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## Arms warrior pvp guide 3.3.5

Become a very fun class for PvP with the Warriors. If you're looking for something that does a lot of damage (if used correctly) and not squishy. Then a warrior is square for you. I'm on the coalition by the way. If you're on the crowd and you see something that has to do with the alliance, please flip that to the crowd. For example... Medal of alliance = crowd gives medals of fine class, start. Everyone has to dream to become an amazing warrior. They dream of flying in battle on a big dragon and just blow everyone out of the way. Everyone dreams about a class that does a lot of damage but also takes the damage. Everyone wants them to become a warrior. But not everyone is made for it =). So this is a guide for those who want to become PVP warriors. What will you find in this PVP Warrior guide. Table of contents. 1) Talents. 2) Giefs. 3) Weapon of choice. 4) The armor of choice. 5) Figures you will need. 6) Gems 7) Ways to acquire weapons and armor. 8) What kind of magic will you need. 9) Power rotation. 10) How to combat certain classes. The talent you'll need the PvP Warriors will need to bring out the damage, crits, and bleeding to their goal. The damage increases when using Rand remotely. Plus I've seen the Warriors without any talent points in overpower. 50% increase on critical strike keys for overpower. I am not sure why nobody would want it. But I've hit 7k+ critical with it. Because talent must have 0 talent points in anger management.. I Well its not useful. When you charge in a fight, 95% of the time you won't have a small amount of anger. The only reason you'll have a lower anger amount is if the target is AFK. Arms Warriors are built around the use of overpower. Overpower is an extra step that will crit most of the time. But now on the arms part of the tree of talent. My warrior uses the crusher of the Furious Gladiator, so I put points in mace expertise. I think the Warriors should only use Maces and axes, mainly because you want either Crit or Armor entry. I cover everything else in the power rotation section of the guide. Overpower's Glyphs Major Glyphs Glyphs adds a 100% chance to enable your overpower when you've exceeded your attacks. Mortal Strike's Glyph damages your mortal strike capacity by 10% 10% of the glyph of randing extends your rand capacity by 6 seconds. The minor glyphs of the battle extends your battle duration by 2 minutes. The glip of bloodredness reduces the health cost of your hemorrhage area by 100% overpower's glyphs gives you more chance to use overpower, which means you'll have more chances to get a significant hit, which means you'll do more harm if you didn't have that. Glyph of mortal strike is important because well... I Mortal Strike AArms are used a lot as warrior, so it needs to be a loss boost. Glyph growth of randing Of your rand. Arms warriors should always use rand. If a rogue is attacking you, and he/she uses the sudden disappearance you want The Rand blood effect because if a crook takes any harm in stealth they will secretly lose meaning that you wont get a mean old Cheapshot. This also causes a lot of damage in general. Glyph of battle should be used because you don't want to worry about your fight shout period when you're fighting. Two minutes is not enough time for you to be comfortable. You shouldn't take an eye to see if it's still active. And why use the fight to shout some might ask. Well who doesn't love the power of extra attack? The glip of the bloods phermies reduces the health cost. Power bloodsage consumes some HP. But why lose that HP when you could just use it to survive? Some players may not think much of it. But how many modest Glyphs are out there for the Warriors? Why not use it properly? The weapon of the like PvP weapons warriors should use only two-handed weapons. If you're just starting your PvP warrior and you don't have a good weapon, and if you don't plan on donating. Here's a list of non-donor PvP weapons you should at least meet with Votepoints. These weapons are 109 votepoints. The Claymore of The Hulk Furious Furious Gladiator's Crusher Furious Gladiator of Axe Furious Gladiator Sunderer Mace Giduciator is not included because PVP arms work better around Warriors Pollex, and or mace expertise. If you decide to donate the clebrd sword of the colter of the crusher of the presser of axe rage gladiator to the clair of the crusher of the axe rage gladiator, &gt; the claymore armor of the grumpy gladiator is normally liked by warriors, want to wear a plate (lol I had to say this because there were