

Guild & Raid Information

General information about the guild and raid.

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Guild Information

Guild History

<Trash Mob Death Machine> has been a guild on Illidan since The Burning Crusade, initially formed by **Nethrus**. It raided as a one-day-a-week casual guild until Cataclysm when the raid's goals were changed to be closer to semi-hardcore. During the Firelands tier, **Nethrus** needed to step away from the game. Leadership of the guild was passed to **Zarillion**, who is the current guild and raid leader.

The guild continues to maintain a semi-hardcore environment and has raided in some capacity during every tier. We have casual members and raid-oriented members, some of whom have been around since the start. The guild has *numerous* Cutting Edge achievements and is the longest standing raiding guild on Illidan.

Guild Officers

- **Zarillion** - Guild/Raid Leader
- **Ersanth** - Recruitment Officer
- **Sikanda** - Raid Calls & Loot Officer
- **Mirxis** - Raid Strategies Officer
- **Promise** - Attendance, Bank & Healing Officer

General Rules

- We maintain a strict no-elitist environment in our guild. We play the game primarily to down bosses and have fun, not to put other people down or create drama.
- Do not say racist or offensive things in guild chat or Discord; know your boundaries.
- Help others when you can. There are no stupid questions and everyone plays the game at their own level.
- Bring any and all issues to the officers *first* -- that's what we're here for.

Raid Information

About the Raid

Our main goal in the core raid is to clear each raid on Mythic difficulty and earn everyone who helped with progression their Cutting Edge achievement and final boss rewards. This means finishing progression with enough time left in the tier to farm the rewards out for everyone.

We do not have a specific World, US or Realm rank goal. Setting one in a semi-hardcore guild would put additional strain on progression, and downplay our success if we finish a tier ranked lower than the previous tier. We will always strive to clear the content as fast as possible with the players we have available.

We will always complete the [Glory of the ...] meta achievement for the current tier for those that are interested. This usually occurs after Cutting Edge is achieved.

Raid Rules

- Players are swapped in/out based on loot needs during farm content.
- Players are invited based on performance during progression.
- Consumables provided by the bank!
- Come to raid prepared and show up on time.
 - Invites begin 15 minutes before raid starts.
- Attendance is taken for core raid nights.
 - Showing up on time gives full credit, even when sitting out.
 - Logging in after the hour gives half-credit (even by 1 minute!).
- Final boss rewards (i.e. mounts) are handed out based on attendance.
 - Mounts that drop three at a time will be split 1 officer 2 raiders until each officer has a mount.

Raid Schedule

- **TUE** - Mount sales and normal/heroic farm for core. Attendance optional but encouraged.
- **WED** - Mythic farm/progression.
- **THU** - Mythic farm/progression.
- **SAT** - Alt raid (normal or heroic).
- **SUN** - Mythic farm/progression.

All raids are 3 hours, 9pm to 12am server time (central).

Required Addons

- **BigWigs** - You are *strongly* encouraged to use BigWigs over DBM. When the entire raid uses the same boss mod, it makes the lives of the officers easier. We do not need to worry about compatibility issues, and we do not have to explain how to change boss-specific settings twice.
- **Method Raid Tools** - We use MRT notes for our boss assignments (many of which drive WeakAura configurations).
- **WeakAuras** - Mythic raiding requires a lot of weakauras. We wish it didn't but it does.
- **RCLootCouncil** - We use this addon to distribute loot.

Required WeakAuras

- **Interrupt Anchor** - An aura that places interrupt assignments above enemy nameplates.
- **LiquidAnchors** - An aura that provides generic movable anchors for the raid-specific Liquid WA packs.
- **LiquidWeakAuras** - An aura containing utility functions required by Liquid assignment auras.
- The Liquid WA pack for the current raid tier (ex: **LiquidAmirdrassil**).

Additional required auras may be listed on the strategy page for specific bosses.

Loot Rules

The RCLootCouncil addon is mandatory and will be used to determine who needs what item and their level of need. Everyone will be able to see what people have put for their response. If you do not have the addon you will not be considered for loot. The loot master will take level of need, progression impacts and rolls into account when deciding loot recipients.

- *Do* message the loot master if you have questions about how a decision was made.
- *Do not* message the loot master to bitch about how you didn't get loot. They are not your parents.
- *Do not* lie about the value of an item. **The officers always find out.**

Bind-on-equip items are handled different based on whether they dropped from trash or a boss.

- Boss-drop BoE items *may* be sold if their current sell value far exceeds their immediate usage value to the raid.
- Trash-drop BoE items are kept by whoever looted them! Go sell that shit!

Special Cases

- **Trial members** are 2nd lowest priority for loot.
Nothing against trials but they do tend to leave and core raiders deserve priority for propping the tier.
- **Alts** are the lowest priority for loot.
Alts may have their priority raised in special cases where we need them for progression.

Trial Period

The trial period typically lasts for three weeks after Mythic raiding has begun. Trials are extended at the beginning of a tier before we get into Mythic. We are looking for players with a balance of ability, attendance and attitude. Doing poorly in any category is enough to fail your trial with us.

Spreadsheets

- [Raid Attendance](#)
- [Raid Roster \(The War Within\)](#)

External Links

- [Warcraft Logs](#)
- [Raider.io](#)
- [GuildsOfWoW](#)
- [WoWProgress](#)
- [Youtube](#)