

New York Raid Micro Guide - The Birds

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in conjunction with LoMS

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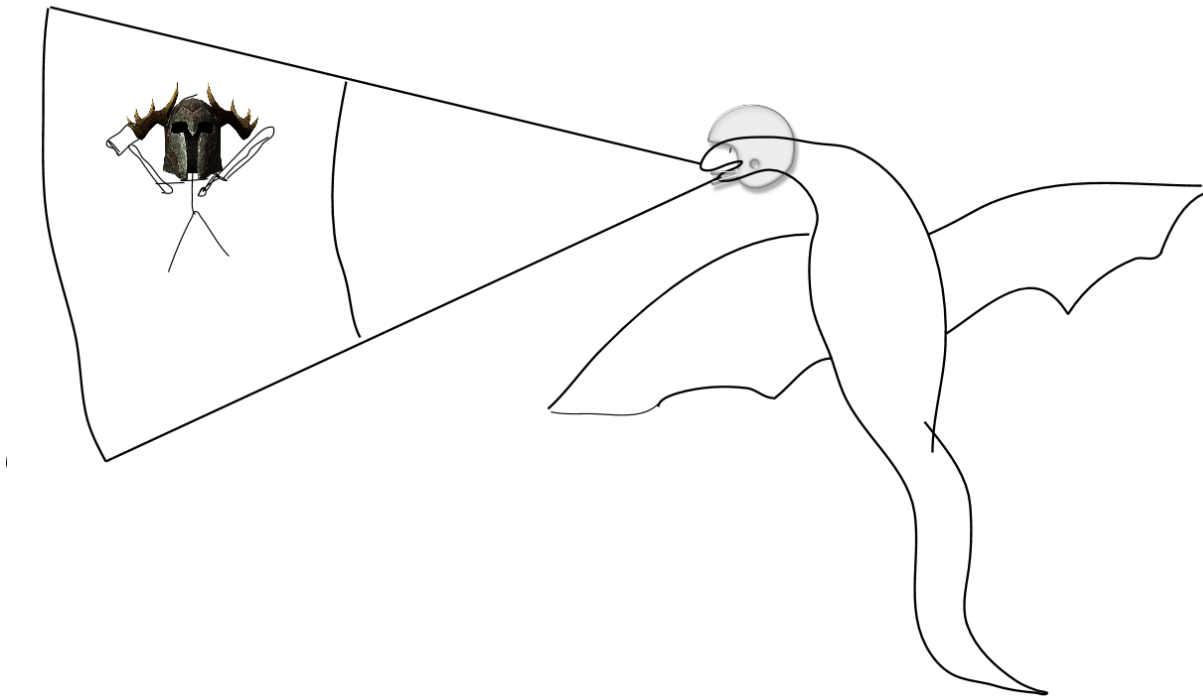
Purpose of this guide:

There are obviously a LOT of new york raids out there. There are a lot of very good NYR guides out there. But most of those focus on the raid as a whole. And for a new player they present a lot of information to take in all at once. A micro guide like this focuses on just one section of the raid at a time. In this case the focus of this guide is on the handling of the birds/dragons that comprise Phase II of NYR.

Phase II is where a lot of pug groups fall apart because they do not understand or are unable to communicate about how best to deal with the birds and they either eat the healer or kill large numbers of DPS.

Bird Info

Bird Timing:



Birds spawn about 15 second after Shadow out of Time (Shadow) that signals the end of Phase I of NYR.

The second one spawns 10 second after the first bird. The other two birds spawn after each add wave.

Birds cast Downfall 10 seconds after spawning, then repeat the cast 10 second after the finish

of the last one. Each downfall takes about 2 second to cast.

When the bird reaches 100 health or below, it casts occult singularity which is a 5 second cast time. This will one shot anyone inside the the broad AoE circle (although lecta can totally heal though it).

