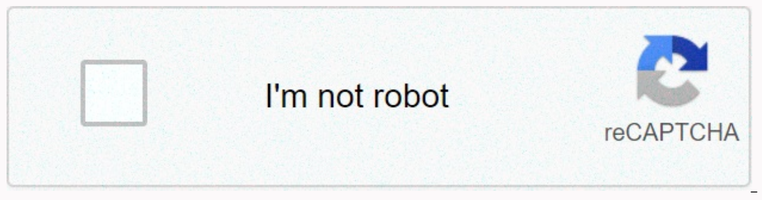

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1. Talent Builds for Warrior Thoughts Warrior thoughts can customize their playstyle, ranging from very defensive to very offensive, by changing their talents. Although a large number of possible builds are available, we will provide a framework for the three main playstyles: defensive, balanced, and offensive. Keep in mind that the equipment you carry, and the consumables you used, also affect your playstyle and your efficiency greatly. 1.1. Leveling Builds If you were looking for leveling builds, see our leveling guide for Warriors. Warrior leveling guide There are very good arguments for 2H refueling as a Warrior, especially while leveling and when making dungeons. Use our Warrior PvP build for this, or warrior leveling build arms while you are leveling. The main reason to use 2H to tank dungeons is that Sweeping Strikes, from the Arms tree, hits extremely hard with a 2H and lets you get significant AoE threats, which are immensely needed in dungeons: you simply can't be a tank if you can't keep the threat on enemies! Going full protection will also usually cause you to take too little damage, leaving you rage starved, which will also stop you from being able to build adequate threats. Once you're past the dungeon scene and ready to be a raid tank, we advise you to respec to one of these three builds, depending on your personal preference and gear level: 1.2. Defensive Warrior Tank Talent Build You should use this type of talent build when you first switch to a clean refueling build after hitting the max level. The reasoning in the build is simple: take every single defensive talent there is except Expectation, which has a very poor return for talent points required, and fill the rest through personal preference. As for the listed build, we chose to completely reduce the Rage cost of Sunder Armor, to compensate for having so few hot-oriented talents (and, most likely, bad equipment). Improved Revenge allows constant stuns under dungeons for only three talent points. Finally, Enhanced Taunt allows you to mock an enemy for the 3-second guaranteed aggro, follow up with Mocking Blow for 6 seconds of guaranteed aggro, and Taunt will be ready once more a little before the Mocking Blow effect ends, effectively enabling you to build massive threats on two targets at once. 1.3. Balanced Warrior Tank Talent Build You should use this kind of talent build when you transition to raids where managers can not be mocked, thus removing the need for Improved Derision. These points can then go to Improved Heroic Strike, for a small hot generation increase. The full Improved Shield Wall talent is taken in this build specifically because, at this point, you should be refueling managers where 5 extra seconds will make or break a kill in managers like Nefarian. The preference points are similar to the defensive talent builds. Feel free to complete Enhanced Revenge a few points in Enhanced Taunt if you make dungeons often, by jumping off a few points in Enhanced Heroic Strike or Toughness, if necessary. 1.4. Offensive Warrior Tank Talent Build This is the kind of build to run when speed is running or overgearing group content in WoW Classic. The reasoning behind this build is the opposite of the defensive build: talent only in the most impactful defensive talents and run as many threats or DPS oriented talents as possible. In fact, you will use so many DPS talents, that dual-swing refueling should be standard playstyle, with a shield equipment swap always ready, in case your injury is taken becomes daunting. Don't try this build-the-end game raiding without a lot of stacked consumables and the world buffs on yourself and, especially, on the group you're running with, as your massive hot generation will be wasted unless everyone goes full-out. If you decide to go ahead and play this build, your rotation will vary from the standard tank rotation. Your goal is to generate as much threat as possible by dealing with high amounts of damage, which means you can essentially follow the rotation on our DPS Warrior page. DPS Warrior Rotation Guide While points on this build are as tight as you can get, you can swap points between Dual Wield Specialization, Piercing Howl, Blood Craze, and Enhanced Battle Shout on the Fury Tree, and between Enhanced Sunder Armor and Toughness on the Protection Tree. 2. Notable Warrior Talents for Tanking 2.1. Arms Tree Warrior tanks don't invest a lot of talent points in Arms, but this tree still has some pretty useful talents. Tactical Mastery is required for posture switching to work. For example, without two points in it, you wouldn't have 10 Rage required to intercept an enemy after switching to Berserker Stance. It also helps preserve any extra Rage you pick up in other stances, as you switch back to Defensive Stance. Anger Management generates 1 Rage every 3 seconds, which is not clear at all from reading its tooltip. This makes it a pretty good Rage generating talent and combined with Bloodrage, it allows you to have higher rage at the most important moment in a fight for the hot generation: pull. Impale, once on decent levels of gear, is a major injury and threat contributor

