

# Immortal Fleet Operation Guide

The background of the cover is a cosmic scene. On the right side, a large, curved portion of a purple planet with a textured surface is visible. In the lower right corner, a smaller, solid red planet is shown. The left side of the image is dominated by a bright, glowing nebula or star formation, with a white and yellow light source partially obscured by a dark, dusty band. The overall color palette is dark, with vibrant purples, reds, and whites.



# Ravagers

An old pirate named *Ruugar* asks you to mess up some of his former friends because apparently, they backstabbed him. He also seems very trustworthy ... not.

The entrance is on Rishi in the slums below Raider's Cove.

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
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Ravagers has no Nightmare Mode.

# 1 Sparky

The first step to defeating the pirates is *Sparky*, the pirates' "pet". Cute, isn't she? The encounter itself is fairly easy with only few things to keep in mind.

## Enrage Timers

The timer starts when combat starts. Upon expiration, *Sparky* and the adds receive  *Enrage*, increasing damage dealt by 200% for the rest of the fight.




	Story Mode	Hard Mode
<i>Sparky</i>	6:45min (405s)	6:15min (375s)


## 1.1 Story Mode



*Sparky* should be tanked against the wall since she does knockbacks quite frequently.


### Phase 1: *Sparky* 100% - 90%

During the first phase, the boss will have the buff  *Shield Collar*, reducing her damage taken by 50%.

*Sparky's* attack pattern consists out of two different knockbacks and summoning adds.

The first knockback is  *Body Slam*, a 1 second cast knocking back the tank and knocking them down to the floor for 1.5 seconds.

The second knockback is  *Shoulder Throw*, another 1 second cast knocking back the tank. The difference to  *Body Slam* is that the tank will not get knocked down but instead knocked over *Sparky*, essentially landing way behind her.


The third notable ability is  *Roar*. This is a 0.5 seconds cast that summons an add and causes *Sparky* to deal raid wide damage.


The summoned adds have the buff  *Single Minded*, causing them to attack the closest raid member. They attack their targets with  *Rage Pounce*, leaping to them and knocking them down.

When *Sparky's* health reaches 90%, the second phase starts.

### Phase 2: *Sparky* 90% - 25%

As soon as *Sparky's* health reaches 90%, her  *Shield Collar* will overload and be removed. This also applies  *Overloaded Shield Collar* to her, stunning her for 5 seconds.

After the stun ends, *Sparky* will cast  *Rampage!* for 3 seconds, causing her to jump to random targets for the next 12 seconds, dealing damage to anyone standing in the red circle around her target.

 *Rampage!* happens roughly every minute. In between, the boss does the same attacks as in the first phase.



If a 🗡️ *Rampage!* finished and *Sparky's* health is above 60%, the fight continues as normal. Was *Sparky's* health below 60%, she will do 🔥 *Brutalize*, a 20 seconds channel dealing high damage to the tank. The raid must interrupt the channel by damaging the boss, else the tank will die due to the high damage. During 🔥 *Brutalize*, said tank cannot act or be pulled away by a raid member. Additionally, *Sparky* will be taunt immune for the channel. After the channel has been interrupted, *Sparky* will be stunned, and the fight continues.

🗡️ *Roar* now summons two adds at once.

### Phase 3: *Sparky* 25% - 0%

When reaching 25% health, *Sparky* will receive 🗡️ *Injured*, stunning her for 5 seconds. Afterwards, the burn phase starts.

*Sparky* will receive 🗡️ *Desperation*, drastically reducing the cooldown of 🔥 *Roar* which now spawns three adds at once. More and more adds will spawn. The raid should focus on killing *Sparky* and finish the adds after she is dead.

🗡️ *Rampage!* does not seem to happen in this phase.

## 1.2 Hard Mode

*Sparky* has the passives 🗡️ *Command Presence* and 🗡️ *Safety of the Pack*. The former causes adds to attack the tank if they are within 15 metres of *Sparky* (indicated by the circle around her). Those adds then have 🗡️ *Commanded*. When outside the circle, they have 🗡️ *Single Minded* as on Story Mode. 🗡️ *Safety of the Pack* causes the adds in the circle to take 50% less damage.



Additionally, the adds apply stacks of 🗡️ *Rending Swipe* to their target, increasing their damage received by 4% per stack.

Therefore, the adds should be kept outside the circle and focussed since too many stacks of 🗡️ *Rending Swipe* on the tank will most likely kill the tank.

*Sparky* also applies stacks of 🗡️ *Delicious* to the tank, increasing damage taken by 20% per stack. A tank swap should occur at 3 stacks.

### Phase 3: *Sparky* 25% - 0%


In the burn phase, *Sparky's* 🗡️ *Command Presence* will be removed. 🗡️ *Desperation*, which is applied instead prevents *Sparky* from controlling the adds.

