



MCK BOOST
RAID PERFORMANCE SERIES

THE CARRIER'S FIELD MANUAL

Beast Mastery Hunter
Black Temple + Mount Hyjal

BUILD	RACE	PRIMARY PET
41 / 20 / 0 BM	Orc	Ravager
OUTPUT	FACTION	HARD CAP
Boost carrier	Aldor	9% hit / 142

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A full min-max checklist for gearing, talents, rotation, pet control, consumables, raid groups, macros and post-run review.
Talent and ability names are clickable. Icon art is used for in-game identification and sourced through Wowhead.

01 / COMMAND CARD

The 60-second setup

Lock the fundamentals before optimizing the last few percent.

SPEC

41/20/0 Beast Mastery.
Use 4/5 Frenzy and 2/2 Go for the Throat.

RACE + FACTION

Orc for Horde damage.
Aldor for the raid-DPS route.

PET

Ravager first.
Happy, Loyalty 6, Growl off.



Hunter's Mark
Apply if assigned



Misdirection
Focus tank before pull



Auto Shot
Never clip the timer



Steady Shot
Primary filler



Multi-Shot
Use on cooldown when safe



Kill Command
Fire immediately after crit



Bestial Wrath
Stack with burst window



Rapid Fire
Plan around haste state

Pre-run hard gates

Gate	Ready when...	Why it matters
Hit	Ranged sheet shows the planned cap: 142 rating unassisted.	Misses delete shots, Kill Command triggers and threat-transfer reliability.
Ammo	Full 15% quiver/ammo pouch plus a deep reserve.	Boost runs punish downtime between waves and bosses.
Pet	Level 70, Loyalty 6, happiness green, trained skills, consumes packed.	A BM hunter with a dead or weak pet is not a carrier.
Consumes	Flask/elixirs, food, Haste/Fel Mana, rune, Kibler, pet scrolls.	Pre-pot and cooldown discipline convert gear into output.
UI	Auto Shot timer, pet frame, Kill Command cue, threat and cooldown tracker.	Execution is worth more than theoretical micro-upgrades.

Carrier rule

Stay alive, keep the pet alive, maintain 95%+ meaningful activity and protect every Auto Shot. Add melee weaving only after those four are stable.

02 / LAUNCH READINESS

Build the character without losing raid access

The raid unlock is only useful when every non-transferable dependency is finished.

Anniversary roadmap

Phase status note

Phase 3 was announced for Summer 2026. The cited roadmap coverage still did not provide a fixed launch date as of this handbook date, so verify the in-game calendar before setting loot or roster deadlines.

Mount Hyjal

- + Complete The Vials of Eternity by looting Lady Vashj and Kael'thas Sunstrider.
- + The account-wide unlock applies only after the attunement is fully completed on an eligible character.
- + Partial quest progress is not shared. Reputation requirements and other character-specific gates still matter.

Black Temple

- + Advance Akama's chain through Seer Olum after Fathom-Lord Karathress.
- + Complete the Al'ar disguise step and the Rage Winterchill step.
- + Finish the chain for the Medallion of Karabor before relying on the account unlock.

Character creation order

Order	Action	Min-max decision
1	Create Horde Orc Hunter.	Command and Blood Fury make Orc the clean damage choice.
2	Level with Beast Mastery; stabilize pet loyalty and skills early.	Do not arrive at 70 with an untrained carry pet.
3	Choose Aldor and unlock required head/shoulder reputation rewards.	Matches the raid-DPS recommendation in this handbook.
4	Level Engineering plus your roster-dependent second profession.	Enchanting for personal boss DPS if drums are covered; Leatherworking if you must supply drums.
5	Finish access, then Karazhan/Gruul/Mag/SSC/TK gearing route.	Protect the 4-piece set transitions; do not chase item-level alone.
6	Enter Hyjal/BT with two saved gear sets.	One for 6,200 armor and one for 7,700 armor simulations.

Anniversary Bloodlust

Heroism/Bloodlust is raid-wide and applies a 10-minute Sated/Exhaustion lockout that resets after a boss kill or wipe. Ferocious Inspiration, totems, Battle Shout, Leader of the Pack and Heroic Presence remain group-sensitive - group placement still matters.

03 / TALENT ARCHITECTURE

41 / 20 / 0 Beast Mastery

Mandatory throughput is fixed; five BM points are deliberately labeled flexible.

Beast Mastery - 41 points

 Improved Aspect of the Hawk - 5/5 Core: ranged haste proc	 Focused Fire - 2/2 Core: damage and Kill Command crit
 Improved Revive Pet - 2/2 Carrier recovery	 Unleashed Fury - 5/5 Core pet damage
 Ferocity - 5/5 Core pet crit	 Bestial Discipline - 2/2 Core focus generation
 Intimidation - 1/1 Tree gate / utility	 Frenzy - 4/5 Sufficient raid uptime
 Bestial Wrath - 1/1 Core burst	 Ferocious Inspiration - 3/3 Group damage engine
 Serpent's Swiftess - 5/5 Core attack speed	 The Beast Within - 1/1 Core capstone

Recommended five flexible BM points

Use Improved Mend Pet 2/2 + Endurance Training 1/5 + Thick Hide 2/3 for a dependable carrier. If pet travel is your real failure point, move one flexible point to Bestial Swiftess. These are utility/survival choices, not the throughput spine of the build.