Bird Spawn Order



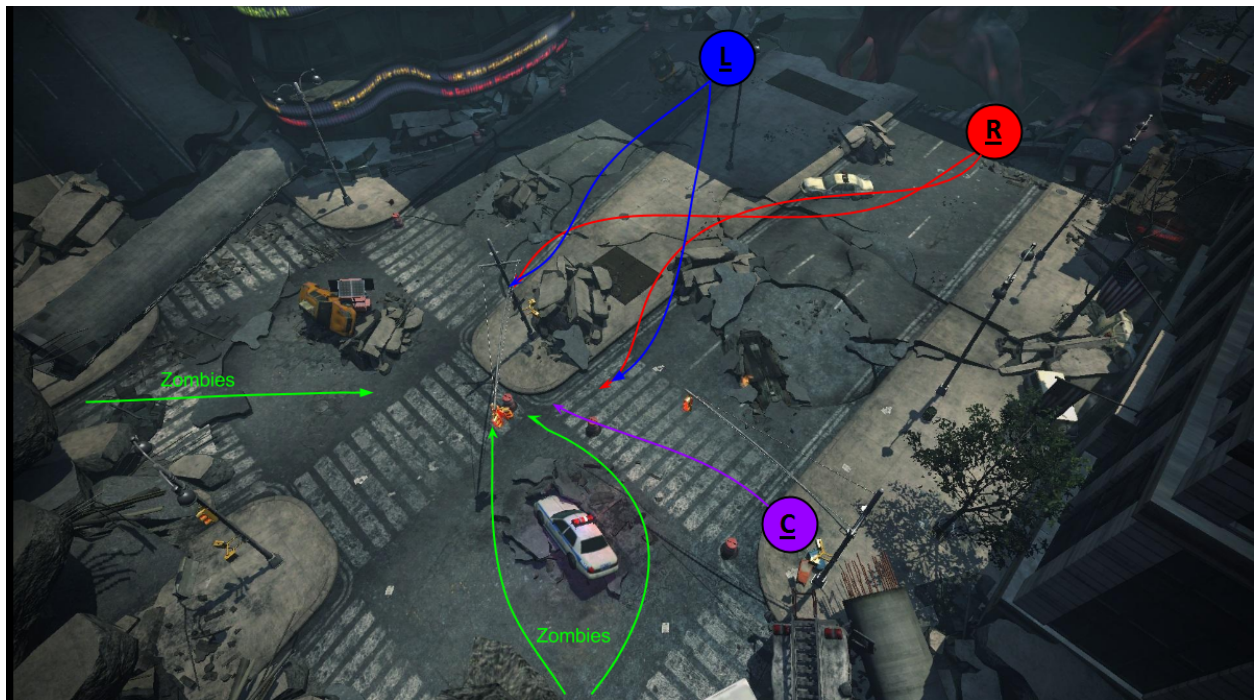
left filth pile, from lurkers side
center ,between the right rubble pile and back cop car.
right, from lurkers side.

Bird Mechanics

No matter where the birds spawn they will usually head straight for the fist/blood healer, this is not always a disadvantage as it can be used to direct the birds.

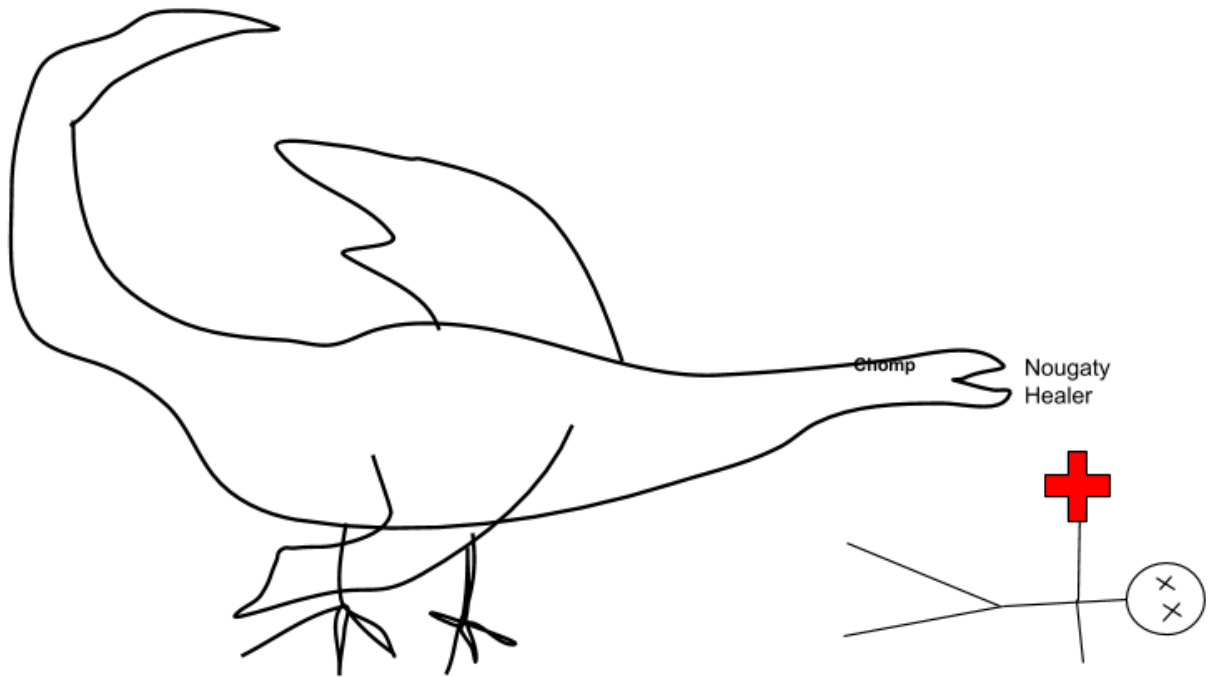
Freshly spawned birds are often invisible, usually to the tank but sometimes the other raid members. This appears to be a visual flaw and means that the tank has to know where they are spawning and catch them with a builder. As soon as the tank engages them, they usually become visible.

