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Arms warrior pvp guide wowhead

Welcome to Wowhead's DPS Warrior Class PvP Classic Guide, updated for . In this guide we will go through everything you need to know to be the best Warrior possible in PvP battle. Here you will learn more about the best Warrior PvP races, best Warrior PvP professions, all Warrior's essential PvP abilities, best Warrior PvP builders, statistics and best Warrior PvP Gear.Our Warrior guides are always updated with the latest information from gaming experience, theory art and logs; be sure to check our changelog to this page, by clicking on Show Changelog at the top of the page. If you are interested in more in-depth Warrior guides too, be sure to browse the navigation bar below, and our list of related guides just below the table of contents. OverviewLeveling (1-60)BeginnersTalents & BuildsBiS GearRotation & AbilitiesStatsEnchantsConsumablesAddonsMacrosPvPDuelingPvP BiS GearWarsong Gulch TipsAlterac Valley TipsArathi Basin TipsAbout AuthorKrug is a veteran member of both Classic and Retail World of Warcraft communities. If you like his written guides, be sure to follow him on his other pages for more Classic WoW content: Youtube, Twitch, and Twitter.Arms Warriors is an incredibly viable class in Classic World of Warcraft PvP. They bring one of the main debuffs to PVP in the form of Mortal Strike that reduces the healing received by enemy targets by half. This ability really makes warriors important for groups to bring that a 50% healing reduction allows a kill target to be killed even through incoming heals. Arms is the only truly viable specification for the Warriors in pvp because of this debuff, you have to spec 31 points in arms to pick up Mortal Strike and 20 points in rage is almost mandatory as well. Warriors, however, need to be activated by their group, having a paladin that gives blessing of Freedom can free the warrior and allow them to stick to the target and use deadly strike. It's also worth adding that warriors can take advantage of consumables like Free Action Potion to stay free of CC.Warriors can also excel as tank spec in a Classic Battleground, which is the subject of a separate guide: Classic Warrior Tank PvP Guide.You may be interested in following WoW Classic guides to further learn about the difficulties of the Warrior class :Gnome or Dwarf is the best Classic WoW Alliance DPS Warrior race for PvP.Alliance Warrior has the advantage of Raiding with a Paladin, which provides powerful tool formulas like Blessing of Freedom. Paladins is definitely what defines the PVP for the Alliance Faction, and since the Warriors are so dependent on their supporters, it only makes sense to really emphasize the importance of Paladins and their blessings. HumanHumans is the PVE Race for the Alliance with its weaponskills Racials Sword Specialization and Mace Specialization. Having a higher Skill reduces the odds that you will miss an attack, as well as reducing the chance the goal can block, dodge or pair it. Weapons skills, unfortunately, don't make much of a difference in pvp, making these breeds a PVE only benefit. As for PvP, humans are decent. Perception can increase the chance of getting the opener versus a Rogue, or a Druid, which is stealthing nearby. Generally speaking for the Classic, you should choose a PVE Race or a PVP Race and stick to it, Human's PVE Race. DwarfDwarves is one of the best PvP races for a warrior. The Racial helps mostly against the Rogue class, Stoneform will allow you to remove all poison effects on you, but more importantly, it allows the dwarf to break out of the Blind, even while Blinded! Stoneform also has other uses, allowing the dwarf to remove a Warrior Bleeds, or even an undead priest class racial, devouring plague! It is instrumental to have Stoneform to remove damage over time effects. When it comes to PVE Raiding, Dwarf has only minor advantages. Stoneform can be used in situations where you are affected by a suitable debuff. You can also use it to get 10% armor and be a little more durable from physical attacks. Night ElfNight Elf has almost no advantages for a warrior. Shadowmeld and Quickness don't do much while choosing to play Night Elf doesn't have much of an impact in PVE or PvP. Night Elves starts with the highest agility of any of the races, but this is a slight advantage. Compared to dwarves, Night Elf will always have nine more Agility, even in matching Gear. I wouldn't recommend going Night Elf as a warrior unless you're Swifty. GnomeGnomes is considered the best Alliance PvP race for Warrior. One of the easiest ways to control a warrior is to use immobilizing effects, such as Frost Nova, Entangling Roots, Improved Hamstring or Improved Wing Clip. For the Warriors, it's incredibly useful to be able to free you from crowd control effects, as you're not able to handle a lot of damage outside the melee area if you're interested in PVP especially Gnome should be a strong consideration for you. When it comes to PVE Raiding, Gnome has no advantages. Tauren is the best Classic WoW Alliance DPS Warrior race for PvP.Horde Warrior is also defined by their faction support classes, which for horde is shaman. Shamies bring one of World of Warcraft's most iconic abilities in the form of Windfury Totem, which provides an insanely powerful boost to a Warriors injury production. Next to things like Sword Specialization, a Windfury