people who didn't know this &gt;&gt; ). If you're just starting your warrior, you want to aim for raging armor. If you're donating, you want to aim for rage gear. Furious Set Furious Gladiator's Plate Chestpiece - 54500 Honour / 75 Symbol Furious Gladiator's Plate Shoulder - 34700 Honour / 50 Symbol Furious Gladiator's Plate Helm - 54500 Honour / 7 5 Icons Furious Gladys 43300's Honor/50 Icons Raging Gladiator's Plate Legguards - 34700 Honor/50 Symbol Grumpy Set You can get 5 items below with a very high arena rating and Arena/Honor points. Grumpy Gladiator's Plate Chestpiece Struggle Gladiator's Plate Shoulder Shoulder Rage Gladiator's Plate Helm Rage Gladiator's Plate Gaunt Grumpy Gladiator's Legguards You Can Get These Objects Down With Respect Points/Arena Ratings. Grumpy Gladiator's Brasner of Triumph 43400 Honor Rage Gladiator's Kardal of Triumph - 68200 Honours, plus 1300 Anger Gladiator's Victory requires an arena team rating of Greaves - 68200 honors, plus the coalition's 1400 Medallian's Arena team ratings are required - I recommend getting level 70 medals if you're just starting out. Level 80 80 = 68200 Honor Level 70 Medals That Does The Same Magic But Less Flexibility = 8000 Honor Battlemaster's Rage - 34100 Honor When You're Ready I recommend to run ICC 25 Boss unless you'll be Deathbringers (the link will not benefit because Wowhead has updated the trinket in critical strike rating instead of 155 Armor Entry). Join icc representative groups , and form representative until you form the prestige ashen - the honor of the Band of Ringer Of Triumph - 52200 can be endless, rings grumpy gladiators. Defeat Rage Gladiator's Pendant of Victory - 52200 Honor Cloak of Honor Cloak Rage Gladiator's Victory - 52200 Honors if you don't plan to donate, and if you want some grumpy gear. You can get grumpy cloak, braceer, gauntlet, neck, ring, and even belt. The stats you'll need of the weapon warriors should rip through your goal. Plate or cloth, it doesn't matter. When you get gear, you should look for strength and stamina. And since you're pvping, flexibility is also needed. Important strike, strength, stamina, armor penetration are all needed. Agility means more to bullies/hunters/wild Druid mainly because it doesn't give more attacking power so strength. Some people feel that agility is the only way to grow the crit, attack power and armor. For one you have armor, you have your talents, armor, and weapons you give your crit too. And your strength also gives you attacking power. Gems many weapons PVP warriors think armor entry gems are amazing. To be honest, ... They are. But, if you stack the shakti gems, you will do the same damage. I have many warriors with the same gear, but different gems. I personally like armor penetration, but if you want to pile strength, go ahead. I've also seen the same gear, the same skills, but the duel between warriors with different gems. Strength and armor entry gems both work together. They both did the same damage. The only difference was that one was armor entry and the other was standing strength. (Important) Also many players make the mistake of going for socket bonuses in items. Socket bonuses are useless. If you have a red and blue socket. Put 2+20 armor entry gems in (red gems). Socket bonuses are not useful, so don't bother going for them. Gems need fractured Cardinal Ruby - +20 Armor Entry Rating (Link Not Available) Bold Cardinal Ruby - +20 Strength Like I Said. Both are good to use. Ways to get weapons and armor I have listed the honor/arena/symbols required to buy each PVP item. If you're just starting out, I suggest you pve to get the symbol for the Furious PVP item. Also I have listed the VP points needed to buy furious weapons. If you choose to do the battleground without gear, it will be difficult. But if skill plays a big part in PvP Try your best. The more you kill, the more respect you get. When you go in Battleground. Always try to call to arms if there is one in the list. Or random battleground for your daily 25 arena points and extra honors. To get the rage gear that arena ratings and Arena points require, you'll either have to donate for it, or make/make it. Getting grumpy gear with an arena team isn't easy. You will need to be efficient, and also be prepared with relentless objects. The relentless set for warriors donating to grumpy gear in this link will always be the easiest and quickest way. What kind of magic you will need. This is the list for weapons magic required for the PvP Warriors. Cloak - Magic Cloak - Major Agility - +22 Agility Belt - No Magic Shoes - Magic Shoes - Manpower of Tusker - +15 