First bird to spawn is random, after that, the birds spawn in the above order. For instance, if the first bird spawns Center, then the next bird will spawn right. Bird three will spawn left and the last bird will once again spawn center. In this way it is possible to predict and head off birds before they reach and can wreak havoc on the group.



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(Illustration demonstrating birds possible routes to bacon healer.)



Note: Sometimes the healers are made of nougat, sometimes they are made of bacon; the effect of the birds is still the same, regardless of your Raid Healers composition.

Tank Tactics

Grabbing Aggro

Because the birds are focused on the healer, the tank must grab aggro quickly. While there are any number of ways to do this, below are some suggestions that have proven their worth over time.

Stone's Throw - Hammer ability. Immediately stacks 2 stacks of debil plus generates a large amount of hate. This is one of the few ranged melee weapon attacks and can be used to grab the bird even before it gets anywhere near the group and seal aggro to the tank. This is considered generally considered the best option.

Art of War - Sword ability. Impair plus forces the affected targets to attack the tank while giving the tank a glance buff. While this does not seal aggro like Stone's throw, it forces the birds attention to the tank while s/he builds aggro. Also handy for impairing downfall and grabbing wayward adds.

Chaotic Pull - Chaos Ability. This will grab a selected target and pull it towards the tank. Can work as an impair and allows the tank to build aggro on the bird from range.

Mass Provocation - Misc Ability. A taunt that causes all affect to attack the tank for 5 seconds allowing the tank to build aggro.

Your hate generating builder - Weather it's blade torrent or escalation or something entirely different, do not underestimate the power of your hate generating builder in grabbing aggro.

Overall Strategy

The most important thing to keep in mind for the tank is how to best grab the bird and direct it so that it neither kills the healer nor the dps. Directing the bird is both a matter of preference, convenience and coordination between the tanks and the healer. A sample strategy could be: If the bird spawns at center spawn point, the next bird is going to spawn behind the right rubble pile. The best option is then to pull the center bird behind the cop car so that the 2nd tank can grab the next bird easily. If bird spawns at either left or right rubble pile the tank is free to tank the bird wherever they are most comfortable.

Tank who last had aggro on lurker should pick up the first and third bird, this way s/he will be ready to run back to lurker when 4th bird dies (see advanced tactics for alternative methods).

Tasty healer's heal aggro draws birds like sweet sweet bacon, so they will be going for him/her. The tank's job is to intercept the birds before they eat the healer (unless he's lecta). By that point, the bird will be close to casting downfall and must immediately be turned away from the group and moved into a good tanking position. If this is not possible, impair Downfall then move the bird, pointing the cone in a safe direction. This is true any time after downfall has been cast. If a bird needs to be repositioned, the tank has 10 seconds after the last Downfall to do so.

