Marksmanship Hunter

Big shots from far away.

The shooter: Aimed Shot, Trueshot Aura, Mortal Shots, and new WoW Forever talents like **Lone Wolf** (+20% damage with no pet) and **Sniper Shot**.

Ranged damage | Pet or Lone Wolf | Raid ranged

THE 30-SECOND VERSION

Three things to remember

Pet or Lone Wolf

Lone Wolf gives +20% damage while you have no pet. Pick one style and gear for it.

Stings and kills

Rapid Killing: after a kill (or a death under your Serpent Sting), your next shot does 10% more.

Sniper Shot at 40

Your 31-point talent: a heavy shot that also gives your next 3 shots +10 yards range.

NEW IN WOW FOREVER

What changed for you

Aimed Shot is for everyone

No longer a talent: every hunter trains it at **level 20**. 2-sec cast, 6-sec cooldown, shared with Multi-Shot.

Rapid Fire speeds up melee too

40% faster ranged **and** melee attacks for 15 sec.

Volley has no cooldown

And it hits harder. Your area spell for packs.

Traps every 30 sec

Trap cooldowns went up to 30 sec. Explosive Trap hits harder.

Careful Aim and Lone Wolf

Attack power from 20% of your Intellect, and +20% damage without a pet.

Trueshot Aura is earlier

A tier-4 talent now, no Barrage needed, and it buffs your whole raid's ranged attack power.

LEVEL BY LEVEL

Low-level tips and what to press as you level

LEVELS 1–9

- Pull with **Auto Shot** and **Serpent Sting**, then **Raptor Strike** when they reach you.
- Keep **Aspect of the Monkey** up early, **Aspect of the Hawk** from 10.
- Get your pet at level 10 (quest): it tanks for you while you shoot.

LEVELS 10–19

- Level with your pet; Marksmanship talents pay off later.
- Take **Lethal Attacks** (+1% crit on everything) and **Efficiency**.
- **Hawk Eye** gives a little more range.

LEVELS 20–39

- **Aimed Shot** (20) to open every pull.
- Take **Careful Aim**, **Improved Stings** and **Rapid Killing**.
- Decide: keep a pet for levelling, or **Lone Wolf** for dungeons.

LEVELS 40–59

- Take **Trueshot Aura**, **Mortal Shots** and **Barrage**.
- **Sniper Shot** (31-point) on cooldown.
- **Volley** (no cooldown now) on big packs.

AT LEVEL 60

Your priority

The "turret" order the WoW Forever simulator uses for a shooting hunter.

1. **Hunter's Mark and Aspect of the Hawk** before the pull.
2. **Rapid Fire** at the start of the fight.
3. **Sniper Shot** on cooldown.
4. **Serpent Sting** keep it up; it feeds Rapid Killing and Rapid Recuperation.
5. **Arcane Shot** on cooldown (or Summon Hawk if you took it).
6. **Aimed Shot** on cooldown on one target.
7. **Multi-Shot** instead of Aimed Shot on packs.

Talents that matter

TALENT	TREE	WHY TAKE IT
Lethal Attacks	Marksmanship	+1% crit with all attacks.
Efficiency	Marksmanship	Cheaper shots and stings.
Careful Aim	Marksmanship	Attack power from Intellect.
Improved Stings	Marksmanship	Stronger Serpent Sting.
Rapid Killing	Marksmanship	Shorter Rapid Fire, and stronger shots after kills.
Lone Wolf	Marksmanship	+20% damage with no pet.
Trueshot Aura	Marksmanship	Raid-wide ranged attack power.
Mortal Shots	Marksmanship	Bigger shot crits.
Rapid Recuperation	Marksmanship	Mana while casting after Serpent Sting hits.
Barrage	Marksmanship	+5% Multi-Shot, Aimed Shot and Volley.
Sniper Shot	Marksmanship (31)	A heavy shot and extra range.

Best race for this spec

ALLIANCE

DWARF

Artisan's Precision gives +1% hit, so fewer misses on every attack on every shot, plus +5% damage to Beasts.

HORDE

ORC

Blood Fury and **Command**. Troll (15 sec of Berserking) is the close second.

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.
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.

RACE	SIDE	RACIALS
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.
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

Lone Wolf in raids

Pets die to boss cleave. +20% damage with no pet is often the better raid choice.

Stay at range

You cannot shoot inside 8 yards. Step back before you shoot.

Aimed Shot or Multi-Shot

They share a cooldown: Aimed for one target, Multi for two or more.

Watch threat

Rapid Fire and crits pull threat fast. Feign Death if the boss turns.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
My pet keeps dying	Use Mend Pet, take Endurance Training and Spirit Bond, and keep it fed so it stays happy.
Out of mana all the time	Take Efficiency, use Aspect of the Hawk, drink between pulls, and stop Arcane Shot on easy mobs.
Aimed Shot and Multi-Shot both grey	They share a 6-sec cooldown.
Too close to shoot	Ranged shots need at least 8 yards. Use Disengage or step back.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next shot and follows your stings from your casts. 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: hunter 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.

Bonkr is an independent fan project. It is not affiliated with, endorsed or sponsored by Blizzard Entertainment, Daybreak Game Company, or any other game publisher. World of Warcraft, Battle.net and Blizzard Entertainment are trademarks or registered trademarks of Blizzard Entertainment, Inc. Other names belong to their owners.