## 2 Quartermaster Bulo

You like booze? Well, the pirates certainly do. And they might get mad if you attempt to kill their supplier, *Quartermaster Bulo*. All in all, the fight is a simple fight as long as nobody stands in his conal attacks.



### Enrage Timer


The timer starts when combat starts. Upon expiration, *Bulo* receives  *Enrage*, increasing damage dealt by 400% for the rest of the fight. On both Story and Hard Mode, it is 4:59min (299s).

### 2.1 Story Mode

*Bulo* must always tanked away from the raid. He teleports to the locations marked in the image in a random order throughout the encounter. The encounter always starts at location 1.



The tanks usually stand with their backs to the walls.


The tanks must ensure that they are the two with the highest threat. This is because of the attack  *Scatter Blaster*, a series of cones alternating between the players with the highest threat. After one tank got the cone on them it will go on the other tank, then switches back and so on.




Ideally, the tanks stand next to each other with some distance in between so they do not cleave each other (as in the image).

The next ability is  *Shotgun Blast*, a 1.5 seconds casted cone.



Another ability is  *Mass Barrage*, a 3 seconds cast causing every raid member to place 5 circles over the next 10 seconds. The circles persist for 6 seconds and deal moderate damage to anyone standing in them.

Every now and then, *Bulo* deploy a load lifter (or two when with 16 people) which lock onto random raid members and explode in them.


He also does  *Barrel Throw*, dealing AoE damage and leaving a patch of fire behind. The fire is, however, only an animation and deals no damage.


The last ability is *Volley*, placing a purple circle on a raid member who is more than 10 metres away from the boss. The circle moves with the target for 2 seconds; afterwards, it will turn blue and deal high damage to anyone inside.



## The Pirates

Throughout the encounter, pirates will spawn. Their spawn locations are relative to *Bulo's* position: If *Bulo* stands at 1, they will spawn at 1. If *Bulo* stands at 2 or 3, they will spawn at 1 or 2. If *Bulo* stands at 4 or 5, they will spawn at 1 or 3.

Apart from the usual threat mechanics, the pirates can also be attacked by a player picking up one of the kegs standing around. They will receive  *Barrel Carry* for 20 seconds, taunting the pirates. The raid member carrying the keg cannot use any abilities until either the buff expires or is clicked off.

When standing in the circles of  *Mass Barrage* or *Volley*, the pirates die instantly. It is therefore possible to kite the pirates in the circles to take care of them quickly.


On Story Mode, those mechanics can be ignored, and the pirates can just be killed through damaging them.




## 2.2 Hard Mode

*Bulo's* damage output is quite high; it is even more important to not stand in any of the cones or *Volley's* circle.

There will be at least two load lifters and several minecarts spawning every now and then. The minecarts always target the player who is currently tanking *Bulo* and detonate on impact.

## The Pirates

The pirates have more health and should be killed through the circles. It can help to let raid members place their circles during  *Mass Barrage* at the spawn locations of the pirates.

Picking up a keg now applies  *Tired* for 120 seconds which applies  *Exhausted* if the player picks up another keg during the duration.  *Exhausted* lasts for 60 seconds and reduces accuracy by 500 and halves movement speed.

## 3 Torque

Do you like walking carpets ... eh wookiees? After *Torque* you probably won't. Especially if you are melee.

*Torque* is a race against time in which you must kill the wookiee before he destroys the ship you are on... or sets you on fire.



### Enrage Timers

*Torque* has more or less two enrage timers, one of them being the 🦖 **WOOKIE RAGES**, assuming that no consoles are being repaired and a regular one. Once the regular one expires, he receives 🦖 **Enrage**, increasing damage dealt by 400% for the rest of the fight. The adds on Hard Mode also have an enrage timer, increasing their damage dealt by 200% (*Shoots Lasers* and *Dangerous Fire Device*) or 400% (*Tamper Deterrent Device*).

	Story Mode	Hard Mode
<i>Torque</i>	5:40min (340s)	5:40min (340s)
<i>Torque</i> without repairing consoles	4 WR / 3:00min	3 WR / 2:15min
<i>Shoots Lasers, Dangerous Fire Device</i>	--	25s
<i>Tamper Deterrent Device</i>	--	60s

### 3.1 Story Mode

*Torque* is tanked at the back of the room while the ranged DPS and healers stay near the entrance. They will be safe from fire there.

The most important mechanic is 🦖 **WOOKIE RAGE**, which occurs every 45 seconds (StarParse has built in timers for this). It is a 3 seconds channel destroying one of the consoles and dealing raid wide damage and doing a knockback. Should all four consoles be destroyed, the ship will crash and the raid wipe.

*Floor Vents* will cause fire to spawn under up to four raid members or open space throughout the room. This, however, does not seem to affect the area close to the entrance. Those standing in the fire should quickly move out of it.




*Magnetic Clamp* stuns up to two random raid member for 20 seconds. Healers should cleanse the debuff as soon as possible. Being immobilised with all the fire can become quite deadly.