The second downfall usually coincides with an impending Shadow. A bird should not cast Downfall during Shadow.. This means that melee dps or healers can feel free to hug the bird during Shadow to take advantage of any safe spots. As the birds do not cleave, positioning at this point is not important so long as the bird is pointed safely for the next downfall.

Another important consideration is AoE placement for Occult Singularity. The tank **MUST** be in attack range of the bird in order for the bird to cast its AoE. If the tank has dodged or moved away the bird will not cast the AoE but instead follow the tank and cast as soon as it catches him/her. A tank should take this into consideration when the bird is at low health. Both where the AoE will go and how s/he is going to get out of it.

Bird Tanking Positions



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Behind Cop Car/Taxi

Advantage: You can grab adds as they immerge, allows melee dps to continue dps during Shadow. No chance to aggro 2 birds at once

Disadvantage: Harder to get out of Occult Singularity. Can put you out of range or range/ line of sight. Add damage may kill you if you are already low on health.

Behind Rubble Pile

Advantage: Within easy sight of healer/dps position. Easy to get out of downfall/singularity. Will not draw add aggro. Easiest location to intercept spawning birds. Closer to Lurker for 4th bird.

Disadvantage: Cannot easily grab adds to save healer bacon. Additional birds can spawn on top of you and require complicated aggro swapping of birds. Positioning to prevent Shadow from knocking you back can be tricky

Healer Tactics

Gear

Because healers are tasty tasty bacon with a soft nougaty center healing with 1970 health is going to get the healer killed in this phase. It is claimed by many people that raid can be solo healed with 1500 heal rating. And in fact some healers heal raid with 6K health. 3-4K should be considered minimum for a healer as this will allow the healer to take a bite or two from a bird and fend off some of the more determined of NY's crispiest citizens (zombies).

Positioning

When Phase I completes one of the Tanks will have stacks on them. It is best if the healer Rocket Jumps and hides in the same location as this tank and continues to heal till the stacks are gone. This also puts the healer in an advantageous position to cower (otherwise know as - Screaming like a little girl and running away) behind the tank as the adds come for their tasty

tasty bacon blood. After Shadow has passed the healer should endeavor to get to the center and surround themselves by DPS and tanks. The leecher should also target the fist/blood healer to help keep them up if the DPS are slow on the uptake.

As most everything in second phase is interested primarily in heal aggro this allows the healer to play traffic cop with the adds and the birds. Staying in the center along with the DPS means that the spawning mobs behave predictably and DPS can create a choke point to quickly kill adds.

If you are solo healing, staying central means that you can reach both tanks with heals without having to change position.

The healer should work out with the tanks ahead of time where they are going to hide and where they are going to stand during Phase II so that the tanks know how to stay within range of heals and where to go to pick up adds/bird.

So raids prefer to have everyone gather before or on top of the central rubble pile at the beginning of Phase II until all adds are dead and the first bird spawns then move together behind it.

DPS Tactics

Don't die. Don't let the healer die.

That is pretty much it.

In the beginning of the phase, DPS should position themselves around the healer and kill the adds quickly.

After each Shadow, DPS should immediately stop dps on the birds, and go to the two Zombie spawn locations shown on the above map and kill them as they enter the board, then finish the birds. Flamethrower, Elemental Manifestations, and Suppressing Fire help with this task.

Depending on the tactic used DPS may be asked to stop dps on all birds before shadow out of time or may be asked only to stop dps on the last bird when it gets below 100K health. This needs to be coordinated ahead of time so that there are no surprises that can cause a wipe.

Phase II Process

Phase II of NY raid has a definitive process. It can be slightly altered by higher or lower DPS but all phases will be completed before Phase III will begin with the lurker casting Shadow Out of Time and proceed as follows:

<https://youtube.googleapis.com/v/Va05pKsBVL4>

This video is for reference. Note the group in the video has relatively high DPS so spawns may not proceed exactly as shown in the video.