Stamina and Slight Speed Enhancement Bracer - Magic Braces - Greater Assault - +50 Attack Power Chest - Magic Chest - Powerful Figures - +10 All Figures Rings (Need to Be a Magic) - Magic Ring - Attack - Gloves - Magic Gloves - Crusher - +44 Attack Power Helm - Arcnam of Torness - +50 Attack Power and +20 Critical Strike Rating Legs - Icescale Leg Armor - +75 Attack Power and +22 Critical Strike Rating Shoulder - Greater Inscription of Axe - +40 Attack Power and +15 Crit Rating Weapons - Magic Weapons - Bearing Power Rotatotion. The Warriors have 3 stances to work with. Battle, defensive, fearless. You will need all 3 stances. Notice how the armor set gives less cooling on a 5 second interception? It can then charge you twice. When you're in the game, place your fighting, defensive and fearless stance on your action bars with your spelling book (easy to press). When you fight caster, they usually have fears, freezes, teleportations and explosions that explode you (fire mages, and ele shamans). And when they use those powers you need to get back in their faces as fast as possible. When you see a caster you should try to walk up to them. If you think you can't do that, use your charge, hamstring, rand, mortal strike. If caster blows you up for example. Change your battle stance, in your fearless stance, and then intercept them immediately, and if they try to do another spell, use your pumail immediately to silence them. After using your pumme, switch back to the battle stance and reuse your hamstring, and bledstorm. As you're using your bledstorm, spin behind the goal. One of caster's biggest weaknesses is fighting someone who is behind them. Cancel their magic and they can't start a spell if you're not in front of them. No matter what you should always jump, and moving around them. Charges, hamstrings, rand, mortal strike, bledstorm (don't even forget to use your overpower when it appears. Use IT whenever the RRRR appears) if you're scared, or if caster gets teleported. If anything happens where you don't have in their faces if you were, you need to switch at once. Blocker, hamstring, rand, mortal strike, bledstorm (remember to use overpower when it seems) scramble players need a bit more. Your rotation is similar though. The only difference is that actually you need to switch on defensive stances from time to time. In defensive stances, you have 2 useful moves. To disarm, and to be replaced. There's a macro for weapon PvP Warriors, but I'm not sure if it's legal to use in the game. If a GM, or some type of staff member could answer this it would be great. But I have heard mixed answers. But anyway, there's a macro that lets you switch your 2h weapon to 1h weapons and a shield while reflecting the mantra in the fight (I don't post the macro until a GM or a staff member says it's OK to use). How to combat some classes arms warrior versus weapon warrior- it all comes down to skill with this one. Who has better rotation, and who has better magic selections. When you see another arms warrior, don't underestimate them. Step 1. Charge them. Step 2. Suffocation. Step 3. Dislodge. Step 4. Mortal Strike Step 5. Bledstorm. Step 6. Remember to use execute to execute, and overpower when they appear. Some players prefer to use their bledstorm as soon as possible. To combat Bledstorm Phase 1. Switch to defensive stance Step 2. power. Step 3. Dislodge. Step 4. Suffocation. Step 5. Mortal strike. Step 6. performed. Arms Warrior vs Wicked - The plan of the hooligans is to stun you as much as possible. It is very easy to combat. When a rogue uses his cheap shot at you, use your fearless rage, to make yourself immune to juice, fear, and stun. The crook will probably disarm you after that. Just use your scare shout (or your stun if you're a Tauren warrior). When the crook is running, you have to act quickly, he might use his medal. Step 1. Charge step 2. REND (Very Important) Step 3. Suffocation. Step 4. Mortal strike. Step 5. Bledstorm. Step 6. Executed/strong when available. If you have a wicked Rend, when he tries his disappearing spell, he'll reaply appear in about 1-2 seconds because of the damaging blood affected. Also keep in mind that you tame the crook. A lot of people complain that it is difficult to kill the bullies but you have a very strong step to combat them. Use that fearless rage. Arms Warrior vs Rajput-Rajput are also not bad. Sure they have their infinite amount of bubbles, but who cares right? Because the Warriors have throw... If you don't know what that power is, please take a minute to read it =). ... You can break their weak bubbles if you have enough armor