Arms Warrior

One huge weapon. Mortal Strike everything.

The two-handed warrior: big single hits, Overpower and Rend, and new WoW Forever talents like Spearing Strike, Bloodthrill and Weaponmaster.

Melee damage | Two-handed weapon | Best for levelling

THE 30-SECOND VERSION

Three things to remember

Slow two-hander

Arms hits are based on weapon damage, so the slowest, hardest-hitting two-hander wins.

Rend opens Overpower

With **Bloodthrill**, hits on a target with your Rend can let you Overpower. Keep Rend up.

Mortal Strike at 40

Your 31-point talent and your best button. Use it on cooldown.

NEW IN WOW FOREVER

What changed for you

Victory Rush

New: after you kill an enemy that gives experience, Victory Rush hits and **heals you for 10% of your health**. Great for levelling.

Tactical Mastery is free

It is a spell at level 14 now, not a talent: you keep up to 10 rage when you switch stance.

Whirlwind hits with both weapons

Dual wielders get the off-hand hit too.

Shorter big cooldowns

Shield Wall and **Retaliation** are on 15-minute cooldowns (were 30). Shield Wall cuts **all** damage by 60% for 12 sec.

Weaponmaster

One talent for every weapon: axes and polearms +1% crit, maces and staves ignore 3% armor, swords get extra attacks.

Spearing Strike

New strike for 75% weapon damage, double against Giants, Dragonkin and mounted targets (and it dismounts them).

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- Charge in, **Heroic Strike** with spare rage, **Rend** (4) on mobs that live a while.
- **Victory Rush** after each kill heals you; it is your free food.
- **Thunder Clap** (6) for two or more mobs.
- Keep **Battle Shout** up. Grab the biggest two-handed weapon from quests.

LEVELS 10–19

- Take **Improved Rend** and **Deflection**, then **Improved Overpower**.
- **Overpower** (12) after a dodge: fast, cheap and hard to miss.
- Pull with Charge, then Rend, Thunder Clap if more than one.

LEVELS 20–39

- Take **Deep Wounds**, **Two-Handed Weapon Specialization** and **Spearing Strike**.
- **Execute** (24) when a mob is under 20%. **Slam** (20) to spend rage.
- **Sweeping Strikes** (talent) makes two-mob pulls fast.

LEVELS 40–59

- **Mortal Strike** (40): use it on cooldown.
- Take **Bloodthrill** and **Weaponmaster**, and **Improved Slam**.
- **Whirlwind** (36) in Berserker Stance for packs.

AT LEVEL 60

Your priority

The order the WoW Forever simulator uses for Arms. Cooldowns first, then go down the list.

1. **Death Wish and Recklessness** at the start of the fight, together. Recklessness also makes you take 20% more damage.
2. **Mortal Strike** on cooldown.
3. **Overpower** when it lights up (in Battle Stance).
4. **Whirlwind** on cooldown, in Berserker Stance.
5. **Slam** when you have the rage and nothing above is ready.
6. **Rend** keep it on the target; with Bloodthrill it gives you more Overpowers.
7. **Execute** when the target is under 20%.
8. **Heroic Strike** only with spare rage.

Talents that matter

TALENT	TREE	WHY TAKE IT
Improved Rend	Arms	12% more Rend damage.
Improved Overpower	Arms	More Overpower crits.
Deep Wounds	Arms	Your crits make the target bleed.
Two-Handed Weapon Specialization	Arms	+6% damage with two-handers (3 ranks now).
Spearing Strike	Arms	An extra strike, strongest on Giants and Dragonkin.
Bloodthrill	Arms	Hits on targets with your Rend can enable Overpower.
Weaponmaster	Arms	One bonus for whatever weapon you use.
Sweeping Strikes	Arms	Hit a second target.
Improved Slam	Arms	A better Slam (moved to Arms).
Mortal Strike	Arms (31)	Your big hit; it also cuts healing on the target.
Cruelty	Fury	+5% crit.

