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

- **TMDM Encounter Client** - This addon presents boss assignments on your screen and provides other general features useful to our raid. We use this client to minimize the number of external (and often buggy) auras we use. See this page for more information.
- **BigWigs** - You are *strongly* encouraged to use BigWigs over DBM. When the entire raid uses the same boss mod, it makes the lifes 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 healing assignments and some aura configurations.
- **WeakAuras** - While the TMDM Encounter Client reduces the number of auras we need, some are still required.
- **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 progging 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.

Raid Links

- **Raid Roster** - Roster spreadsheet tracking current level, gear, Mythic+ vault and reputations.
- **Raid Attendance** - Attendance tracking for the raid roster.
- **Raid Audit** - Upload your sims here before raid to help with loot distribution.
- **Raid Cooldowns** - We use Viserio's CD Planner website for planning our defensive & healing CDs.
- **Raid Memes** - An ever-growing collection of our memes. We have a *lot* of memes.

External Links

- **Warcraft Logs**
- **Raider.io**
- **GuildsOfWoW**
- **WoWProgress**
- **Youtube**

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