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I don't think/sit macro will work on the classic WOW as I see in beta. Just mentionthis guide why it seems to be completely missing but I want to do dungeons while i will master warrior brut from what I've seen people use defensive posture with armor and one hand there is no section dedicated to this in the guide which is very sad because this is for DPS point from the point of view of the guide but if you plan on tanks you will probably have to unload points in prot specifications and also have efficiency with one hand and shields and have different complety rotation in this regard. A few notes from someone playing warrior through vanilla and on Nostalrius, Elysium and Light Hope: There is absolutely no way you will ever want to prioritize agility on endurance, the amount of crete, the shields and your friend's gain of very low agility at low levels (20agi = 1% crit) cause most items will not even come close to having 20 agility on them until the way later in the game. While on the other hand having that HP 50 more than 5 stamina may actually save you. You will not give priority to the spirit until the endurance of the mob will dodge, Barry, prevent your attacks and you will miss. Not to mention castor mob, spell damage ignores your armor, and your mail or plate won't help here, only a bigger healthy pond will. You can always ask Mag to bring food to save money on food, and you will be renewed quickly enough between those battles. Don't forget you get a bash shield as your county is only at level 12 and you won't be bummel until you complete the Berserker stand quest at 30 and lvl 38. There is not even any mention of how much the castor crowd can have for the warrior before you have pummel and intercept or mention about pummel at all. You can swap weapons during combat but it resets the timing of your automatic attack alternative. It's important to know if you want to swap one hand and shield to interrupt with a bash shield or just to be tankier when you pull the mob and run through them. You will also definitely need to train Bloodrage in level 10. Sacrificing health for anger can only be enough to interrupt your mob with pummel, or to fear mobs with screaming scare when you want to run through them. No idea why you don't want to put talent points in a heroic, improved strike during the settlement. This is the only source of damage at early levels besides attack cars, rend hardly does anything. As you didn't mention how the heroic strike works, it's on the next swing which is very important what it means for people who haven't played a warrior in vanilla, tbc or rage. It makes you use fury to enable your next car attack but this car attack won't give you anger anymore so it is extreme rage starving for an unwanted heroic hit, making it cheaper means you can sacrifice more car attacks to use as a heroic hit. Westfall is a must-level as an alliance, it is easy to run, Hill, the main search center, is in the middle of the map, easy terrain (for example unlike Ashenvale). A lot of tasks that say just kill x amount of something not to mention the Deadmines quest series that givechausses from Westfall that last until Gnomeregan at least, there's no way you want to skip it, especially not as human since you already start in Elwynn Forest.No recall from the mighty Smite Hammer Hammer or Taskmaster Axe from Deadmines, largely BiS for Alliance Warriors from 18 to 30. No mention of Boniper as the only bonus alliance of SM's quest for another good element to replace the axe whirlwind with the fury of the flame of an easy trainer in BRD, can do it perfectly in lvl 55.No an explanation on how fantal strike functions with precise damage and max of your weapon. Before you can specs in Strike Fantal, the accurate and maximum speed of your two hand is kinda irrelevant, you just want the highest total DPS and the best stats. Once you have a fatal blow, you'll notice it's an instant hit and they'll use your maximum dmg value of your two hands (amplify with the force of your attack ofc). Meaning the slower weapons have a higher maximum damage and always will give you the greatest damage, you do not want to exercise fast two hand once you got a fatal blow, unless the difference is a huge item and will even with fast speed, still have a higher limit min. Leveling as rage and double manipulation is playing the game on hardmode, you just don't want. Fury warriors do top DPS (along with rogue) in later raids but even when you're only dinged 60 you won't feel it, the amount of hit attack ing force and crete you need to be strong, high. Leveling as anger with two hands is more susceptible to action. That's just a few very important things that pop in my mind now, and this guide is well built but incomplete and prio stats is completely wrong. No offense but it doesn't surprise me you had to be in the 5th man group up to level 30 lol. This evidence is missing some important information.1) Keating's hamstrings. This technique is very important if you want to minimize the damage taken. For most of your time leveling as a warrior you're going to use a 2H weapon that will have a much slower swing speed than the autoatt timing of your autoatt enemy NPC. Using the hamstring cracking method you can reduce the damage captured during