to a Warrior tank, while only requires an investment of 17 points in the arms tree, allowing for deep protection to still be reached. 2.2. Fury Tree Cruelty is a staple of all types of Warriors, as trading a talent point for the 1% extra chance of critical strike is usually a good deal. Unbridled Wrath is a simple, yet effective talent: the more often you attack, the more often you activate this talent for extra Rage. Piercing Howl can provide a reliable source of soft crowd control in an emergency. if it is because you lost aggro on some enemies to a pack, or because you have to run away to health, Piercing Howl will make things more manageable. Enhanced Battle Shout is a nice damage boost for a full party of melee players. Since you are able to give it at little cost to your performance, it is a good idea to do so. Enrage is a counterintuitive talent to take as a tank, because you usually don't want to get hit with critical strikes. The catch is that you have to have it to reach the powerful Flurry anyway and as long as you have enough health to survive a critical strike from the boss you're refueling, the odds are that healers can fill you up or you can switch to a shield and Shield Block before the next hit arrives, while being enrage buff. Flurry increases your damage significantly, as long as you have to make some critical strikes of your own. Bloodthirst provides an additional attack, to further increase your injury and threat generation. 2.3. Protection Tree The meat and the potatoes of a Warrior tank, Protection has the best density of defensive and threat related talents and, thus, should almost always be heavily invested in. Shield Specialization, in addition to being a requirement for specialization-defining Improved Shield Block, both increases your block chance and gives you Rage when you block, which you tend to do very often during your sword and board days. Anticipation is not quite as good as it may look at first glance. While 10 Defense is a strong defensive boost, it comes at the expense of 5 precious talent points, which can generally be better used elsewhere. Toughness is another example of a talent that looks better on paper than it actually is. Only your armor value from items is increased, yet you get much of your armor from raid buffs and consumables. Still, it's a better defensive talent than expectation. Improved Shield Block, ironically, is your best defensive one pointer, but is also one of the worst Warrior talents to place some extra points in, in addition to the first. Being able to block two attacks every 5 seconds with Shield Block, instead of one, allows you to effectively become critical strike immune, without requiring good gear, against most managers, as they won't be able to swing twice before updating Shield Block. Since Shield Block already lasts as long as its cooldown by default, and is removed when you take two hits, increasing its duration is effectively pointless. Last Stand is a strong defensive cooldown, on a cooldown in just 10 minutes. This is short when you consider that a Warrior's staple, Shield Wall, can only be used every 30 minutes. Enhanced Revenge is another deceptively powerful defensive tool, as you should be able to throw Revenge on cooldown when faced with trash mobs that can be stunned by its effect to begin with. Its only, but major, weakness, is that managers are usually immune to stuns. Concussion Blow is a strong anesthetic that you can to lock a one down, while you focus your threat-building efforts on another enemy, allowing your party members to go all-out. Shield Slam is a powerful attack that causes a lot of threats and also dispels a magical effect on the target 50% of the time. Although this is rarely useful, it is good to have a passive magic dissipate from enemies as self-buff. 3. Changelog Jan 11, 2020: Updated Tank Talent guide with 2H refueling as well as all talent builds. 20 Jul. 2019: Changed the balanced talent building based on feedback. 12 Jun. 2019: Page added. See more Show Less Warrior Guide - Prot (60) Intro This guide was copied from a forum post by Armilus on Christmas 10, 2015I've spoken to him and he's ok with it posted here. When it comes to refueling you have a job and that is to reduce the amount of damage your party/raid gets as a whole. To accomplish this, you need to do 2 things. #1 – Get here for less damage than anyone else in the group #2 – Keep agro so you're the one who suffers To succeed in any of these areas, 95% of the work is in preparation before your raid/dungeon group. To mitigate as much damage as possible, you need to get the best gear available to you, enchant your equipment, and get consumables. Many players believe that keeping aggro just means having the highest threat and that it's all about skill. This is an aberration. Pressing the right buttons is not difficult and you can even do macro is to use the right abilities so all you have to do is mash 1 or 2 buttons. To be a truly great tank, you must first understand the threat mechanics from the inside out. After that, you need to understand how each of your abilities causes threats. Without this knowledge, you can be amazing at refueling a single boss but fail terribly as soon as you have to tank several mobs or deal with the boss mechanics that leave you with low anger. Knowing how the game works and how your abilities work allows you to adapt to any situation. In some cases you need to take shield sludge out of your rotation so you can use it to remove a buff on a head/mob or stop using shield blocks because you don't need to crush immunity in that situation but you really