

I like the idea. I really do. (This harkens back to Vanilla dungeons that didn't have hard 5 man caps, which I really enjoyed). But I don't really understand who the Flex raids are for. You say, the loot is less than current Normals. So, if I have 11 or 23+ people, we're doing 10 or 25 Normal. At 18 - 22, [buy cheap wow gold](#), we're doing 2 10 mans. Where Flex raiding seems most opportune: 1) Groups of mid teens 14-17. 2) People who like running the same raid over, and over again. My biggest concern is #2. Yet, again, you're adding ANOTHER step that is going to feel obligatory. The problem is the priority for the first 10 people is still going to be Normals, [world of warcraft gold](#). Those leftover 4-7 people who want to be doing Normals (and would rather be doing Normals due to better loot tables) are forced into begging already formed 10 mans into running the same raid again that week. The thing is -- if I'm in a Normal 10 man group and I have to run a raid a 2nd time -- I'll just hop on an alt with those 4-7 other guys and we'll run Normals (not a flex raid). ???????: <http://www.9xx6.com/vb/showthread.php?p=5874#post5874>

<http://www.latkabr.com/vb/showthread...=1792#post1792>

<http://3db-e.com/vb/showthread.php?p=37866#post37866>

<http://www.g-night.net/vb/showthread...516#post655516>

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