Protection Warrior

Shield up. You are the wall.

The warrior tank: Defensive Stance, Shield Block, Revenge and Shield Slam, with new WoW Forever tools like Vanguard, Master of Defense and a stronger Shield Wall.

Tank | Shield and one-hander | Rage from blocks

THE 30-SECOND VERSION

Three things to remember

Shield Block every time

In WoW Forever it lasts 7 sec and blocks **2** attacks. Blocks give rage and open Revenge.

Revenge first

Cheap, strong threat, and it lights up after your blocks, dodges and parries.

Thunder Clap in Defensive

You can use it in Defensive Stance now, so packs are easier to hold.

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.

Stronger tank tools

Shield Wall: 60% less of all damage for 12 sec, 15-min cooldown. **Shield Block** blocks 2 attacks. **Taunt** every 8 sec.

Vanguard

Charge from Defensive Stance.

Master of Defense and Focused Rage

Rage from dodges and parries, and every attack costs 1 rage less.

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

- **Defensive Stance** and **Taunt** at 10; **Sunder Armor** (10) for threat.
- **Revenge** (14) and **Demoralizing Shout** (14).
- Take **Shield Specialization** and **Anticipation**.

LEVELS 20–39

- Use **Shield Block** and Revenge together.
- Take **Improved Revenge**, **Improved Thunder Clap** and **Last Stand**.
- **Cleave** (20) with spare rage on packs. Take **Vanguard** to Charge in Defensive.

LEVELS 40–59

- **Shield Slam** (40): your big threat button.
- Take **Focused Rage**, **Bastion** and **Concussion Blow**.
- Save **Shield Wall** and **Last Stand** for the boss hits that would kill you.

AT LEVEL 60

Your priority

The order the WoW Forever simulator uses for a warrior tank.

1. **Last Stand and Shield Wall** only when you are about to die.
2. **Revenge** whenever it lights up.
3. **Shield Block** on cooldown, so blocks keep giving rage and Revenge.
4. **Thunder Clap** on packs, and to slow the boss.
5. **Shield Slam** on cooldown.
6. **Demoralizing Shout** keep it on the target.
7. **Sunder Armor** until 5 stacks, then to fill gaps.
8. **Heroic Strike or Cleave** with spare rage.

Talents that matter

TALENT	TREE	WHY TAKE IT
Shield Specialization	Protection	More blocks, and blocks give rage.
Anticipation	Protection	More Defense.
Improved Revenge	Protection	20% more Revenge damage.
Improved Thunder Clap	Protection	A stronger Thunder Clap (moved here from Arms).
Last Stand	Protection	Temporary extra health.
Master of Defense	Protection	Rage from dodges and parries with a shield.
Defiance	Protection	More threat.
Vanguard	Protection	Charge in Defensive Stance.
Focused Rage	Protection	Attacks cost 1 rage less.
Improved Shield Wall	Protection	Shield Wall 5.5 minutes sooner.
Bastion	Protection	+2% damage with a shield.
Shield Slam	Protection (31)	Big threat strike; it hits much harder in WoW Forever.

Best race for this spec

ALLIANCE

DWARF

Stoneform is a free 10% physical damage cut for 8 sec, and +1% hit keeps threat flowing.

HORDE

TAUREN

Endurance gives +5% health, and War Stomp stuns a pack when things go wrong.

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

Open with Charge

With Vanguard you Charge in Defensive Stance: instant rage and threat.

Mark and Sunder

Ask DPS to wait for 2 to 3 Sunders, or one Shield Slam, before going all out.

Taunt is cheap

Taunt comes back every 8 sec now. Use it the moment a mob leaves you.

Challenging Shout is short

It only reaches enemies within 10 yards in WoW Forever.

TROUBLESHOOTING

When something seems off

WHAT YOU SEE	WHAT TO DO
No rage at the start	Charge in, Bloodrage before the pull, and take Shield Specialization and Master of Defense.
Losing packs	Thunder Clap and Demoralizing Shout first, then Cleave, then tab-Sunder.
Revenge never lights up	It needs a block, dodge or parry. Keep Shield Block up.
Taking huge hits	Use Shield Block before big swings, and save Shield Wall for the worst of them.

BUSTER'S TIP

Let Bonkr Compass+ call your buttons

Compass+ shows your next tank button, including Revenge when it lights up, and keeps Shield Wall and Last Stand in its defensive row. 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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