need more anger. This guide is divided into 2 parts (Mitigation and Threat) with a short note on HP. There are plenty of good talent specs all over the internet and these forums so I won't bother to cover it. The purpose of this guide is to cover all game mechanics related to a prot warrior in detail. Stats Mitigation When a boss attacks you many different things can happen. The boss can miss, you can dodge, fend off or block. The boss could crit you for increased damage or hit you with a crushing blow (also increased damage but not so much as a crit). Crushing Blow When a mob is a higher level than you have a chance to land a crushing blow that 50% increased This is like a modifier on their normal attacks and a crushing blow can't be a critical hit, it's one or the other. Raid bosses (level??) have a 15% chance of hitting with a crushing blow. Critical hit When a mob is the same level as you and your defensive skills are at the maximum for your level, it has a 5% chance of landing a critical hit. For every point of difference between your defense skill and a mob's weapon skill, the mob has a 0.04% increased chance of landing a critical hit on you (if their weapon skill is higher than your defense skill) or a 0.04% reduced chance of landing a critical hit on you (if their weapon skill is lower than your defense skill). Mobs have a weapon skill equal to 5* level. So a level 60 mob has a weapon skill 300 and a level 63 mob has a weapon skill 315. Raid bosses count as level 63 so they have a 5.6% chance of landing a critical hit at a level 60 warrior with 300/300 defense skill. (315 - 300) * 0.04 + 5 = 5.6% At 440 defense skill, you have 125 higher defenses than RAID Boss weapons skill which is a 5% reduction in their chance of crit, reducing their chance to 0%. This is what everyone calls Defense Cap but in reality it's the Crit reduction cap because defense skill continues to give you dodge, parry, block and reduce the managers' chance of hitting you when you go beyond 440. Miss Miss works exactly the same as critical hits except for the opposite. Defense increases the mob's chance of missing you instead of reducing it and as a result there is no attainable limit. A Miss is very similar to a dodge or parry in that you take no harm from the bosses' attack. Together these three results are called Avoidance because it completely avoids the attack instead of reducing the damage of the attack as armor and blocks. The difference between Miss and the other types of avoidance is that a mob can still miss you while you are stunned or otherwise incapacitated. The Dodge, Parry and Block results are covered later in the guide. In order to determine the outcome of a mob attack, the game constructs an attack table with 10,000 lines and fills it up with every opportunity. If you have a 2% chance of escaping, then 2% of those 10,000 lines will say Dodge if you have a 20% chance of blocking, then 20% of those 10,000 lines will say Block. The hit is added last and it fills the remaining rows. Sometimes when you add up the percentages for all possible outcomes, the total is over 100%. In this case, every possible outcome has a priority. The highest priority outcomes are added to the table first, and when the table is already full, the remaining results with lower priority are simply released. This is what it means when players say you can press crushing blows off the attack table. For example,First, the attack table looks for out like this: Miss 6% Parry 8% Dodge 8% Block 8% Crit 5% 5% Blow 15% Hit 35%Total = 100% Now we use shield blocks that increase our chance to block by 75%, our attack table now looks like this: Miss 6% Parry 8% Dodge 8% Block 78% Total = 100% Note that the chance block is only 78% instead of 83%, that's because part of our block is pushed away from the table. This mechanic also means that it is impossible to block a crushing blow or dodge a critical hit. A single random value is generated between 1 and 10,000, and the corresponding row is dragged from the table. As a result, it is not possible to combine results. The results I've already described are really qualities found on the mob that you're fighting. The remaining statistics are statistics that are available on your character and they can be improved with utensils and consumables. As for blocks, there are 2 stats, Block Value and Block Chance. BlockValueThis is the amount of damage that attacks are reduced by when you block. If you have a block value of 50 and a mob hits you for 100 on a normal hit, then when you block the attack it will only hit for 50. This state is determined by uploading block value on all your items. Some shields have a block value in white text and then a second block value in green. This is because the block on a shield is determined by its object level. Some shields have increased block value as a bonus state, this is what shows up in green. Strength also adds a little to your block value but it's a very small amount. Block ChanceThis is the chance that a block will occur and be affected by defense, a shield enchant, shield block ability, and a few pieces of set gear. You can only block attacks on mobs that are in front of you and you can't block while stunned or incapacitated. You can't block spells. DodgePretty obvious gives a 1% chance of not being hit. You can only avoid attacks from mobs that are in front of you (NPC's and pets can avoid attacks from behind, but players can't) and you can't dodge while stunned or incapacitated. ParrySame as Dodge plus reduces the time until your next auto attack by a bit which makes it slightly better than Dodge. If you have a straight choice of 1 dodge or 1 parry you might as well go fend off but the difference is small. You can only fend off attacks from mobs that are in front of you. You can not fend off while stunned or incapacitated. Defenseeach point in defense increases your dodge, parry, block, and enemy miss chance by 0.04%. It also reduces the chance of enemies criting you by 0.04%. 