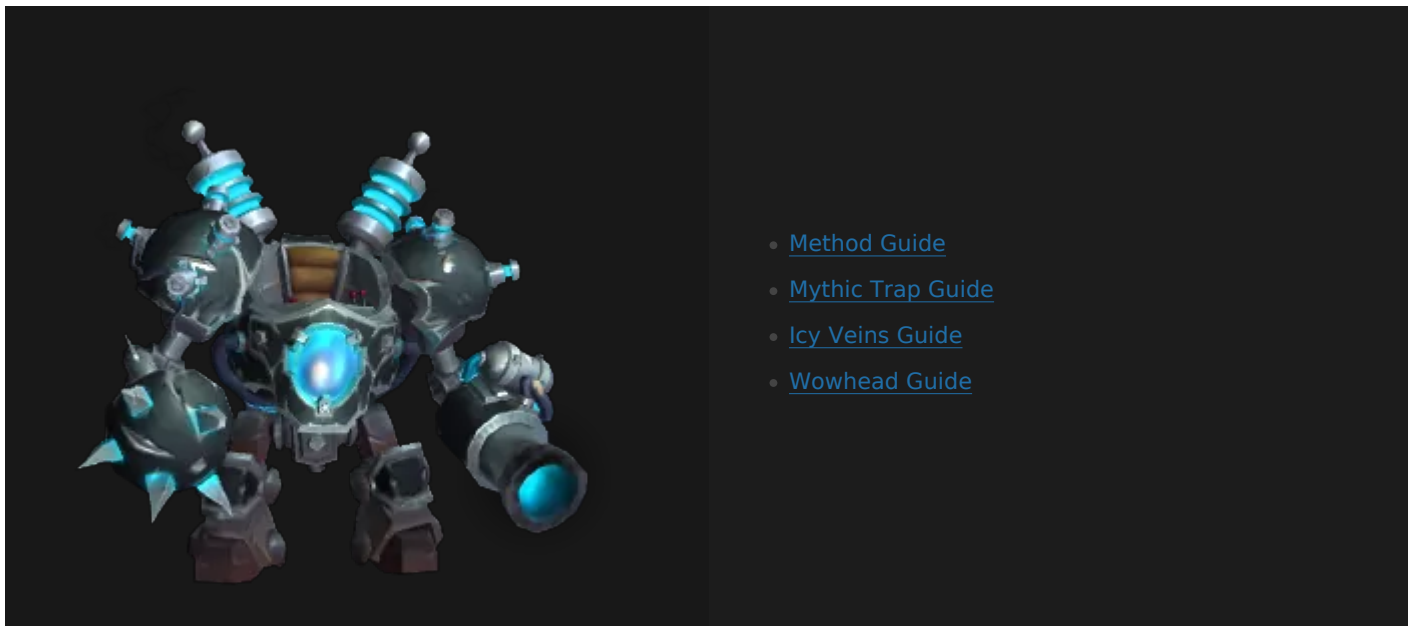
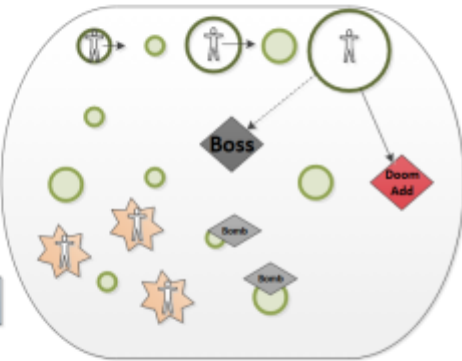