The last important ability of *Torque* is 🦖 **Sick of You!**. This is a debuff placed on the tank with a duration of 20 seconds. 🦖 **Sick of You!** enables him to use *Massive Wrench Blow* on the affected player, dealing high damage. There should be a tank swap, however, the healers should be able to heal through the damage on Story Mode.

## The Adds

There are two different adds on Story Mode.

*Shoots Lasers* do the cone  *Laser Beam*. This attack has a 2.5 seconds cast time and hits the one closest to the *Shoots Lasers*. It should be killed fast.



*Dangerous Fire Devices* do  *Ouch! Very Hot*, dealing AoE damage to everyone in a small red circle around them. They usually spawn near *Torque* and can be ignored. The raid should just make sure to not stand in their circle.

*Tamper Deterrent Devices* only spawn on Hard Mode and will be explained there.

## Repairing the Consoles


Destroyed consoles can be repaired. This is done by clicking on the consoles near the entrance. A repair droid will spawn and attempt to repair the console. The repair droid, however, has very little health and is displayed as an enemy. It can accidentally be killed by the group. *Shoots Lasers* target the repair droids too, killing them instantly should they hit them.

Unless DPS is extremely low, there is no need to call for a repair droid.

## 3.2 Hard Mode


The ship will crash as soon as the third console has been destroyed, leaving the raid 135 seconds to kill *Torque*, making the fight a tight DPS check on Hard Mode.


The damage of *Floor Vents* is increased and kills everyone – even the tank – fast.

The tank swap on  *Sick of You!* must happen on Hard Mode.

The stun of *Magnetic Clamp* now also deals damage to the target while it is stunned.

## The Adds

 *Ouch! Very Hot* now kills repair droids instantly.

At 50 seconds into the fight and afterwards every 60 seconds, two *Tamper Deterrent Devices* spawn on each of the four consoles. They do  *Stop That!*, dealing damage to their target. After 60 seconds, they engage and deal 400% more damage.

*Shoots Lasers* and *Dangerous Fire Devices* have a 25 seconds engage timer after which they deal 200% more damage.



## Killing the Wookiee before everything explodes

The killing strategy depends on how good the DPS or healers are.

If DPS is high enough, the raid can kill the *Tamper Deterrent Devices* and *Dangerous Fire Devices*.

If it is not high enough, the raid can only focus on the *Shoots Lasers* and let the other adds enrage. This means that nobody ever should stand in an enraged *Dangerous Fire Device* since that is almost an instant death and DPS and healers must take care of the *Tamper Deterrent Devices*. For those, DPS and healers can swap on them and rotate their cooldowns.


Calling for repair droids would technically be an option but considering how fast they can die this strategy will most likely fail.

## 4 Master and Blaster

Master and Blaster is the most challenging encounter in Ravagers and one of the more challenging Hard Mode fights. Why? Because if you do not die from the rather high damage output, you might die from getting swept off the platform or in the electrified fence. Many things here depend on your positioning.



### Enrage Timers

The timer starts when combat starts. Upon expiration, both *Master* and *Blaster* receive  *Enrage*, increasing damage dealt by 200% for the rest of the fight.




	Story Mode	Hard Mode
<i>Master and Blaster</i>	9:00min (540s)	8:00min (480s)

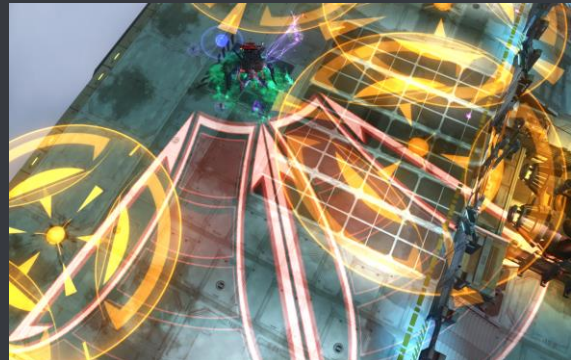
### 4.1 Story Mode



While the knockbacks are not much of a deal on Story Mode, the encounter is still quite challenging for Story Mode.



#### 4.1.1 Phase 1: *Blaster* 100% - 55%


The first phase involves pushing *Blaster* to 55%, causing him to call *Master* (BO-55).


*Blaster* will frequently do  *Ravager Ultra Scatterblast*, a 1.2 seconds channel knocking back everyone in the huge red cone. The knockback is roughly 15 metres. Everyone knocked back will receive  *Pure Adrenaline*, increasing their movement speed by 80% for 8 seconds. The tank will additionally receive  *Breathless*, silencing them for 1.5 seconds.

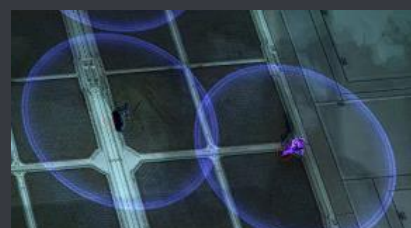


Another ability is  *Thermite Rocket Mortar*, a 5 seconds channel placing huge orange circles on the ground, damaging those standing in them. The circles last for roughly 30 seconds, shortly before they disappear,  *Thermite Rocket Mortar* will be channelled again, and new circles will appear. There are several patterns for the circles, details can be found in the Hard Mode part.