leveling by almost 50%! Check out this video for an example. The extension alternative counter greatly helps with this technique. If you've ever wondered why addons like quartz include a swing timer, that's why!2) the ability to take revenge. If you plan to tank any dungeons during leveling (you should, it is not too hard, you will get sets immediately, you can also tank as anger or weapons with no problem) then you have to want revenge. It generates a large amount of threat on one goal and costs very little anger. Keeping up with the shield block and spamming revenge will make a beautiful tanking Be sure to purchase this capability during the settlement! Warriors, I'm very sick and tired of all this 2-2-hand and weapon bias. Many of you seem to have this misconception that double veto is not perfect, because you will miss a lot. This is simply a lie. What are the reasons you actually want to hit % at max level, when you raid while double veto? a) The goal is 3 levels above you, so it is necessary (higher dave vs weapon skill = high chance you miss). b) It increases your Crit-cap (which will only arrive during the raid). Notice any of these reasons mention anything about the mob at your level or leveling? A double veto is more than just viable while leveling: it's actually superior. Everyone praises 2-hand leveling, but most of them also forget to mention that half the reason you go up 2-Hander (and weapons) so that you're not completely useless in PvP. So why is DW superior rage I hear you ask? It has preserved (mad blood + blood thirst). Something a weapon can only dream of is true, it's not long, but enough to make it so you just have to bandaid every 8th mob, instead of all 3, which is huge: if you have to use first aid often, you'll still have Debov and need to eat instead. The synergy between abilities, talent and weapons is also much superior to Anger + DW Combo (HS/OP/Unbridled Rage/Wave Counts (vs. Duration) + Fastest MH of 2-Hander). All this results in much less down time and higher DPS, and therefore higher XP/hour. It doesn't suffer the curse of having 2 hand specs: If you miss with 2-Hander, then you do zero damage, get zero anger. So you just stand there like a tool, for about 4 seconds, do nothing at all. But if you miss while DWing? Don't worry - it will swing again in about 1 second. Because of all this, your damage, thus disinfecting, is more reliable and less dangerous. You are less likely to get into difficult situations, or even die, to bad luck. The two main reasons you ever want to use 2-hand while the leveling will be, A) PvP, and B) AoE (for dungeons). That's it. So DW Fury is a constant, maintain, and best single DPS goal. It is, in fact, superior specs for search and PvE in general. Yes, you will miss more with a car attack, but it's still better than weapons, though. Now, if you're actually playing on a PvP server? Going for weapons, no doubt about it. Just remember why: Because PvP - not because it's good for PPvE.Also, let's be realistic here: No warrior is going to get a whirlwind axe at level 30 right after launch, unless you have a party of 5-10 people helping you kill a level 39-40 mob. If you want to solo this quest, you'll be lucky to get it done by level 40. It's long, tired and difficult. Don't just think oh, I'm now level 30 - time for my weapon 40 level free! That's not how it works. If you're actually getting To level 40, then I just recommend getting the Terminator (or Mograine's May) from the SM instead. They are almost a good, easier way to get. Don't just blind the specs in 2-hand weapons, because every single manual copy paste on the internet, tells you to - think for yourself. Thank you. Edit: A little more about the raid and class specifications: the amount of the % hit that the ideal anger should get, when you don't hit the raid as people think. Once you get the yellow cover (9%) and Crit cap for DWing (10%), the EP value hit lands directly down. This is true for both anger and arms, 2-hand or double veto. In fact, the amount of hit that DWing wants, is not any higher than the 2-hand in the first several raids of vanilla. It's only when you reach the AQ/Naxx that the stat budget gets too big to rant, that DWing's choice is a little more striking, than 2 hand, is optimized. 1-2% more than 2-hand, precisely (10-11%, instead of 8-9%). I am very sick and tired all this 2 hand bias. People have this misconception that double exercise is not perfect because you will miss a lot. Error. As for the reasons why you even get hit at the maximum level of intrusion when a double veto, it's because: a) the target is 3 levels above you, so it is necessary. b) It increases your crete cover. Note any of these reasons mention anything about the mob at your level or level. The double veto is more than just viable while leveling: it is actually superior. Everyone praises 2hand settlement, but most of them also falsify that mention that half the reason you go 2hander (and arms) so that you're not completely useless in p.p. so if you're going to 100% effective settlement or will be settling on a pve server, don't just blinding specs in 2h arms - think the elephant is in the room as well. Remember, you guys are with the warrior at heart - vanilla is not for efficiency, but for the soul. So, of course, they picked up a group, and