8 defense increases your avoidance by 0.96% so it's almost the same as 1 dodge or parry even when you're on the Defense Cap of 440. Defense continues to reduce your chance of getting crit or hit while you are stunned or incapacitated; However, you still can't block, dodge, or fend off. StrengthEn holding point increases your shield block value by (the formula is Block value = <total block= value= from= gear=> + [(Strength / 20) – 1]). AgilityEach point of agility increases armor by 2 and your dodge chance of %0.05. Stamina10 HP per endurance ArmorEach point of armor increases your physical damage reduction. As your armor goes up each point, the percentage of damage reduction increases by a smaller amount; But each point of armor increases the time you will live (without being healed) by the same amount. For example, you have 0 armor and 10,000 HP. A certain mob hits you for 1000 injuries every 1 second, so you will live for 10 seconds. (10,000/ 1,000) = 10 Adding 2000 armor increases your damage reduction from 0% to 25%. You are now here for 750 injuries and will live for 13 seconds. An increase of 3 seconds. Adding another 2000 armor only increase your damage reduction to 37.5%, not 50%. You are now here for 625 injuries and will live for 16 seconds. An increase of 3 seconds. Note: These are random built-on values to illustrate the point, actual values are very different but have the same effect. Armor gives it full effect even when you are stunned or incapacitated. Talents This prot build is nice Mitigation abilities Shield Block Increases your chance of blocking attacks by 75% in 5 seconds (1 charge), this will drive crushing blows off of the attack table. You should have Shield Block up 100% of the time when fight raid bosses or any hard-hitting junk mobs. When refueling a large number of mobs that don't hit so hard, shield blocks are pretty much useless as the fees are quickly consumed. It's very bad if you're tanking a boss and a little mob beats you at the same time. The little mob will consume your shield blocking charges allowing the boss to land crushing blows. Examples of this are welps on Onyxia or Broodlord. Shield blocks can also be used to force a block and allow revenge to be used. Sometimes this is useful when you try to keep others on the threat list. You can stand in the split range with shield blocks up to activate revenge. The improved shield block talent goes up to 3/3 but you only need 1 point to get a second charge, the extra duration is useless as managers have a 2.5s attack speed (and should be further slowed by debuffs, see below). Thunderclap This ability lowers a manager's attack speed and is by far the biggest injury reduction debuff who can be on a boss. The instinct is to say that you should have this up on each manager 100% of the time but there are many cases when this is not true. If a manager doesn't hit so hard and your healers are bored, you shouldn't use thunderclap. If the boss attacks more often, then you may suffer more for increased anger (and by extension threats). Note: MT should not waste global cooldowns to use this capability, it should be held up by off-tanks or DPS Warriors. Demoralizing Shout This ability may have a effect on some managers and should be up most of the time. Since it reduces boss injuries instead of slowing down his attack speed you shouldn't see too much of an anger increase when it's off. Putting anything more than 3 points in Improved Demo Shout has no effect on managers as their attack power is reduced to 0 after 3 points; However, if warlocks in your raid use Curse of Recklessness to reduce armor then you should have a Warrior with 5/5 imp demo shout for harder bosses. Note: MT should not waste global cooldowns to use this capability, it should be held up by off-tanks or DPS warriors. Last Stand You get this ability from talents and every prot warrior should have it. This ability can be used when you are low on health (to keep you alive temporarily until healers can catch up) or to increase your maximum health when you know a big hit is coming soon (adding explodes on death under Garr for example). Ideally, your healers will have addons that show the duration of your Last Stand and can start throwing their spells so that they land shortly after it ends. Note: When the ability ends your maximum health is the first to restore, then you lose bonus health. You can be reduced to a minimum of 1HP when this takes so be careful when using it and alert your healers after using it. Disarm Many warriors rarely use this ability. When you first hit 60 and start refueling dungeons it makes a world of difference. You should disarm anything that hits hard as often as possible. Some mobs also lose their special attacks when disarmed as the bad guys of UBRS, they can't gouge when disarmed. When you get into raiding most bosses are immune to disarming