proc could potentially one-shot an enemy player in pvp. OrcOrc is one of the best PvP Races in the game. Hardiness is so powerful, Blizzard had no choice but to nerf it a total of three times, leading up to the warlords of Draenor. Now that Classic launches, the true power of hardiness will be realized again. Each grade in World of Warcraft has a base 5% to resist a Stun effect. Effect. Increases Stun resist chance, effectively giving Orc a 30% chance to resist incoming Stuns. Things like Iron Grenade, Tidal Charm, or even an enemy Rogue kidney shot, can all be resisted. As for PVE, Blood Fury and Axe Specialization set Orc apart as the dominant choice for the Warriors for Horde Faction.UndeadUndead is a niche PVP Race pick for Warrior because it targets warlocks explicitly with Will of the Forsaken. That said, Undead doesn't have many programs outside of using its racial to counter fear, charm, and Sleep effects (which have programs in PVE as well). While I have a lot of respect for people who go Undead Warrior for niche value, I don't think it particularly stands out as one of the best PVP races for Horde.TaurenAs we learn more about classic, we've got official word from Blizzard itself that Taurens has an increased hitbox, as well as a little extra reach for their melee attack. With this new bonus to Tauren, the race becomes an incredibly viable choice for pvp, along with War Stomp as an additional crowd control effect you can do some serious damage like a Tauren. For PVE Taurens don't have many advantages, they're a little more durable because of their Endurance race, but even with 10,000 lives, it's just a 500 hp bonus. TrollRight off the bat Trolls has almost no PVP application, so let's talk about how good they are in PVE. Trolls are the best primary tank race because they will get another two heroic attacks in the opening rotation from Berserking, giving a more significant lead on the threat. Trolls are also one of the best leveling races because of their two other racial abilities Regeneration and Beast Slaying. So, if you're someone who likes tanking and doesn't care about being a neutral race for PvP, consider Troll.This is your cookie-cutter Arms PVP spec, similar to dual wield Fury spec, you need to use all 51 points to get Mortal Strike and Enrage so, you're pretty limited with the number of talents that you can switch around. Some of the remarkable swaps that you can make (based on personal preferences) use anywhere from 1-3 points improved Hamstring, 0-2 points in Enhanced Charge, and 0-5 points in two-handed weapons specialization. This build is about exerting pressure and control on opponents. You have Mortal Strike to deal with massive damage and use a healing received debuff, you have Piercing Howl to apply some speed control to your enemies, and then you have a bunch of other talents that help increase the damage and make sure you live long enough to handle the damage. Your spec will also vary depending on what weapons you have available to you: Bonereaver's Edge along with Sword Specialization is the optimal duo for phase 1, Ragnaros also releases another powerful weapon in the form of Spinal Reaper which is a choice and would be best used with Axe Specialization. Beyond the two there are not many good options for Polearm Specialization and the best option for Mace Specialization would be Sulfuras, Hand of Ragnaros.When it comes to Classic Warrior PVP there are some main differences in how to equip your character, but overall your main statistics in PVE are still going to make your character strong in PVP; so, when you make the necessary changes for the transition to PVP, you should be good to go. Let's go through some of the main differences in PvP for Classic DPS Warriors: The main difference in PVP is the 5% hit cap for attack against level 60 players, much like PVE, you will have 5% hit so you don't lack any of your abilities. For PVE you don't need much stamina, but in PVP you will be aware of how much endurance you are wearing and how changing goods will affect your overall durability. If you find yourself ranking through the honor system, you can feel the strength of the PVP set and its high endurance budget. Of course when we talk about PVP in Classic World of Warcraft we have to mention pvp sets: Commander's Battlearmor is the rare version and Field Marshal's Battlegear is the epic version for the Warriors. As you can see these sets place great emphasis on endurance to help you survive enemy attacks while providing offensive statistics to help you harm enemy players. Beyond equipment that gives you a good mix of injury and durability, like Drake Talon Pauldrons, each warrior will want a good two-handed weapon to take with him into battlefields. Ragnaros conveniently drops two great weapons for the Warriors: Bonereaver's Edge is one of the best elements for the entire Classic and the Spinal Reaper will get the job done if you want to spec arms. Finally, it's important to protect yourself from being disarmed by using objects like Stronghold Gauntlets or by attaching a steel chain to your weapon. Take a look at our classic PvP Gear guides to get a better understanding of how to equip the Warrior for Classic WoW PvP.Warriors switch between three positions that have different advantages/disadvantages as well as attitude specific abilities: Battle Stance: As the tooltip says, this is your neutral combat attitude that doesn't come