Fury Warrior

Two weapons. Never stop swinging.

The dual-wield warrior: Bloodthirst, Whirlwind with both weapons, Flurry, and new WoW Forever talents like Reckless Swings and Gore Drinker.

Melee damage | Dual wield | Top raid damage

THE 30-SECOND VERSION

Three things to remember

Hit matters most

Two weapons miss a lot. **Furious Precision** and +hit gear come first.

Whirlwind with both weapons

In WoW Forever Whirlwind hits with your off-hand too. Use it on cooldown, even on one target.

Bloodthirst at 40

Your 31-point talent: strong hit that also heals you a little.

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.

Flurry without Enrage

Flurry no longer needs Enrage, and it is 3 ranks for 30% faster attacks.

Reckless Swings and Gore Drinker

Reckless Swings: your next 4 swings give 5 extra rage. Gore Drinker: rage abilities make your next 3 hits heal you.

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

- Level as Arms or Fury with a two-hander; dual wield from about 20.
- Take **Cruelty** (+5% crit) first.
- **Overpower** (12) after dodges.

LEVELS 20–39

- Take **Unbridled Wrath** (more rage), **Enrage** and **Dual Wield Specialization**.
- **Execute** (24), **Slam** (20) and **Cleave** (20) for packs.
- Get **Berserker Stance** at 30 and stay in it.

LEVELS 40–59

- **Bloodthirst** (40) on cooldown, **Whirlwind** (36) on cooldown.
- Take **Flurry**, **Death Wish** and **Reckless Swings**.
- Pick up **Furious Precision** for off-hand hit.

AT LEVEL 60

Your priority

The order the WoW Forever simulator uses for Fury. Death Wish and Recklessness go with your trinkets.

1. **Death Wish and Recklessness** at the start of the fight (Recklessness: +100% crit, 20% more damage taken).
2. **Whirlwind** on cooldown; it hits with both weapons.
3. **Execute** when the target is under 20%.
4. **Bloodthirst** on cooldown.
5. **Reckless Swings** when you need rage.
6. **Heroic Strike** with spare rage on one target, **Cleave** on two or more.
7. **Bloodrage and Berserker Rage** for rage when you are low.

TALENTS

Talents that matter

TALENT	TREE	WHY TAKE IT
Cruelty	Fury	+5% crit.
Unbridled Wrath	Fury	Hits give extra rage more often.
Lingering Rage	Fury	Rage drains 2 sec later out of combat.
Furious Precision	Fury	+4% off-hand hit.
Enrage	Fury	More damage after you take a crit.
Dual Wield Specialization	Fury	Stronger off-hand and more rage from it.
Reckless Swings	Fury	Extra rage from your next 4 swings.
Death Wish	Fury	More damage; you take 5% more.
Gore Drinker	Fury	Small heals on your next hits.
Flurry	Fury	30% faster attacks after a crit.
Bloodthirst	Fury (31)	Your main strike.

Best race for this spec

ALLIANCE

DWARF

Artisan's Precision gives +1% hit, so fewer misses on every attack. Dual wielding misses a lot, so hit is worth the most here.

HORDE

ORC

Blood Fury every 2 minutes. **Troll** Berserking (15 sec of faster swings) is close behind.

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

Off-hand speed

A fast off-hand gives more rage and more Flurry uptime. A slow main hand hits harder.

Rage dump with care

Heroic Strike replaces a swing. Only queue it when you have rage to spare.

Whirlwind on one target

It hits with both weapons now, so it is worth pressing even in single-target fights.

Watch threat

Fury pulls threat. Let the tank build up for a few seconds before Death Wish.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
Missing all the time	You need hit: Furious Precision, Dwarf or hit gear. Two weapons miss more.
Rage starved	Use Reckless Swings and Bloodrage, and stop queueing Heroic Strike.
Pulling aggro	Wait for the tank, use Death Wish a bit later, and switch targets less.
Bloodthirst is missing	It is the 31-point Fury talent, from level 40.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next button and tracks your own buffs from your casts (the game hides them in combat). Type **/cplus why** to see why it picked a spell.

BONK RESPONSIBLY. LOOT DRAMA IS EXTINCT.

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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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