Best race for this spec

ALLIANCE

DWARF

Artisan's Precision gives +1% hit, so fewer misses on every attack. It beats Human's 1% crit for raiding.

HORDE

ORC

Blood Fury (+10% attack power every 2 minutes) lines up with your big hits. Troll is almost as good.

RACE	SIDE	RACIALS
Human	Alliance	**Ruthless**: +1% crit. **The Human Spirit**: +10% Spirit. **Will to Survive**: break out of a stun. **Perception**: spot stealthed players.
Dwarf	Alliance	**Artisan's Precision**: +1% hit with attacks and spells. **Stoneform**: removes bleeds, poisons and diseases and cuts physical damage taken by 10% for 8 sec. **Big Game Hunter**: +5% damage to Beasts.
Night Elf	Alliance	**Elune's Light**: +10% crit for 15 sec. **Shadowmeld**: hide when standing still. **Quickness**: +1% dodge and a little extra run speed.
Gnome	Alliance	**Eureka!**: 10% more damage and cheaper abilities for 8 sec (also boosts Power Word: Shield). **Expansive Mind**: +5% maximum mana (rage for Warriors, energy for Rogues). **Escape Artist**: break out of roots and slows.

RACE	SIDE	RACIALS
Skyborne (High Order)	Alliance	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Read Leyline**: +50% mana and health regeneration for 15 sec (+100% while Attuned from a Ley Line; Attuned ends when you enter a raid). Paid race.
Orc	Horde	**Blood Fury**: +10% attack power and spell power for 15 sec, every 2 minutes. **Command**: +5% damage for Hunter and Warlock pets. **Shatter Curse**: 5% less magic damage taken for 8 sec.
Undead	Horde	**Touch of the Grave**: your hits can drain health from the target (30% chance for casters, 20% for Paladins, Rogues and Warriors; once every 15 sec). **Will of the Forsaken**: break fear, charm and sleep. **Cannibalize**: eat a corpse to heal.
Tauren	Horde	**Endurance**: +5% health. **War Stomp**: stun nearby enemies. **Plainsrunning**: run speed that builds while you run (2% a stack, up to 60%; not on mounts).
Troll	Horde	**Berserking**: faster attacks and casts for 15 sec. **Beast Slaying**: +5% damage to Beasts.
Skyborne (Windshaper)	Horde	**Wind Blessed**: +2% attack and casting speed. **Elemental Insight**: +5% damage to Elementals. **Walk on Air**. **Skysight**: +15% run speed for 15 sec (+30% while Charged from an elemental convergence; Charged ends when you enter a raid). Paid race.

These are small edges, about 1 to 2 percent. Play the race you enjoy and the side your friends are on. Skyborne needs the paid Skyborne Heroic Pack.

QUICK TIPS

Play it better

Victory Rush between pulls

It heals 10% of your health after a kill. You will rarely need to eat.

Keep rage on stance swaps

Tactical Mastery keeps 10 rage, so swapping to Battle Stance for Overpower is cheap.

Hamstring runners

Mobs flee at low health. Hamstring them, or they bring friends.

Pick a weapon type

Weaponmaster rewards one weapon type. Use the same type as you level up.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Always out of rage	Pull with Charge, take Anger Management, and stop using Heroic Strike unless rage is near full.
Overpower never lights up	It needs a dodge or (with Bloodthrill) your Rend on the target. Keep Rend up.
Dying on every pull	Victory Rush after kills, Thunder Clap to slow packs, and pull one at a time.
Whirlwind is greyed out	It needs Berserker Stance (level 30 quest).

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next button and the warrior levelling list. It can see Execute, Overpower and Victory Rush light up by themselves. Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

Bonkr Vault, Bonkr Gavel+ and Bonkr Compass+ · www.bonkr.net

Abilities, learn levels, talents and racials come from WoW Forever's game data as used by the open-source WoW Forever simulator; also used: ForeverChanges: warrior changes vs Classic, timesaver.gg: racials after the final changes. WoW Forever is new and still changing: your talent tree and tooltips in game are the final word.

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