but it can still be useful when fueling a large number of junk mobs or hard-hitting junk mobs in BWL. Shield Wall This is your ultimate oh button but much like the last stand you can use it as a precaution when you know that a big hit is incoming. It's on a long cooldown so be careful when using it. Always warn your healers when using shield wall so they know to expect to suddenly start taking a large amount of damage again. Ideally, your healers will have addons that show the duration of your shield wall and can start throwing their spells so that they land shortly after it ends. As for the Improved Shield wall, if you are MT then chances are you won't need an increased duration on the shield wall so I don't recommend talent; However, if you are the 2nd or 3rd tank and often step up when a tank goes down, then the increased duration can be a huge help as you probably aren't in the right gear to refuel a manager. If your guild is currently in progression and has difficulties with some managers, then improved shield wall may be a good idea even for the main idea. Berserker Rage Berserker rage increases the amount of anger you get when you and makes you immune to fear. This is requires Berserker's posture but no one says you have to stay in Berserker's posture after using it. As a Prot Warrior, you absolutely must have at least one 2/5 tactical champion. This allows you to maintain 10 fury when switching to berserker posture, use berserker fury, and then immediately switch back to a defensive posture. You can also switch to use intercept. This is what we call posture dancing. Health (HP) When you're fueling relief is more important than health. Most players think of their health as a full container and you want to keep it full. Instead, think of health as an empty container that holds damage. The more health you have, the bigger that container is. It does not matter how much damage is in the container, as long as the container is not over flowing. Healers remove damage from your health container. With this mindset, it should be clear that your health is just a buffer. More health just gives you a bigger buffer so your healers have more time to heal you after taking damage. Being at 30% HP is not a bad thing but being at 30% for 5 seconds is. If you get as low as 30% HP all the time but you never die, you really don't need more health. If you are at 30% in 5 seconds, you do not need more health or relief, you need healers who do not sleep. Why am I telling you this? Well, you have to look at what's going on while you're playing and make smart choices about the gears and consumables that you use. For example, if you use a piston of the titans (increases health by 1,200) but you never go below 1,200 HP during the time the piston, that piston was the type of a waste. This may not mean that you should not use the plunger. Maybe you could swap some of your gear with high stamina for gear that has higher relief (armor, defense, dodge, parry, etc.) but lower endurance. The point is, don't go overboard to health. You need enough to survive any outbreaks of damage that you will suffer but once you reach that point, any more health is a waste and you should be gearing up for more relief. If you have really good healers with you, then you don't need that much health. If your healers still have terrible gear and don't use many consumables, you may need a high health pool. There are a few fights where a manager can hit so hard in a very short time frame (1-2 seconds) that you actually want to replace some low-endurance/high-relief gear for higher endurance gear. Threats When it comes to how threats work, there are lots of class-specific modifiers that change things. To keep things simple let's just start with the basics and ignore all modifiers and exceptions. The BasicsEvery PvE mob in the game has a hidden threat table that keeps track of each player's Threat. In general, each time a player does 1 injury, 1 threat is added to their total on the mob's threat tables. Mob agro whichever player has the most threat on it; However, when a second player increases their threat over the mob's current goal, it will not switch targets immediately. Mobs wait until a player has a 10% higher threat than their current goal before switching agro to the new player. If the new player stands longer than 10 feet away (I can't remember the exact value, someone help me out here), the mob will wait until the player has a 30% higher threat than the current target. Example: MrTank has 100 threats on a Harvest Watcher. MrRogue then goes up and starts attacking harvest watcher. He ambushed it winning 109 threats, Harvest Watcher continues to attack MrTank, although MrRogue has 9 more threats. Next, MrRogue Harvest Watcher strikes get 2 threats and now has 111 threats, Harvest watch switches immediately target and starts attacking MrRogue. A few minutes later, MrTank attacks a Goretusk and has 100 threats. MrMage then gets up and hits Goretusk with a frostbolt getting 129 threats. MrMage now has 129 threats while MrTank only has 100 threats but MrMage stands 30 feet away so harvest watcher continues to attack MrTank. MrMage then uses his wand and gains 2 more threats, Harvest Watcher immediately changes target to MrMage and starts running towards him. Threat Modifiers In reality, very few attacks actually cause threats on a 1:1 ratio with their injuries. Most Melee DPS classes have a hidden threat