- Adds spawn and go after the fist/blood healer if there is one or whomever shoots them first if there is not
- 15 second after Shadow First bird spawn
- 10 second later second bird spawns
- 45 Second after first shadow*, Shadow Out of Time (8 Second cast, 5 second to move from lurker to back of field)
- 3 Second after Shadow, Zombie adds following the paths above to the tasty healer
- 10 after last Shadow third bird will spawn
- 30-45 Second after second Shadow, Lurker casts third Shadow
- 3 Second after Shadow, Zombie adds following the paths above to the tasty healer
- 10 after the final shadow the 4th and final bird will spawn (traditionally DPS hold killing off bird until after final Shadow)
- 30-45 Seconds after the third Shadow, Lurker will cast the final shadow
- 3 Second after Shadow, Zombie adds following the paths above to the tasty healer no more Zombies will spawn after this phase
- Finish 4th bird and end of Phase II

***Note:** Shadow appear to have 2 timers. One based on time between shadows (Max 45 seconds) and bird death. Killing a bird appears to cause a Shadow cast 1-3 seconds after the end of occult singularity. This needs additional testing.

Ending Phase II

Phase II ends when the 4th bird dies. For this reason, it is important that DPS stop killing it when it gets between 50-100k, wait for the last shadow out of time and kill the adds before finishing off the bird and heading up to the boss (this may change depending on the tactic you are using - see advanced tactics section below)

The tank who ended Phase I with aggro has to run to the lurker (with a healers right behind him) before 4th bird is dead, if the tank is not ready to attack the lurker the healer should stop all heals and HoTs as Phase II is an aggro reset.

The area in front of the Lurker will be covered with filth. The tank can either wait for a path to open up (random) or Rocket Jump (Death from Above) over the filth pile. This is a good time to use tanking CD's such as Karma Curio or barriers until the tank had grabbed aggro and the healer can resume healing them. See image below for safe spots.

The tank who did not have aggro on the lurker should finish killing the bird and get back to the lurker as quickly as possible to resume aggro swap, followed by the dps.



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Advanced Tactics

Healer Traffic Cop

Nuggetty Healer- Healer direct all bird and add traffic. Healer goes to position where s/he wants the bird to be tanked and spams aoe heals, shelter and/or blood barriers are very helpful here. Bird follows healer's heal aggro to the desired position where the tank is waiting to get aggro on it with high hate consumer (see above). Healer moves back to center and repeats the process with the next bird/add wave. Healer will likely take a few hits with this method so self healing and additional HP pieces will be helpful.

Fast Burn

The timing of Phase II cannot be altered significantly. However if the group is going for a faster time or has very high DPS, the timing can be nudged by killing the last bird without stopping or slowing down dps. This leaves the tanks to immediately engage the Lurker after the last shadow and for most DPS to resume attacking the lurker as quickly as possible. With this method DPS buffs at the beginning of the bird phase and kills birds as quickly as possible, then because Shadow will start casting immediately after bird's death DPS move forward to hide behind the rubble piles closest to the Lurker. By the time adds appear, the DPS already have the buff and can easily take care of them and return to the lurker already buffed.

Course Corrections

Two birds, one tank

Tank who has aggro on both birds has to stop attacking , 2nd tank will pick one of the birds with provoke followed by stones throw or other high threat attack. See above for good options..

Bird is badly positioned (for eg pointed towards DPS);

Tank should wait till bird finishes casting downfall. If the downfall is likely to kill DPS or healers, it can be impaired using any standard impair or interrupt. After Downfall tank has 10 seconds to move the bird. S/He should run towards DPS then turn and move to a more desirable tanking position. The bird will naturally turn to attack the tank and assume the correct position.

Wrong tank (tank who had aggro on lurker) is tanking the 4th bird

The tank can pull the 4th bird closer to lurker, between the rubble pile and the forward police car before the DPS finish it, then run to lurker. Alternately, tanks can swap bird as per above method using provoke and aggro builder.

Tank cannot see birds

This is very common. If the tank cannot see the bird the tasty healer candy should move to the desired tanking position and let the tank grab the bird off of him/her by spamming hate generating builder like Blade Torrent or Escalation. Hitting the bird should make it visible.

Healer dying to adds/birds

The healer should, during bird/add spawn focus on healing themselves, if there is a leecher they should also help. If this is not sufficient, the tank that is currently not occupied with a bird should stand next to the healer and spam hate generating builder. DPS should take care of adds as quickly as possible after they spawn. DPS with elemental abilities can help by dropping manifestations at spawn point and around the healer.