The combination of  *Ravager Ultra Scatterblast* and  *Thermite Rocket Mortar* makes positioning a bit difficult. However, there are always free spots right under and close to *Blaster*.

The last important ability is  *Resonant Explosive Probes*, a 2 seconds cast applying probes to four raid members. The probes usually last between 18 and 30 seconds. When they expire, they explode, damaging everyone in the blue circle.

At 55%, *Blaster* will cast  *Calling The Boss*, causing *Master* to appear and the second phase to start.



## 4.1.2 Phase 2: *Master* 100% - 50%, *Blaster* 55% - max. 23%

During the second phase, the raid must deal with both *Master* and *Blaster*.

### ***Blaster***

*Blaster* receives 🧨 *Damaged Cannon*, increasing the cooldown of 🌟 *Ravager Ultra Scatterblast* by 100% and decreasing the damage of his basic attack by 20%.

### ***Master***

*Master* is the more annoying one of the two. While his health is much lower than *Blaster's*, he has the buff 🛡️ *Overpowered Deflection Shield*, reducing damage taken by 90%.

His attacks follow the same pattern:

First, he does ⚡ *Overpowered Charge Arm* - his basic attack that can hurt a lot - a few times.

The second part is 🔥 *Fire Wheel of Death*. It starts with *Master* receiving 🔥 *Spinning Up* for 2 seconds, immobilising him. After the 2 seconds, *Master* will receive 🔥 *Fire Wheel of Death* (careful, this is treated as a debuff and therefore is displayed in *Master's* debuff tray) for 8 seconds, spinning around towards the tank and dealing damage to anyone within 10 metres of him. After spinning, *Master* will receive 🔥 *Slowing Down* for 2 seconds, immobilising him again.



The last part is 🛡️ *Overpowered Ion Cutter*, a 10 seconds channelled beam on the tank, applying stacks of 🛡️ *Deepening Wound* every 0.5 seconds. Each stack increased the damage taken from 🛡️ *Overpowered Ion Cutter*. The stacks will expire after 5 seconds. It is also possible to let someone else eat the beam by letting them stand between *Master* and the tank.

After this, the cycle repeats.

### **Positioning**

The circles of 🧨 *Thermite Rocket Mortar* will also appear in the second phase, however, with different locations (for more details, see Hard Mode).

The tank on *Blaster* should aim the knockback of 🌟 *Ravager Ultra Scatterblast* along the red line; either one of the spots will be free from circles.





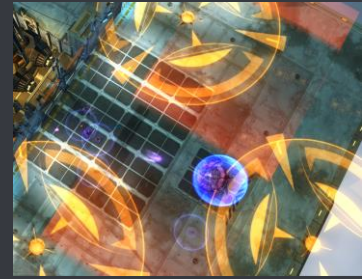
The tank on *Master* needs more space due to 🔥 *Fire Wheel of Death*. Depending on the circles, *Master* is tanked near either one of the spots marked in the image.

One healer should stand near the *Blaster* tank but not in the knockback. The other one must move with the *Master* tank and should try avoiding the AoE of 🔥 *Fire Wheel of Death*.

DPS distribute equally on the two bosses, with melee DPS preferably going on *Blaster*.

## Rain of Pain

After every second  *Overpowered Ion Cutter*, *Master* will cast  *Rain of Pain*, causing him to disappear and place red AoE over a huge part of the map. Shortly afterwards, the red area will be bombarded, dealing high damage. This happens three times; after that *Master* comes down where he disappeared.







*Blaster* will continue attacking his tank during this phase.

### 4.1.3 Phase 3: *Master* and *Blaster* - 9%

The third phase starts as soon as *Master's* health drops below 50%. It is very straightforward on Story Mode.




#### *Blaster*



*Blaster* casts  *Rejiggering* at the start of this phase, granting him  *Rejiggered*. This buff reduces the cooldown of  *Ravager Electro-Pulse Nova* by 90%.

 *Ravager Electro-Pulse Nova* is a raid wide AoE with a 6 seconds cast time. Apart from a bit of damage, it does nothing on Story Mode.


He will no longer cast  *Ravager Ultra Scatterblast*.

#### *Master*

*Master* will neither do  *Fire Wheel of Death*, nor  *Overpowered Ion Cutter*, nor  *Rain of Pain*.

Instead, he will regularly do  *Ion Pulse Wave*, a 10 seconds channel dealing damage to anyone in front of him. It also applies  *Charged* to the players hit with it, reducing their movement speed by 20%.

#### Positioning

There is not much room left for creative positioning solutions since this phase has its own  *Thermite Rocket Mortar* circles too.