modifier of 80%, that means that for every 10 damage they cause, they only generate 8 threats on the creatures attack table. The Warriors in defensive posture and druids in bear form have a threat modifier of 130%, that means that for every 10 injuries they cause, they generate 13 threats on target. Many classes also have talents that reduce or increase the threat posed by their attacks and abilities. Warriors and Druids can get a second threat modifier of 115% that stacks multiplicatively with their posture modifiers. This means that the threat caused is calculated using the following formula [Damage] * 1.3 * 1.15 = [Hot]. There are also player buffs that add threat modifiers like Salvation (30% reduction) and Tranquil Air Totem (20% reduction). Abilities with BonusHot In addition to threat modifiers, some classes have abilities that cause bonus threats. Most of these abilities have a note in their tooltips that says something like this ability causes a high amount of threats. There are two types of bonus threats from abilities, the most common being a flat threat modifier. This means that there is a static amount of threats that are added to the attack when you use that ability. So the final threat caused by the ability is [damage + bonus threat] * [modifer1] * [modify2] ... The second type of bonus threat is a multiplier. Instead of adding a flat amount of threats to the ability, it instead multiplies threat caused. Instead of causing 1 threat for each injury, the ability causes 2 threats for each injury. This type of ability is not very common at all, some examples are Maul (druid), Mind Blast (priest). There are also some abilities that work in the same way as the flat threat modifiers but they subtract threats instead of adding it. An example of this is Feint (rogue). Healing and Buff threats When it comes to healing or buffing other players things are getting a little more complicated. Healing other players causes 1 threat for every 2 health healed (note: overhealing causes no threat). Each buff has a flat amount of threats that it causes and some have a flat amount of threats caused per player that is buffed. If you are in a group of 5 players and are currently fighting 3 different mobs, as the mob should have your threat added to their table when throwing a healing spell at another player? The answer is, you add threats to all 3 mobs. All threats caused by healing or buffing other players are divided between all mobs within a given radius. I do not know the exact radius, but it is large enough that we can effectively say that the threat is divided between all the mobs that are currently at odds with your group. For example, your group is fighting 3 mobs and you heal someone for 600 health causing 300 threats. The threat is then shared between all 3 mobs so you have 100 threats added to your total on each of the mobs tables. This means that if a tank runs up to three mobs and hits one of them, then the healer throws a heal at any (or buffs any) healer now has a small amount of threat on all three mobs. Since the tank only has threats of 1 mob, the healer is now agro'd of the remaining 2 mobs (although 1 threat is more than 30% higher than 0 threats). On the flip side, if the tank pulls 3 mobs by shooting one with his bow, then uses the battle shout to buff all 5 members of the party, the tank now has a small amount of threat on all 3 mobs. If the healer then buffs or heals someone for a small amount, they must exceed the thoughts threat by 30% to pull agro. If the heal was small enough (for example, renewticking on a party member) all 3 mobs will probably stay agro'd on the tank. Threats from Power Gain Aside from injuries, abilities with bonus threats, and healing, there is one last way to add threats to mobs. Every time your character wins mana or fury it causes a small amount of threats on all mobs in battle, just like healing threats. This does not apply to normal mana regeneration due to spirit or x mana per 5 seconds gear. It applies to things like mana potions, rage potions, and drink/eat. Generally speaking, if the power gain appears in the battle log, it probably generated a small bit of threat. Initially, I did not include this section in the guide because it involves such a minimal amount of threats. You will never have to worry about Pull the agro off of you with power win threats nor will you ever use it as a tool to keep the aggro. That said, in any situation where there are multiple mobs in battle and you have 0 threats on any of them, power gain threats is suddenly a big deal. If you pull 5 mobs while a caster sits in the back drinking, any mob that you have 0 threats on will immediately straight for the caster. Tauntabilities If a mob is currently attacking you and you use taunts, the ability does nothing. If a mob attacks someone else and you use taunts, your threat is first set to THE SAME as the mob's current target. The mob is then forced to change agro for you. AoE mockery abilities don't work the same way, Challenging Shout (warrior) and Challenging Roar (druid). These abilities force each mob into range to attack you during the time but it doesn't change your threat. Many raid bosses are immune to taunts. Special Boss Mechanics There are some boss abilities that are also power threats but outside raiding, they are very rare. These abilities come in different forms, the most common are abilities that reduce the threat of someone