Stix Bunkjunker



Strategy

Stix Bunkjunker The Cleanup Crew Boss			Phases: 2 Hero: P1
OVERVIEW			SPECIAL NOTES
Stix pulls garbage piles and explosives into the arena, requiring players to become rolling rubbish balls themselves. Collect enough piles of trash (and adds) to grow large enough you can absorb the bombs before they explode the raid!			Immunities – N/A Dispel – N/A Interrupts – Scrap Rockets
TANK Taunt swap after one tank becomes a rubbish ball and Demolish.	Healer CDs at 100 energy. Damage increases if garbage piles lit on fire.	DPS Nuke Territorial Bombshells before they explode. Let rubbish balls absorb the other adds.	
Phase 1			ABILITIES
<p>Prepare to roll your rubbish ball if yellow arrow appears above your head.</p> <p>Roll over small trash piles to become medium sized.</p> <p>Then roll over medium trash pile to become large sized.</p> <p>Once large, prioritize rolling into: 1 – Doomsplasive Adds 2 – Other Adds 3 – Boss <i>NOT Territorial Bombshells!</i></p> <p>Avoid rolling over your team, it will stun – face away!</p> <p>Adds run over by rubbish balls take 100% increased damage.</p>  <p>Dodge swirles.</p> <p>Loose spread when pulling with Incinerator, avoid trash piles.</p> <p>Nuke Territorial Bombshells before they explode.</p> <p>Interrupt Scrap Rockets cast.</p> <p>After two rounds of rubbish balls, boss will become immune and fly away.</p>			<p>Electromagnetic Sorting – At 100 energy, raidwide damage and garbage piles spawn.</p> <p>Rolling Rubbish – Random players become rolling rubbish balls, allowing them to roll over and absorb garbage piles – Increasing size allows you to absorb larger objects.</p> <p>Garbage Dump – If a rubbish ball rolls onto boss, explodes dealing 1.5% of boss health.</p> <p>Messed Up – Enemies absorbed by rolling rubbish will be dumped out after, taking 100% increased damage.</p> <p>Rolled – Running over a player with rolling rubbish causes damage and a 1 second stun.</p> <p>Discarded Doomsplasive – Giant bomb that explodes in 26 seconds if not destroyed, dealing raidwide damage, DoT, and increased damage taken from next explosion for 1 minute.</p> <p>Muffled Doomsplasive – A large enough rolling rubbish ball can destroy the bomb, dealing only minor raidwide damage instead.</p> <p>Adds: Territorial Bombshell – An immobile add that becomes mobile at 75% health, will explode if not killed in 30 seconds. If hit by a rolling rubbish, the same effect will be triggered. Scrapmaster – Shoots rockets at players. Junkyard Hyena – Deals stacking dot to target, reducing healing received.</p> <p>Incinerator – Players pulse aoe damage, lighting on fire any nearby garbage piles.</p> <p>Hot Garbage – Ignited garbage leaves a void zone and fumes that deal raidwide damage every 2 seconds, stacking.</p> <p>Demolish – Tank smash that increases all damage taken by 100% for 50 seconds. Meltdown – Large tank damage over 3 seconds.</p> <p>Overdrive – Boss becomes immune and fires down swirles on the raid, then smashes down in a danger zone.</p> <p>Maximum Output – Boss gains 25% attack speed and summons more Discarded Doomsplaves.</p>
Phase 2: Intermission			
<p>Dodge swirles.</p> <p>Run away from the impact zone when boss lands.</p> <p>Prepare for the 25% attack speed increase boss receives.</p> <p>After every intermission, the boss will summon more Doomsplaves that must be absorbed by rolling rubbish.</p>			
MYTHIC ONLY			
Powercoils spawn that deal heavy damage to a targeted healer – must pop defensives and massive healing! Every time boss hits 100 energy, the number of Scrapmaster adds also increases. Scrapmasters now channel a one-shotting beam onto a player that must be interrupted by a rolling rubbish ball or the player will die.			

Raid Plans

- Links to raid plans so we can edit them in the future.

Reference Logs

- Links to existing kills with similar strategies or comps.

WeakAuras

- Links to required WAs for the fight.

Video Guides

- [Ready Check Pull](#) (Heroic)

Note
This is a test

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