

Most people forget the necessary steps for any content situation, regardless of difficulty, that a raid leader must always keep in mind. Optimization is never first. The first step is always Learning. The second step is Comfort. Then comes Optimizing. Comfort is through consistency, muscle memory, and safety. Not limit-testing. Not caring about community pressure and expectations. Similar to sports, you build consistency and safety at a baseline performance and then slowly push so you don't get injured or hurt those around you. That is how I can tell when someone is not a tank main, when someone has never led raids in elite content because their priorities are skewed as hell. Provocation aside, the reason I say tanks are the most important role in dungeons and raids, is because they are the backbone when shit hits the fan during the Learning and Comfort stage. Your DPS does not matter during prog, you are learning mechanics. When you can do mechanics properly and fully understand them, DPS will not be a problem nearly as much. Healers DO matter, they ARE important and keep the group stable, BUT, they are resource and health limited more so than tank ironically for this specific stage of interaction with content. Healers are going to be faster to die after vul stacks due to learning compared to tanks. Healers are prone to losing mana to rez's, AoE heals, and their own deaths.

When things get rough for a healer, the Tank is the one that covers them and gives back that stability. Because a tank's group utility resources are not as high on demand for usage by default and a tank is going to have the least deaths in non-1shot situations. Even in 1shot situations, tanks have the advantage of having the least impact upon death. A dps with a damage nerf, for the primary job they have is horrible. A healer that loses 50+% of their mana on death, that is tragic. But a tank? Do you care about mana? No. Do you care about your damage extensively as a primary? No. Can you still eat tank busters the same? Yes. Can you still give your group utility in the same capacity before you went down? Yes. Tanks just always have that ease of being a good backbone utility inside of their kit in every game.

And when you are the backbone of a situation, you are de facto, the most important person in the composition. That applies to games, that applies to irl. Your comfort and what you need to be able to perform your duties as a backbone come first and foremost. A BLM wanting to position stupid far away from the healer for ease of a mechanic does not override needing to conform to a healer's range for their effects. And no DPS or Healer desires will override a tank's requirement for 1) being in range of his teammates 2) him staying alive 3) him staying calm 4) him staying confident. If a tank is not confident, they will hesitate on their judgement and not optimize and allocate their resources properly. If they are not calm, they will panic and miss mitigation, positionings and burst windows. When they are not functioning as a good backbone, from a healer pov and they are crippling you instead of helping you. And a bad tank will cripple a healer and dps more than a bad dps or healer will cripple a tank (at high content levels). You will NEVER find the highest elite raid groups on any game putting their tank in a position they don't want to be in, pushing them to do something they don't want to do. Tank priorities first. Healer priorities second. DPS priorities third.

That is why any content group that puts DPS or Healers interests above tanks without adequate balancing, very often end up wiping. Because they often times do not realize or think about the unintended consequences of their actions that a tank perspective is going to consider. They are not going to think about the psychological effects on the tank and how it effects their performance and chemistry in the group. Camera perspective, muscle memory changes, confusion between different strategies, uptime management and other rotational inconveniences, etc. You may have a large amount of raid wipes that aren't affected by the tank specifically, but any content where a run is salvageable, you can kiss that recovery goodbye if your tank is pissed off or not in a good mind state and using their brainpower to immediately recognize how to resolve a bad situation that has happened on the fly. Any content where your tank's optimization and boss positioning is important, if you have them confused, rip. This generic concept is something most players are aware of by default

when it comes to keeping a good mental and keeping hope for a run as well as making adjusting for other players during a mechanic, but don't take that extra step to apply it to the psychology of the players around them and how it affects things other than a specific mechanic.

And the biggest reason they do this is because of a giant misconception by the general public, especially on this game when it comes to tank role support kits such as Clemency, is that most players try to function under a system of trust or ideal circumstances. And the issue is that, that system is meant for simplification purposes. It is not made for consistency and safety as a priority. The best groups/raids do not function under any trust relationships between players. They are not "but did you die" players, they are not "you're not optimizing your damage" players. They are players that have defined expectations of the other. You will hit mitigation at x time. You will heal at x time period. You will run toward this position at x time. If y happens, I will do z. These are mitigation callouts. These are healing ogcd callouts. These are debuff callouts. These are positioning shift callouts. When you have pre-communicated expectations, there are no conflictions to be made and have clear cut conditions for when they need to adjust to someone. Why is this concept important for a tank in a dungeon thread and how does it apply to things like Clemency? Well, it also applies to GNB's Superbolide, but importantly, it's a concept that not implanted in tanks inside of dungeons as much as it should be, and that is the importance of expectations and communication.

Take the following example:

- Tank gets to 30% health, uses Clemency.
- Healer gets mad, tells tank not to use Clemency.

Why is this bad?

1) The tank's anxiety about his health has not been calmed down. Which means any mistake the healer makes is going to have a higher chance to piss off the tank and make him Clemency or use other cooldowns more than he might need to if he is quick to lose that blind trust that the Healer has asked for.

2) The healer has not defined a checkpoint for the tank to be able to assess when to and when not to use Clemency. Which has 3 effects. 1. Every situation that resulted in a wipe would've been saved by Clemency. 2. The tank is learning nothing about the healer's kit and why they're behaving that way. That is something he has to learn on his own through other means. And if this is not explained to him, he is likely to buck and reject a random's person gameplay style over his own intuition 3. If he listens and doesn't complain, you have created a complacency in a tank dying. That is red flag as hell for serious PvE'ers. You will never find a World First racing tank that is complacent in dying and allowing their performance to be solely dictated by a healer playing perfectly.

Why? Because elite raiders understand that people do not play perfect. There will be mistakes. No matter how much repetition you have, your consistency will eventually peak at a personal level that varies person to person. And if you know there are going to be mistakes, you put in safeguards to minimize how many of those mistakes result in wipes.

Why is that important? Because it leads to my same principle: Tanks need to learn to put their foot down. You demand respect. You demand communication. You demand teamwork. Because when you don't, and you blindly follow other people, they will stunt your personal growth. And that is the core of YPYT. A lack of respect. A lack of communication. A lack of teamwork. And putting your foot down saying you are not tolerating it. I'm not going to tell a tank to be some passive rug on the floor for the entire leveling process letting themselves get disrespected, letting dps's and healer's think that ANY LEVEL OF disrespecting a tank is fine, and then expect them to grow a spine when they need to in big boy content. They need to learn to be assertive day 1. They need to learn that they are entitled to information that affects their ability to perform their job.

Rule 1 as a tank: Always keep tank stance on when protecting the team.

Rule 2 as a tank: You don't tank for groups that don't have synergy. If they want you to act as a tank in a team capacity, they need to be acting as a team. If you have concerns that directly impact your ability to perform, and they don't cater to that, dip.

If people have a magical difficulty opening their mouth and typing out 1-3 extra sentences, you don't want to be around that. And you don't want to build a habit of making up excuses for why you are around something that is unhealthy for content completion.