affected by either a fixed amount or percentage (usually 50%). As a general rule of thumb, any knock-back ability will also reduce the threat by 50%. Some managers will have a hot drought where their threat tables are either completely cleared after using a capability or the threat of their primary target is reset to 0. Infinite anger and low anger, two different types of refueling When refueling a raid boss you will often get fury much faster than you can use it. This is because the boss hits you pretty hard. This is the situation that most people talk about when they give advice on how to generate the maximum amount of threats. If you have infinite anger then ignore the fury cost of your abilities and simply use those that generate the most threats. Unfortunately, you will not be in this situation all the time. Sometimes you have to generate the most threat that you can but with limited anger. The most common situations are refueling 5man dungeons in MC or BWL gear (you simply aren't hit hard enough to generate anger) or when off-fueling a manager in BWL. In the previous section I mentioned that some managers will reduce your threat during the fight. There are also some abilities that will stun your character and the boss will ignore you for the time. This means that on many fights you need 2 tanks so that when the first tank has its threat reduced or is stunned, the boss will attack the second tank instead of the DPS. It's hard to be off-tank in this situation because you just generate anger from your auto attacks and have a lot less to work with. For these situations, you really want to use abilities that generate the most threat PER RAGE instead of simply the most threat overall. Warrior Abilities per rage is included in (parentheses) next to ability name. Defensive stance and 5/5 defiance adopted. Sunder Armor (25 untalented, 32 with talents)Under armor generates a 260 base threat. Modified by defensive posture and 5/5 despite -> 260*1.30*1.15=388 threats. Sunder armor continues to generate the same amount of threats after the mob has 5 applications of debuff. Heroic Strike (NA)Rank 8 adds 138 injuries and a flat 145 threats to your auto-attack (157 injuries and 175 threats with Rank 9 from AQ). Combined it's 283 base threats. To get your overall threat multiply by 30% for defensive posture and again by 15% for defiance. It comes out to 423 threats per heroic strike. Heroic Strike replaces an auto-attack and does not generate any anger. Since an auto-attack generates anger you have to add to the fury that would have been generated to the fury cost of Heroic Strike. In short, a Heroic Strike has a lower threat per rage than sunder armor so in any situation where you care about the threat per fury, spend your anger on sunder armor instead of Heroic Strike. When you have plenty of anger and don't deal with the threat per fury of the ability, then Heroic Strike is excellent because it can be used at the same time as your other abilities. Since Heroic Strike does not have a cooldown, the only limitation on how often it can be used is the speed of your weapon. The ability always adds the same amount of threats so the faster your weapon, the better this ability is. To be able to compare weapon threats based on speed, it's easiest to look at the threat per second. Simply share the total threat from Heroic Strike of weapon speed for the total threat per second. Thunderfury – 1.90 speed -> 423 / 1.9 = 222,632 tpsAlcor's – 1.30 speed -> 423 / 1.3 = 325,385 tps As you can see, Heroic Strike will generate 102 more tps with a 1.3-speed weapon than a 1.9-speed weapon. Shield Slam (45+ increased by 1 for every 13 block value)Shield slam has a flat +250 threat modifier on top of the threat of injury. Shield slam crits can make over 1500 threats. This ability has the highest burst threat and is by far the best option for fast agro at the start of a fight. In terms of threat per fury, Shield Slam is the only ability that sees a big increase on a crit (a heroic strike crit is a lost opportunity for an auto-attack crit that actually makes the threat per fury even lower than a hit). Revenge (63 with rank 5, 71 with rank 6)Revenge can only be used after you block / Dodge / parry. It uses a very low amount of anger and causes little damage but has a 315 bonus threat (355 with Rank 6 from AQ). This ability has the highest threat per fury so always use it instead of sunder armor when it is active. Cleave (NA)Cleave has a flat threat modifier of 100 threats on top of the damage caused. The threat is applied to both targets hit by the split, not just the primary target. Split should always be instead of Heroic Strike when refueling 2 or more goals. After threat modifiers, Cleave adds 197 threats to the primary target and 197+ auto-attack threats to the secondary target. Much like Heroic Strike, Cleave replaces an auto-attack and should only be used if you have fury to burn. Battle ShoutBattle scream causes 55 men per party member buffed with Battle Shout. This results in 411 threats (after stance and talent modifiers) divided between all mobs in battle; However, all party members must be within 20 meters to receive the Battleshout buff. Demoralizing ShoutDemo shouting causes a small amount of threats to each target that is debuffed. With 3-4 goals, this is not enough to keep agro off your healer; However, when refueling a large number of mobs, (such as imps about to luci in MC or