

6.0 PVE Juggernaut Tank Guide by Luna

Introduction

Hello. My name is Lunari, or Luna as most people call me. I am an Assassin Tank main on the Satele Shan server, raiding on NiM level, but I am quite familiar with juggernaut and powertech tanking as well. This short guide will cover about how i personally gear my juggie tanks, and explain my reasons behind it. Hopefully someone out there will find this guide useful and informative.

Gearing

The screenshot shows the character gear interface for Luna Helene, a Sith Juggernaut. The interface is divided into several sections:

- CHARACTER** tab is selected.
- LUNA HELENE** is the character name.
- SITH JUGGERNAUT** is the class.
- RENOWN RANK** is 11.
- ITEM RATING** is 306.
- Attributes:**
 - Mastery: 12,179
 - Endurance: 18,278
 - Power: 5,207
 - Critical: 1,011
 - Alacrity: 0
 - Accuracy: 0
 - Defense: 2,930
 - Absorb: 1,659
 - Shield: 4,593
 - Presence: 1,320
- AMPLIFIERS** section shows Social and Valor levels.
- Melee** and **Defense** stats are displayed at the bottom.

The gear slots are filled with various items, including a helmet, chest piece, gauntlets, gloves, leggings, boots, and a weapon. The **Activate** button is visible above the character model.

Melee	Defense
Damage (Pri): 5,703 - 6,646	Health: 311,266
Bonus Damage: 3,815.1	Armor Rating: 18,125
Accuracy: 111.00%	Damage Reduction: 46.19%
Critical Chance: 36.42%	Defense Chance: 21.91%
Critical Multiplier: 58.87%	Shield Chance: 55.00%
	Shield Absorption: 37.12%

The way i'm gearing my tanks is the same way you would gear a DPS class basically, meaning that I'm trying to optimize my stats as best as possible, without sacrificing mitigation/survivability and still being able to dish out decent damage.

When it comes to gearing a tank, their stats aren't set in stone like DPS. You have a lot of wiggle room to play around with. That being said, I try to get 50% shield and 40% absorb on all my tanks, be it sin, jugg or pt. I go for the percentage not for numbers like 4000 shield and 2500 absorb for example. Having your shield at 50% and your absorb at 37% (40% with Aegis buff) is more than enough to clear all the NiM content in the game as a juggie tank with relative ease, provided you know what you're doing. In my case I chose to get my shield chance to 55% and leave my absorb at the base 40% (with buff), and put the rest into critical to both maximize damage and easier aggro on bosses.

For the build in the screenshot, I used the following:

#1 Eight Superior Resistive Armourings and One Superior Resistive Hilt.

#2 Nine Superior Lethal B Mods. You can option to use Lethal Unlettered Mods if you like, I just prefer the extra HP over Power. I use Lethal B Mods for Dxun, even for old NiM content. The benefit of having defense mods is very minimal and not worth it having 2 sets, or even swapping mods around for Dxun and old NiMs respectively. The most common way for a tank dying in HM/NiM content is due to spike damage which 95% of the time is Force/Tech based, which defense doesn't help at all against. The difference between having Warding Mods over Lethal Mods is just 5% extra melee/ranged defense.

#3 One Superior Bastion, One Superior Steadfast, Two Superior Adept and Three Superior Vigilant Enhancements.

#4 Sund Tech Earpiece and Two Sund Tech Implants. All shield rating. I believe that Sund Tech gear gives the highest amount of tertiary stats, that's why I use those over the rest. Their drop chance is pretty low, so if you don't have them, Mantellian or Sha'tek gear is a good secondary substitute.

#5 Two Relics of the Shield Matrix. One critical, Nine shield and Four absorb augments. All 286 rating.

#6 For amplifiers I chose the Aural Resistance, which translates in a total of 9% AOE DR. There's almost always AOE damage going out in fights, and a lot of the spike damage from bosses is AOE based damage (terror, brontes, tyrans, nahut, izax, bestia, raptus, tyth, kephess etc etc).

#7 For armor set I chose The Undying set. It's the most versatile of all jugg tank sets, giving you 20% DR for 6 seconds every 45 seconds (35 with utility) after executing Mad Dash, making it the best option for tanks. If you want a more DPS oriented tank then Descent of the Fearless should be your choice of set bonus.

Lord of Pain set, while at first glance it looks amazing, in reality that armor set is very situational. You will need to be surrounded by 5 enemies for the set to provide higher DR than the Undying set, not to mention that it can cause a lot of trouble for your co-tank should you decide to AOE taunt without communicating it properly just so you can get a bit of extra DR . Only fights where Lord of Pain would outperform Udying is in Dxun, and only on 1st and 2nd encounter, and maybe the Huntmaster.

#8 For a tactical, your item of choice should be Embrace the Pain. However since that one is currently unavailable for purchase, a good substitute would be Leviathan's Hide, Jawbreaker, and Hord's Makashi Strike.

Note on the Jawbreaker: You will only really need this one for Bestia fight, and only if you're the tank doing double monsters. You will need the extra 5 seconds of Invincible if you want to cheese/mitigate 2 pulverizes.

Final Words

If you would like to contact me, have any questions about tanking/gearing or a specific boss mechanic, feel free to message me in-game (just /who Luna or Moon) or Discord Luna#7899.

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