Everyone except the tank on *Blaster* stacks up as in the graphic with *Blaster* facing the fence.

The tank on *Master* stands with *Master* near them, facing him away from the raid.

#### Strategy

Kill *Master* first, then *Blaster*.

As soon as *Master* reaches 9% health, we will disappear for good. The *Master* tank should then stand with the raid for the rest of the encounter.

When *Blaster* reaches 9% health, he will do a huge red circle around him and explode. The raid can position themselves so they get knocked in the fence.



## 4.2 Hard Mode




On Hard Mode, this is undoubtedly the most difficult encounter in this Operation and one of the more difficult Hard Mode fights in general.


### 4.2.1 Phase 1: *Blaster* 100% - 55%

This phase involves a lot of tank swaps and some knockbacks.

#### New Mechanics


During this phase, *Blaster* has the ability  *Long Range Overcharge*. This is a 1.5 seconds cast doing a huge knockback on the tank, causing him to either fly in the fence or off the platform (both resulting in instant death) and happens whenever the tank is more than 10 metres away from *Blaster*. Seeing  *Long Range Overcharge* casted usually means that the tank is about to die.

The knockback of  *Ravager Ultra Scatterblast* is greatly increased to roughly 60 metres. To prevent  *Long Range Overcharge* from happening, a tank swap must happen when the tank gets knocked back. There is a 3.5 seconds safe time after the knockback during which *Blaster* cannot cast  *Long Range Overcharge*.


The  *Resonant Explosive Probes* are now much more lethal. *Blaster* will cast this ability around 40 - 45 seconds into the fight and then roughly every 25 seconds. Every time, six probes will go out; if there are less than six group members alive, some will get two probes. The circles of the probes may overlap with each other; however, when they overlap with another player who also has a probe, they will explode, dealing high damage, knocking back both players and stunning them for 1.5 seconds.

In rare cases it can happen that a probe lasts for over 40 seconds which can result in two probes being on one player. When the first probe explodes, the second one will explode as well, potentially killing the player.

#### Positioning

Two DPS and one healer can stand next to *Blaster*. These spots will always be free from  *Thermite Rocket Mortar* circles and are far away enough from each other to not trigger the probes.

The other two DPS and the second healer stand further away and will have to move depending on the circles.

The tank stands on the left tank marker and aims the knockback of  *Ravager Ultra Scatterblast* towards the exit. As the knockback is very far, there are not many spots to stand. Standing on the cross is fine; this way the tank will not get knocked into the fence or off the platform.

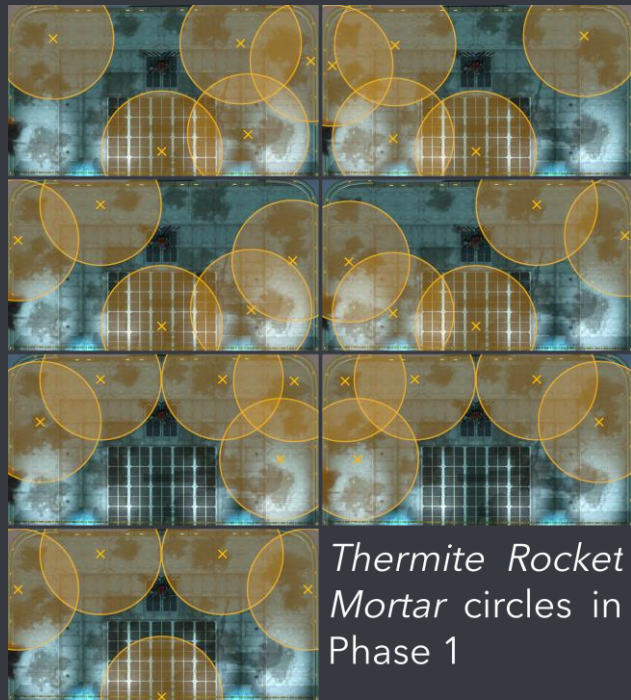


It is not possible to stand right under *Blaster* as he has the passive *Trample*, damaging anyone within 0 metres.

The *Thermite Rocket Mortar* circles will appear as in the graphic during the first phase.

The moving group just adjusts their position according to the circles. Be careful with the probes.

It is possible to have moving group and tank switches sides on some circles. This however requires more group coordination and leaves more space for mistakes. As healers can heal through the damage dealt by *Ravager Ultra Scatterblast* and the circles, it is easier to have the tanks always tank towards the exit.



*Thermite Rocket Mortar* circles in Phase 1

## 4.2.2 Phase 2: *Master* 100% - 50%, *Blaster* 55% - max. 23%

This phase will become a lot easier with an Assassin tank and Sorcerers.

### ***Blaster***

*Damaged Cannon* now also prevents *Blaster* from casting *Long Range Overcharge*.