with any great advantage or disadvantage. As always, there are attitude-specific abilities that you can only use in Battle Stance.Defensive Stance: This is yours, well.... Defensive posture that reduces the amount of damage you take and increases your threat generation, but this attitude also lowers your injury. This attitude is mainly used by Tanks, but can be used by any Warrior in a pinch to reduce incoming damage. Berserker Attitude: This attitude increases the chance of landing a critical strike with your abilities, but also increased the damage you take of a Amount. Primarily used by DPS Warriors this attitude allows you to increase the damage, but can be risky in situations where you can take damage. Heroic Strike: This ability defines Warrior in the classic world of Warcraft, it is of GCD and replaces your next auto attack making it ideal for dumping rage. It is worth noting that it has an increased threat coefficient and is an important for thoughts and their threat generation. Rend: Applies to a Bleed effect that deals with injury over time, this ability can be useful vs. Rogues to keep them out of stealth. Hamstring: This ability is going to be key for the Warriors in pvp as it allows you to stick to a goal and hurt them continuously. Some elements, such as General's Plate Gauntlets and Rage of Mugamba, reduce the rage cost of Hamstring.Overpower: A powerful attack that can only be used after an enemy dodges the attack. Revenge: An attack that can only be used after you dodge, block or parry a hostile attack, this capability generates a high amount of threat. Cleave: Like the Heroic Strike this capability is of GCD and replaces your next auto attack, this attack hits an extra target as well. Execute: A powerful finishing stroke that uses all your rage, can only be applied to enemies under 20%. Slam: One of the Warriors' more niche abilities, Slam has a cast time and replaces your auto attack; So, if you have a weapon with a 3.8 speed and thrown sludge it would be as if you forced it to have a 1.5 swing speed instead. Throwing time can be reduced via talent. Whirlwind: One of the Warriors' most powerful abilities, this skill brings high damage in both individual goals and AoE situations. Bloodthirst: 31 points talent in the Fury tree, deals with high damage based on attacking power. Mortal Strike: The 31-point talent in the Arms tree, causes high damage based on your weapons damage. Shield Slam: The 31-point talent in the Protection Tree, deals with injury and generates a high threat. Shield Block: Dramatically increases the block chance for a short while, also makes you immune to crushing blows while you are active. Disarm: Disarm your target, in pvp the player will have his melee weapon removed for the duration, in PVE loses target attack force. Demoralizing cry: A cry that reduces the attacking power of nearby enemies. Thunder Clap: Deals damage up to 4 nearby enemies, these enemies will also have their attack speed slowed for a short duration. Battle Shout: A cry that increases nearby party member attack power. Under armor: reduces the target armor stacking up to 5 times; this ability causes a high amount of threat. Shield Bash: Interrupts the target's spellcast, locking them out of the same school of magic in 6 seconds. Requires a shield to use. Pummel: Interrupts the target's spellcast, locking them out of the same school of magic for 4 seconds. Cost: Cost of a hostile target and generating rage, can not be used in Costs of a hostile target, cost rage, can be used in battle. Mockery: Forces enemy targets to attack you also leads to you becoming the highest on the target threat table. Mocking Battle: Force the enemy target to attack you for a short duration. Challenging Cries: Forces all nearby enemies to attack you for a short duration. Terrifying Cry: Fear your target in place, other nearby enemies run away in fear. Berserker Rage: Causes the warrior to become immune to fear and defuse effects for a short duration; you also generate extra rage from taking harm. Piercing Howl: In the third level of the Fury tree, this ability slows nearby enemies. Concussion Blow: In the fifth level of the Protection tree, this ability stuns an enemy target in 5 seconds. Retaliation: Allows you to attack an enemy after being attacked by them, sharing a long cooling with Shield Wall and Ruthlessness.Shield Wall: Dramatically reduces incoming damage, requires a shield to use, shares a long cooling with retaliation and recklessness. Recklessness: Dramatically increases the chance of landing a critical strike and makes you immune to fear for your duration; you also take 20% increased damage. Sharing a long cooling with Retaliation and Shield Wall.Death Wish: From the fifth level of the Fury talent tree, this ability increases the damage done and makes you immune to fear for 30 seconds. Death Wish is considered the most powerful damage cooling in Classic World of Warcraft.Sweeping Strikes: From the fifth level of the Arms talent tree, this ability causes your next multiple attacks to beat an additional enemy. Engineering is an absolute must-have for DPS Warriors if you're trying to go the extra mile in Classic WoW PVE or PvP. In PVE, you should go Gnomish Engineering, so you can make Gnomish Battle Chicken, a Bind on the Pickup Trinket that calls a pet. After being summoned, Battle Chicken will attack the nearest target and have a chance to trigger a battle