



SUICIDE KINGS

EVERY DOG HAS HIS DAY

Suicide Kings doesn't rely on a points system nor does it involve much in terms of human decision-making. It uses a list of players to determine who has first dibs on an item when it drops.

How is that list created? When a guild decides to use Suicide Kings, all the raiders in the guild roll, which determines their place on the list. The higher the roll, the higher up the list they are. Then, when an item drops, the person at the top of the list is asked whether he or she wants it (assuming they can use it), and if not, the choice goes to the next player on the list, and so on until someone takes it. Whoever takes the item is put to the bottom

of the list — which is where the term "suicide" comes in.

As time goes on, the distribution even itself out. New raiders or alts go to the bottom of the list, which might initially seem a little off-putting, but it's surprising how fast one can rise up the ranks — and indeed how often people will pass on items because they might be waiting for a specific item such as a particular weapon.

One strong point for Suicide Kings is that the rate at which players acquire gear is evenly distributed across the board. This helps introduce a positive feeling to players; rewards are constantly handed out, and no one will be left behind.



"IN OUR GUILD, SUICIDE IS PAINLESS"

NAME: Kathy Todd

CHARACTER: Kiele

REALM: Earthen Ring-US

GUILD: ELMO (raid leader)

"Our group would say we are a casual progression group. We want to gear our characters and kill bosses, but we aren't hardcore or anything. Suicide Kings makes it really easy for the raid leader, and now we have no looking arguments. It allows loot to be distributed in a fair, quick, and easy way by removing the random number generator. This is truly an amazing system and every group should give it a shot."

MAIN ROLL/OPEN ROLL

CASUAL BUT FAIR

This is similar to the Need/Greed rolling system but it's a little more formalized, with the raid leader or loot master overseeing the proceedings to make sure everything goes smoothly and that loot distribution is fair. Rather than using the game's built-in dice system, players roll manually (usually by typing "/rand 100") and the results are tallied by hand.

Basically, when a piece of loot drops, it's first put up for a "main roll." Players can main roll on each item until they've won one; after that, they cannot main roll again for the rest of the run. If nobody main rolls on an item, it goes to "open roll." Players can open roll as many times as they want on a run, but once a player has won, other players who've not won anything will have their

rolls prioritized over players who've already won something. That means players can win multiple items on a run but won't clean up if other people are less lucky with their rolls.

This system isn't particularly complicated; it just needs a raid leader/loot master who's paying attention and taking a note of who's won what, so that they can quickly remove rolls by players who've already won items from consideration.

"LET IT ROLL!"

NAME: Matthew Nelson

CHARACTER: Bullpuckey

REALM: Doomhammer-US

GUILD: We Are All At Work (officer)



"This system works well with my guild because while we have a solid core of regular raiders, we often bolster our numbers — particularly for 25-person raids — with friends from other guilds, or even PuGs. This means a more formalized DKP or Suicide Kings system doesn't work because that would exclude people who don't regularly run with us. Main/Open rolling is pretty self-regulated, so you don't end up with someone with lucky dice walking off with a bunch of loot, but at the same time it does let people win a ton of stuff if nobody else wants it."