### ***Master***

The stacks of *Deepening Wound* which are applied by *Overpowered Ion Cutter* now increase the damage dealt by *Overpowered Ion Cutter* by 100% per stack. Without using cooldowns, this will cause the tank to die.

An Assassin tank should use their cloak to interrupt the channel. When the cloak is on cooldown (happens after the third *Overpowered Ion Cutter* with Two Cloaks tactical), a Sorcerer can eat the beam by using their Force Barrier. While the Sorcerer will not take any damage, they will still receive the stacks. With the Force Barrier cast being shorter than the *Overpowered Ion Cutter* channel, the Sorcerer should wait for one or two seconds and then use Force Barrier. Should they get attacked with *Overpowered Ion Cutter* before the stacks expire, they will most likely die.

### **Rain of Pain**

Shortly before the third and last carpet bombing, *Blaster* will cast *Ravager Electro-Pulse Nova*, knocking everyone to the ground, hindering movement for a brief moment.

## Positioning

The graphic on the right shows possible positions with the circles during this phase.

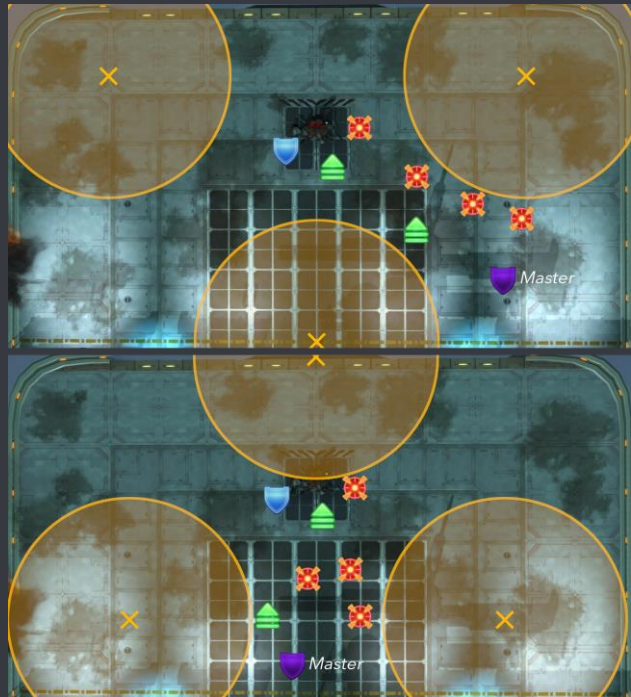
One DPS can stay on *Blaster*, the other DPS (preferably ranged) go on *Master*. Each boss has a tank and a healer as both bosses deal much damage.

As ☀️ *Ravager Ultra Scatterblast* still happens, nobody should stand close to the *Blaster* tank.

Due to *Master's* 🔥 *Fire Wheel of Death*, DPS and healers should stay away from him all the time.

To make things even more complicated, probes still happen in this phase. Therefore, group members must not stand next to each other. This applies especially to 🔥 *Rain of Pain*, where *Blaster* will apply probes once the third bombardment is over.

When the phase starts, the *Master* tank should move to the spot as in the top part of the graphic as this spot will be free first. It can, however, happen that there are still circles from the first phase. In this case using cooldowns against Tech damage (i.e. Force Shroud on an Assassin tank) might be needed due to *Master's* high damage output.



## Strategy

*Blaster* should be pushed to around 50% before pushing *Master* to 23% which will start the burn phase. Leaving one DPS on *Blaster* should suffice, else DPS on *Master* must switch for a short time. Taking too long on *Master* is not desirable either since the more often 🔥 *Rain of Pain* happens, the higher is the chance of dying to it.


### 4.2.3 Phase 3: *Master and Blaster - 9%*



This phase differs a lot from Story Mode and adds more knockbacks.

## New Mechanics

*Blaster's* ⚡ *Rejiggered* buff now also increases the impact force of ⚡ *Ravager Electro-Pulse Nova* by 1000%. This means, that every time ⚡ *Ravager Electro-Pulse Nova* happens, the group would be swept off the platform or in the fence and wipe. *Blaster* will cast this roughly every 18 - 20 seconds.

*Master's* ⚡ *Ion Pulse Wave* now applies ⚡ *Charged* to the players hit by it, preventing them from knocked off the platform. As it is removed with each ⚡ *Ravager Electro-Pulse Nova*, the tank on *Master* must turn him around whenever group members are missing the debuff.


Caution: Anything that can cleanse movement impairing effects or negative effects in general (cleanse abilities for instance) will remove  *Charged* which can lead to very unpleasant surprises.

 *Ion Pulse Wave* now also applies stacks of  *Lasting Wounds*, increasing damage taken by 4% per stack. A stack is applied every 0.5 seconds resulting in 10 stacks per channel given that the player stands in front of *Master* during the whole channel. A tank swap should happen at 30 stacks.

Due to the stacks, *Master* should be facing the raid as little as possible.