they took a defensive stance. Veto TF in Orgrimmar Central Square, you'll see the sky above, the roofs on the lane and everyone below. Is it possible to level up as a protection warrior? Yes I know it probably takes a little longer. But I won't care I just don't want to hit the mob for 2 hours and go to situations as a tank at the same time. Repost the most voted comment on this guide why I got deleted for absolutely no reason at all: a couple of notes from someone who played a warrior during vanilla and on Nostalrius, Elysium and Light's Hope: There is absolutely no way you will want to give priority For agility of endurance, the amount of armor, grit and dribbling you gain from agility is very low at low levels (20agi = 1% crit) causing that most items will not even come close to having 20 agility on them until later in the game. While on the other hand having that HP 50 more than 5 stamina may actually save you. You won't even give priority to the soul. The mob will dodge, Barry, prevent your attacks and you will miss it. Not to mention castor mob, spell damage ignores your armor, and your mail or plate won't help here, only a bigger healthy pond will. You can always ask Mag to bring food to save money on food, and you will be renewed quickly enough between those battles. 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While finding rando is a powerful option, if you have friends or guildies from other games you can count on, do it. You will be fine with a certain set, and while you offer much less damage it will take less making it easier for therapists to keep mana dwindling as it drains quickly in the past. Others may not agree, but I have a complete constant with the processor that. I will also be leveling warrior protection, as a dwarf. As Lord Lhaz Feng Mudan says people.PS: If you plan on soloing, or you don't have a group. Unfortunately, I must say. Yes. Go arms or rage or a combination of two is.. Really the only option you won't feel miserable about is where are the skills of the gun side crowd? Just see the alliance from her. Just want to say, dusk is definitely not lvl 10-30. The lowest endeavor is 18. Men... If you're going to level up the weapons, put the first 5 points in cruelty, then follow this guide. At level 40, pay for the respec and take a deadly strike.edit to add: I ended up taking a respec at 30 to pick up sweeping strikes. This is not a settlement guide; It's just a compilation of tips to settle. Turning a weapon into a splint interference? With the bash shield incurring a longer global cooling than most cast? In vanilla atleast switch weapon is basically a useless stick for your 2handed dmg worth more until pummel shows unless you tanking in a dungeon and be angry because it forgets bashing the shield. Krug and everyone. I love this guide so much. I wanted to have a quick reference to the talent recommendations here so I created this graphical representation of And progress. I can't post links because I'm a new record in WoWHead, but if Imgur is looking for warrior weapons to settle talent progress may appear, or feel free to message me on the controversy @Xav #2795. Cheers don't think you can train swords hands in Ironforge. So over the past 15 years, everyone has been fighting about the way they are best: 2 hand or wide dual. As everyone cries about how difficult it is to settle a warrior. All right... Maybe you have all of your problems. I'm a level warrior with hybrid specs, spending my points on all 3 trees, respec 2-3 times up to 60, using most of the time one hand with shield, fighting most of the time in Dave's position (well do your dancing position to beat and execute, etc.) With the right use of your consumables (mostly your dressings, but also pots and orange food, if you have) you can reduce your reg times, don't be afraid to add mobs or fight two at a time, and reduce your death toll. You probably need more time to kill one mob, but generally feel the way faster und you don't have to fight all the time. Edit: Don't forget, as tank you always have cell sets and can spend most of your time off there, doing all the pres while settling solo and running all the dungeon quests can quickly push you forward the reason they give all the exp diamonds. And don't forget the spoils. I've been following everything that was there before it had three forms... Anyway to view the previous version? Change doesn't show anything either. So bouts of arms, anger and talent were moved to another page. Talent is on their respective spec guides (at least weapons) but spells and all that is incomplete on their respective spec pages, which is annoying because as of yesterday they were all on this page. Hi you seem ommit that the reason you should be taking a booming voice is that if you play on a PvP server you will be ganked by a rogue. By having a booming sound you will spam the demo shout and get those rogue of the ghost and then get them where you want them. If you play on ignoring the PvE server. Thriving sound = very good in PvP. Additionally you need a great crete which is why you don't want to switch weapons often in your 30s to 50s. Try to get as much weather axes as possible it's WW Axe or Bonebiter. Otherwise great :) friends post. We can also agree not to agree, and there is only one good way to do things. Things.