trolls in BWL lab packs) the healing agro spreads among so many mobs that you can keep agro by spamming the demo shout. The reason is that Healing Threat is divided among all the goals that the healer is at odds with. That means that if you get healed for 4000hp while refueling 10 mobs, each mob is only getting 200 threats from healing (less if the healer has threats reducing talents/buffs). After 2-3 demo shouts even a large crit heal should not draw aggro. In a 5 man with 1 AOE caster, this is not enough as a caster will have to do 100% of the damage to kill all mobs, which work out to far too much threat (you have to stand there spamming demo scream for 5+ minutes just to keep aggro until mobs die). In a raid, we have much more AOE pitchers, which means that the total threat generated to kill these mobs is divided between many pitchers. In short, demo shouting can be used to keep AoE agro, but only really in a raid setting. Bloodrage Bloodrage gives you 10 rage (15 with talents) and a 10s buff that gives 1 fury every second. This ability generates a small amount of threats during use and on each tick. If you're an off-tank and have this buff ticking while your raid draws a boss with lots of adds, they can all head straight for you on the pull. This is the leading cause of bad pulls and wipes head in mc for many guilds. On the other hand, if you're tanking a 5man instance, it might be a good idea to use blood rage right after that draw because it will add some threat to each mob. Don't be afraid to use Bloodrage in battle if you're running out of anger, even if you haven't lost agro yet. Keep in mind that it does hurt you something so be smart and refrain from using it in battle if you are short of health or healer is on mana. Mock Ing Blows This ability requires Battle's posture and acts as a mini-taunt. It doesn't change your threat as taunt but it forces the mob to attack you for 6 seconds. Otherwise, the ability causes threats just like any other warrior's ability and it has a threat bonus. This another posture dance ability. A good warrior will be able to quickly stance dancing and use mocking punches when taunting is thwarted. It doesn't solve the problem completely but it does buy you time to wait for your mock cooldown or try to increase your threat above the player who drew. Unfortunately, most players don't understand what happens when your taunt is thwarted (even if you announce that the taunt was resisted in voice chat) and will continue to DPS hard after using mocking punches. You should be prepared to lose agro as soon as mocking blow takes. Thunderfury procTF is a little more work to calculate, first we need to break down all the components of proc that cause threats. 300 Natural Damage, primary target -> 300 base threatAttack rate debuff, primary target -> 92 base threatNR debuff, all targets hit -> 149 base threats Total there are 541 base threats on the primary target per proc. Multiplied by defensive posture + despite -> 541 * 1.3 * 1.15 = 808.80 threats per proc. Now we need to get a tps estimate to compare with Alcor's 102tps bonus due to heroic strike. The easiest way to do this is to spread out the threat of proc over all attacks that can cause a proc. In short fights, this will be wildly inaccurate but in a manager's fight, it should come out to a fairly close approximation. We have 2 types of attacks that can proc TF, auto attacks/heroic strikes, and instant attacks on the global cooldown, which is under armor and revenge. These two sets of attacks don't interact with each other so we'll treat them as two different independent sets and put tps together at the end. Auto-attack / heroic strike is an attack every 1.9 seconds. TF has a 15% proc chance so let's add 15% of the total threat from proc to each attack -> 808.80 * 0.15 = 121.32Now let's account for 1% resist chance, again, the easiest way is to just factor resist chance in each proc by reducing the threat per attack by 1% -> 121.32 * .99 = 120,107 threat per attack. Now we stand for the attack speed -> 120,107 / 1.90 = 63,214 threats per second Now let's look at the sunder and revenge. These attacks are on the global cooldown so they occur every 1.5 seconds but we also use some attacks on GCD that cannot be proc TF, mainly shield sludge. Assuming we use a rotation that's something like this: 0.0s Shield Slam -> 1.5s Revenge -> 3.0s Sunder -> 4.5s Sunder -> 6.0s Shield Slam. We can see that we get in 3 attacks that can proc TF every 6 seconds since the rotation restarts. 3 attacks every 6 seconds is 1 attack every 2 seconds, now we can do the same calculations as we did for auto-attacks and heroic strike but with 2.0 as the attack speed instead of 1.9, because the calculations are exactly the same until the last step, let's just do the last step with the new attack speed -> 120,107 / 2.0 = 60.054 per second. In total that is 123,268 tps, ~20 tps higher than a 1.3 speed weapon. If you are horde and have access to Windfury, then Thunderfury is even better. Proc can occur on your extra attacks but Windury does nothing for a 1.3-speed weapon. It shouldn't have to be said but Thunderfury is the absolute king when it comes to refueling several mobs. The NR debuff adds threats to every target hit by it and every hit of your split/WW should be able to proc individually. Note: Alcor's also has a malicious proc that increases the hot generation a bit but it is much lower than 20 tps. Tps.