penetration. If they turn on their completely immune OMCWTFOPBQSAUCE bubble, use your shatter throw And break it. Even in the pallies, he stuns 5 seconds. Because of that your iron talent will be reduced to 3 seconds. If you don't want to be stunned at all, or like to trick them to use that 5 second sap (dkk what's called its worthy), use your anger. When you see a parish stage 1. Charge step 2. Hamstring phase 3. Rand Step 4. Mortal Strike (reduces their heals) Step 5. Bledstorm. If they turn on their immune bubbles, use your shattering throw, step 6. Executed/strong when available. Also if you want you can tame them. Mortal strike is very important because it reduces their treatment by 50%, and whenever using its bledstorm. If they bubble, use your broken throw. But make sure its full immune bubble. Arms Warrior vs Death Knight - Counter will be soon. Something is being tested =). Arms Warrior vs Shaman - a pro shaman player will usually try to kite you. If done correctly ... They are unstoppable. I've personally tried everything against a pro-Shaman. Its probably the hardest class to defeat if the player knows what he's doing. If you have a good counter to a professional fundamental shaman, I would like to hear it, and I will post it here, and I will give you credit. Arms Warrior vs Warlock - Warlock is not so bad. Usually warlocks are destruction, so it is not difficult to kill them. When you see a warlock, they will most likely try to stun you. But isn't it a problem right? Once you see the warlock, charge, they will stun you, and start casting. Step 1. Charge step 2. Dislodge. Step 3. Suffocation. Step 4. Mortal strike. Step 5. Bledstorm. Step 6. When Availabe executes/overpower. But be quick and if you see them trying to cast a fear (pay attention to this) use your fearless rage. If you get scared (I hope you don't), switch to fearless stances and stop them, and once they start casting their next move, use your pummelling, and then switch back and do normal rotation. Armor Warrior vs. Dana – I have a counter, but I'm doing a new test... Counter will be shortly =) Weapons Warrior vs. Priest – I'm assuming and say you're going to kill a shadow priest fighting because they're not easy. But this :) with fearless anger (Don't you just love that power?). The shadow priest will try to fear and subdue you. Also they will leach HP from their attacks. When you fight a shadow priest, try your best not to let them embrace vampires on you. Each attack they do after that is what fixes them. When you see a shadow priest, charge and switch to fearless stance. Be prepared to use fearless anger and cymbals. If the priest tries to fear, use his fearless anger, if he tries to use his vampire throat... In a bluff. After you do your normal rotation, but watch out to tame, if they disarm you, run back, and if they try to embrace Vampiric again, peek them again. And then release your loss. Arms Warrior vs. Boomkin Druid - A Wild Druid is similar to one rogue, pretty much the same counter. The only difference is that you have to make them hard and quick DPS. If a wild druid becomes a significant hit, they're a free heal. They can use any heals Want to be on yourself immediately. So, they work hard to DPS. On the other hand, Boomkins I'm still working on. I will soon have a counter =). Arms Warrior vs Hunter – There are plenty of hunter survival spaces, which gives them a lot of damage attacks. When you see a predator, use your charges, hamstrings, rand. If the hunter decides to use his disengage, switch the stance and stop it. Hunters are only a magic that's a cast time. And that's the steady shot. So you need to be quick with damage. Also when you see that hunters use parry tricks, rush back, and when it disappears, step 1. Charge step 2. Hamstrings (they can set you a frost trap to slow down) step 3. Rand Step 4. Mortal strike. Step 5. Bledstorm. Step 6. Executed/strong when available. Note, though, some hunters prefer to use Feign Death, and I've noticed that it's something people work on &gt;&gt;. I apologize for not having Banda, Death Knight, and Boomkin counter. I'll have them as soon as possible. Also if you have any questions please pm me or post a message =). If you have any good counters for Mages, Death Knights, and Boomkins please post them or pm them for me (I'll give you credit). Also if a GM or staff member can confirm that the macro is legal to use, then I'll post it. Also if you see a mistake, please post it so that I can fix it. I hope you enjoyed my weapon PvP warrior guide. And like I said, if you have any questions, please prime me or post a message =). =).