## Positioning

Everyone except the tank on *Master* groups up close to *Blaster*; there will be no new probes going out during this phase. If some group members still have probes, they must stand a bit away until they explode and then group up with the rest.



*Master* can be moved at the beginning of the phase and between the  *Ion Pulse Wave* channels; the tank must bring him close to *Blaster* as in the graphic on the right when the phase starts.

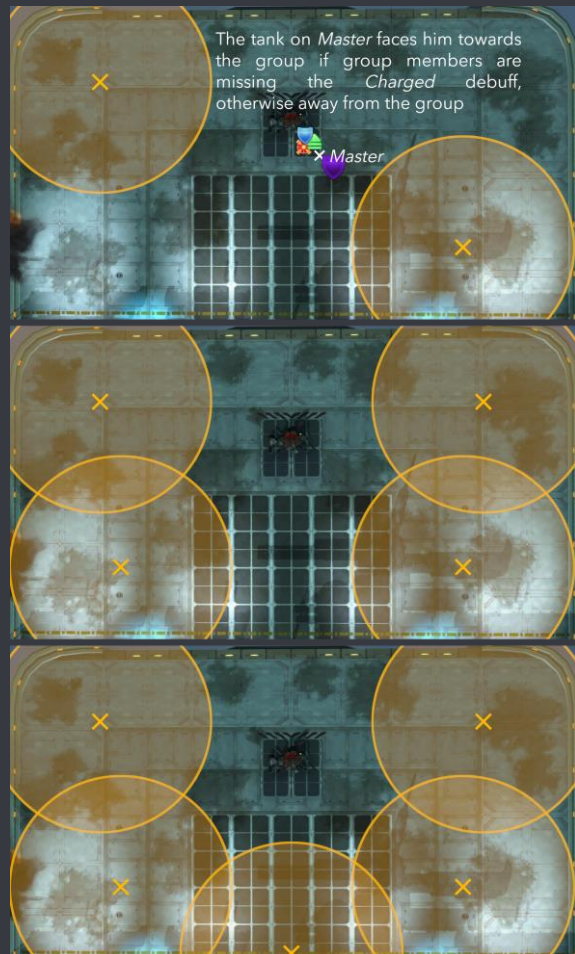
The circles will start with the pattern on top and then progress to the pattern on the bottom.

## Strategy

The difficulty in this phase is that too many  *Ion Pulse Wave* channels will kill the tanks (and eventually the rest), but without the  *Charged* debuff, the group will be swept of the platform by  *Ravager Electro-Pulse Nova*.

As on Story Mode, *Master* must die first. However, *Blaster's* health must be low as well before pushing *Master*.

The group should also wait for a  *Ravager Electro-Pulse Nova*, then let *Master* apply  *Charged* to everyone and then push *Master*. That way there is more time to kill *Blaster*.






## 5 Coratanni



*Coratanni* is the final encounter in Ravagers and - especially on Hard Mode - is sort of an "oh yeah right, there's still a boss. oh well, let's one-shot this and then call it a day" after killing Master and Blaster.

After *Coratanni* and her bird *Pearl* are dead, the group must use the escape pod to get back to the ship they came on and kill *Ruugar*, the one who employed them but backstabbed everyone.

### Enrage Timers

The timer starts when combat starts. Upon expiration, the respective opponent receives  *Enrage*, increasing damage dealt by 200% for the rest of the fight.

	Story Mode	Hard Mode
<i>Cora</i> and <i>Pearl</i>	6:15min (375s)	5:15min (315s)
<i>Ruugar</i>	6:00min (360s)	4:30min (270s)



### 5.1 Story Mode

The encounter starts with killing *Coratanni*, then *Pearl*. After they are dead, the escape pod must be used to get to *Ruugar*. As the enrage timers only tick while the bosses are in combat and *Ruugar* does not enter combat before the group arrives on his ship, the group can wait on *Coratanni's* until they are ready to move on.





In the *Ruugar* part, random players will be taken hostage, killing them if the group does not stop damaging *Ruugar*.


#### Part 1: *Coratanni* and *Pearl*

The group focuses on *Coratanni* and kills *Pearl* second.

*Coratanni* throws various grenades at the group.  *Corrosive Grenade* applies a DoT to a random player which deals some damage.  *Flame Grenade* applies a DoT to the whole group. The latter can be cleansed using the fire suppression system which is activated by clicking on the consoles behind *Coratanni's* initial spot. Once activated, blue circles appear on the floor which cleanse the debuff; cleansing the debuff is, however, not necessary as the healers can easily heal through the damage.

 *Suppressive Fire* is a 3 seconds channel on the tank, dealing damage in a cone.

Her last notable ability is  *Ricochet Shot*, a 2.5 seconds cast on a random player. It applies  *Double Down* and  *Split City* to said player. The former deals some damage, the latter allows sharing  *Double Down* with other players. This mechanic can be ignored on Story Mode; it is only important on Hard Mode and will be further explained there.