cry. Battle Squawk, which increases the Melee Attack Speed of all party members by 5%. Also in PVE, you will be able to use Dense Dynamite, a bomb that deals with ~ 400 damage, which only has a cooling of 60 seconds, which can be a significant increase in damage. In PVP, Engineering changes everything. Because the Warriors can only do damage within the Melee area, many classes will try to kite Warrior by applying Slows or Immobilization effects and creating distance. With something like Iron Grenade, a warrior can shock the target and allow warrior to catch up, allowing warrior to continue dealing with damage. There's also the super-powerful Goblin Rocket Helmet, a helmet element that will enable you to charge a target and knock them silly, which is an innocuous effect that lasts over 10 seconds. This can be a great tool to close the distance, as well as a great way to keep a target Crowd Controlled for extended period. I also can not mention Engineering and PvP without talking about Reflector Trinkets. Hyper-Radiant Flame Reflector, Gyrofreeze Ice Reflector, and Ultra-Flash Shadow Reflector. These trinkets allow Warrior to reflect different spells back on the caster. Things like Pyroblast, Frostbolt and Death Coil. These could be massive game-changing moments that can turn the tide in the Warriors' favour if time-best right. Reflect Buff lasts only for 5 seconds and has a noticeable effect on warrior body, alerting all enemies the reflector is on (that is, if they pay attention). Finally, the Goblin Sapper Charge is a massive outbreak of damage. With this consumable, a warrior can easily blow a target down. Furthermore, Engineering provides you with unique trinkets and consumables that allow your class to do new, powerful and exciting things that you won't be able to do without engineering. Some good examples of this include the Gnomish Net-o-Matic Projector which is going to be incredible for world PVP in the first phase as only Gnomes or Paladin assisted Warriors will be able to break out of roots. You also have an item like the Gnomish Mind Control Cap that can be used to beat a 1v2 in your favor for the world's PVP or help you catch a flag in the Arathi Basin versus a lone defender. No matter how you slice it, you will want to have Engineering in Classic World of Warcraft.Glimmering Mithril Insignia is definitely worth mentioning for PvP and duel. Acquiring it requires the completion of a questline provided by The Mithril Order smiths, which you can learn more about here: Classic WoW Armorsmith QuestlineComplete missions will eventually reward you with Glimmering Mithril Insignia. Note that this trinket will not make you immune to fear, you must preemptively pop it before you are feared. Anyway, it's a very powerful trinket for PvP and duel. Like its use in PVE, this potion can be consumed to give you a combat advantage, as well as some immediate fury if you need it. There is a wide variety of potions that have fantastic application in PVP, but this is a good offensive option. Grenades are one of the most powerful PvP tools available, they provide a long range stun and handle a moderate amount of AoE damage. Grenades are incredibly useful for closing the distance between you and the target, securing additional damage, and even interrupting the enemy's spelling casting. The Goblin Sapper Charge is one of the format-defining elements when it comes to PVP in Classic World of Warcraft, any guild serious about contesting targets that World Chiefs should have as many of these in the raid as possible. Free Action Potion, also known as Fap, is one of the most widely used potions in Classic World of Warcraft. This potion allows you to move freely without fear of Stuns, Slows, Roots, etc. As a warrior, you will always have available to you because you are very susceptible to CC.Living Action Potion, also known as Lap, is similar to Free Action Potion with a few important differences. First, Lap will remove CC capabilities already applied to your character, but because this potion makes such an immediate impact, it has a much shorter duration. Restorative Potion, also known as Resto Pot, is a good answer to classes that are going to constantly debuffing you (Mages, Warlocks, Druids, Priests). This potion can remove many powerful debuffs such as Entangling Roots or Fear. A well-timed Resto Pot can definitely beat the tide of a match. Heavy Rune-cloth Bandage is certainly a must have Consumables in PVP. Bandaging is very useful in almost every aspect of the game, whether you leveling, raiding, or PVPing. With this, each class has access so some self-sustaining. Alterac Manna Biscuit is listed here because not enough people know about it. Instead of begging Mages in town for level 55 Food, you can buy them yourself from the Alterac Valley Quartermaster, making this the best food in the game. Many people are also wrong when they assume that this can only be used in alterac valley, which the PvP Potions vendor sells, such as Major Healing Draught or Major Mana Draught. But Alterac Manna Biscuit can actually be used anywhere, even outside the Battlegrounds! Previous page: AddonsThanks to read our class guides! If you have any feedback about the guides, please feel free to leave a comment in the section below and we will respond as soon as possible. If you want to talk to any of our authors directly you can do so by joining our Discord Server and finding them there! It!

