch or start dpsing highking. -Watch out whirlwind from highking. Downloading bossmod help, just move away from him when whirlwind cooldown is about to finish. -All mobs here can be rupture/poison so keep them up all the time!

Gruul -CloS can remove slow debuff from Ground Slam. Save your CloS for this!, Very helpful. Once you get a hang of this you will never die during ground slam! -Spread out from your fellow melee dpser and tank. -Rupture/Deadly Poison him all the time. -Move away if you are in Cavein. -Dont overagro the second tank in agro list or you will get hit by hurtfulstrike.

Magtheridon -During Chaneller phase, you should pay close attention to interupt Dark Mending. Dont let them heal or you will most likely wipe the raid. (Deadly poison here since they shouldnt allow to heal at all!) -After that it's just tank and spank. Hit magtheridon from the back (he has no tail sweep). Go near the cube and be ready to click when he's about to cast (boss mod helps!) if you're assigned. -Keep urself heal up around 32%, cause at 30% you will get hit 6k. -Avoid Cavein all period of fight, and things should be fine.