*Pearl* is meanwhile tanked away from *Coratanni*. Whenever *Pearl* gets close to *Coratanni*, she will receive  *My Loyal Bird*, reducing *Pearl's* damage taken and increases damage dealt by 30%.

Pearl does 🗡️ *Acid Spit*, a 2 seconds cast damaging everyone in a cone.

🦋 *Pearl's Poison* reduces the tank's accuracy by 15%, causes some damage and stuns them for 2 seconds.



🔥 *Frenzied Onslaught* is a 4.5 seconds channel, stunning the tank and dealing high damage. This becomes especially dangerous when *Coratanni* is dead.

The bird will become loose and untauntable every now and then, doing 🦅 *Swoop* which damages random players. This is probably her most dangerous attack.

The last ability in the first part is ⚡ *Deck Guns*, placing yellow lines on the floor. Those deal damage to anyone in them after 4 seconds.



After *Coratanni* is dead, *Pearl* will receive 🗡️ *Death of a Loved One*, causing her to enrage after 10 seconds. The enrage causes her to deal 300% more damage.

After *Pearl* is dead as well, the group must use the escape pod to get to *Ruugar* to start the second part of the encounter.

## Part 2: *Ruugar*

Before *Ruugar* enters the fight, the group must kill some crew members of his. Those are just trash mobs with fancier names.

*Ruugar's* most important mechanic is 🦋 *Hostage Situation*. A random player will be stunned and taken hostage for 5 seconds. This is announced on the screen. Every time *Ruugar* gets attacked, the hostage receives damage. It does not matter how much damage is dealt, but how often. The group must therefore stop DPS to prevent the hostage from dying.

🦋 *Hostage Situation* has an initial cooldown of 40 seconds. After the first time, it is a 60 seconds cooldown.

The boss will regularly do 🗡️ *Corrosive Dart*, applying stacks to the tank. These stacks increase the damage taken; a tank swap should occur at 4 - 5 stacks.

*Land Mines* will be placed under the tank. They start as yellow circles that become orange after 4 seconds. When the circle becomes orange, the mine is active. Players should avoid them. The off tank can destroy them while using a defensive.



A *Death Mouse* (that looks like a mouse droid, hence the name) occasionally spawns, chases after the player with the lowest health. It will explode upon reaching its target, dealing AoE damage. The player should try not to damage others with the explosion.







As *Ruugar* also has knockbacks, it is possible to be knocked into a mine or an exploding *Death Mouse*. There is an additional knockback on the tank every now and then.

Should the tank stay with the back to the boss, he will do 🗡️ *Backstab* which should be avoided.

When *Ruugar's* health falls below 10%, he will activate the ship's self-destruct sequence and become invulnerable to damage. The encounter is practically over at this point; when the self-destruct sequence ends, the ship will blow up and the group land on an island where the Operation ends.

## 5.2 Hard Mode

### Part 1: *Coratanni* and *Pearl*

The  *Double Down* debuff applied by  *Ricochet Shot* must be shared with two players while  *Split City* lasts. It is shared by running in another player. As receiving  *Double Down* twice results in instant death and the debuff lasts 20 seconds - meaning that there will be players with it while the next  *Ricochet Shot* is being casted -, the player initially attacked with  *Ricochet Shot* must spread it to two different players. It helps having the group spread out to not accidentally share it with the wrong person.

### Part 2: *Ruugar*

The tank swap should now occur at 2 - 3 stacks.

The *Death Mouses* now come as pair; both go the same player. The target should away from others and use a defensive as the damage dealt by their explosions is very high and can possibly kill anyone below 100% health.

## 6 Appendix

### Torque - Reflects

Mercenaries can take use their Responsive Safeguards to reflect the damage from the *Tamper Deterrent Devices*.

### Master and Blaster - Cheesing some knockbacks

☀️ *Ravager Ultra Scatterblast* can be cheesed by Juggernauts using Force Charge with the Unstoppable utility (Force Charge grants immunity to knockbacks for 4 seconds) or by Bounty Hunters using Hydraulics. For the first phase, it is best to communicate with the other tank whether you are cheesing it or not so that they do not accidentally taunt *Blaster*.

Sorcerers can cheese ☀️ *Ravager Ultra Scatterblast*, as well as ⚡️ *Ravager Electro-Pulse Nova* with their Force Barrier; however, it is best to save it for eating the 🦋 *Overpowered Ion Cutter* from *Master* (there is no reason to stand in ☀️ *Ravager Ultra Scatterblast* anyway).

### Master and Blaster - Abilities to cleanse the Charged debuff

These abilities can cleanse the 🦋 *Charged* debuff and should therefore not be used on Hard Mode:

Emersion (Sith Inquisitor), Entrench (Sniper), Force Shroud (Assassin; when tanking *Master* it can, for instance, be used at the start of the ⚡️ *Ion Pulse Wave* channel as the debuff will be applied again), Hydraulics (Bounty Hunter), Evasion (Operative).