Marksmanship - 20 points

 Lethal Shots - 5/5 Ranged crit	 Improved Hunter's Mark - 5/5 Raid physical AP option
 Go for the Throat - 2/2 Pet focus from ranged crits	 Aimed Shot - 1/1 Required path / utility
 Rapid Killing - 2/2 Rapid Fire cooldown	 Mortal Shots - 5/5 Ranged crit damage

Mark assignment swap

If another hunter already supplies Improved Hunter's Mark, move those 5 points to Efficiency 5/5. Confirm this at roster level; duplicate Improved Marks do not multiply value.

04 / STAT CONTROL

Cap hit, then let the simulator decide

The cap is binary; everything after it is encounter armor, buffs and set-dependent.

Level 73 raid-boss ranged hit cap

Support	Rating target	Practical note
No hit support	142	9% required. Default safe target.
Draenei only	126	Heroic Presence supplies 1%; it is group-specific.
Improved Faerie Fire only	95	3% spell/talent support must be dependable on every target.
Draenei + Improved Faerie Fire	79	Only gear this low if both are guaranteed for the whole relevant fight.

1. HIT TO CAP

Do not average your support assumptions. Build a set for the actual group.

2. ARMOR PEN

Excellent in Phase 3, but its exact value follows target armor and debuff uptime.

3. AGILITY / AP

Agility, AP, crit and static haste shift by current gear. Sim each swap.

Required simulation protocol

Input	Set A	Set B	What to hold constant
Boss armor	6,200	7,700	Fight length, race, talents, pet, consumables and group buffs.
Encounter length	Your farm kill	Your slow kill	Use logs, not generic five-minute assumptions.
Pet	Ravager	Wind Serpent	Same family level, loyalty, skills and target uptime.
Rotation	No weave	Safe weave	Do not compare a theoretical weave set to actual non-weave execution.
Raid support	Guaranteed	Conservative	Model armor debuffs, Heroic Presence, FI, totems and lust honestly.

Gear rule

A spreadsheet stat weight is a snapshot, not a law. Save two complete gear profiles in the TBC Hunter simulator and re-sim after every set-bonus, weapon, trinket or hit-support change.

Open the TBC Hunter simulator

05 / GEAR PROGRESSION

Preserve bonuses; upgrade by package

Hunter set transitions are more important than isolated item-level gains.

Stage	Keep	Target package	Do not do
Fresh 70	4-piece Beast Lord if acquired	Hit-capped entry set, strong ranged weapon, functional pet	Break a working four-piece for random purples.
Phase 2 bridge	4-piece T5 once complete	Serpent Spine Longbow, Dragonspine Trophy, Twinblade if weaving	Drop Beast Lord one item at a time without a sim.
Early Phase 3	4-piece T5	Cursed Vision exception; T6 gloves + shoulders as first transition pieces	Equip two T6 pieces if the total package loses.
Phase 3 endpoint	4-piece T6	Shoulders, chest, gloves, legs + Cursed Vision	Force a non-optimal fifth T6 piece.

Phase 2 items with unusually long lives

Item	Source	Why it stays relevant
Dragonspine Trophy	Gruul	Exceptional proc; remains the default first trinket beside Madness.
Serpent Spine Longbow	Vashj	Major bridge into Bristleblitz and still a serious progression bow.
Twinblade of the Phoenix	Kael'thas	Best-known melee-weave platform for the planned weave set.
4-piece Rift Stalker	SSC / Tempest Keep	Do not dismantle casually; it bridges the early T6 transition.

Loot request priority

- + Cursed Vision of Sargeras - enables the preferred non-set helm endpoint.
- + Gronnstalker's Gloves + Spaulders - clean first T6 transition pair; complete the 4-piece with chest and legs.
- + Bristleblitz Striker - pure boss-DPS ranged endpoint for this plan.
- + Insidious Bands, Stormrage Signet Ring, Madness of the Betrayer - finish the armor-penetration package.

Weapon nuance

Bristleblitz is the pure-DPS recommendation. Black Bow of the Betrayer can be attractive for mana-heavy speed runs. Dwarf racial can move Vengeful Gladiator's Rifle in simulations; Orc remains the recommended Horde carrier race overall.

06 / PHASE 3 TARGET SHEET

Aspirational Black Temple + Hyjal loadout

Treat this as a destination. Every interim swap must preserve hit and pass your two-armor simulations.

Slot	Target	Source / note
Head	Cursed Vision of Sargeras	Illidan
Neck	Choker of Serrated Blades	BT / Hyjal
Shoulders	Gronnstalker's Spaulders	T6 token
Back	Thalassian Wildercloak / Shadowmoon Destroyer's Drape	Kael'thas / Teron
Chest	Gronnstalker's Chestguard	T6 token
Wrists	Insidious Bands	Black Temple
Hands	Gronnstalker's Gloves	T6 token
Waist	Belt of One-Hundred Deaths / Boneweave Girdle	Vashj / hit option
Legs	Gronnstalker's Leggings	T6 token
Feet	Shadowmaster's Boots	Black Temple
Rings	Stormrage Signet Ring + Band of the Eternal Champion	Illidan + exalted
Trinkets	Dragonspine Trophy + Madness of the Betrayer	Gruul + Illidan
Ranged	Bristleblitz Striker	Archimonde
Melee - no weave	Boundless Agony + Blade of Infamy	Black Temple
Melee - weave	Twinblade of the Phoenix	Kael'thas
Ammo / container	Timeless Arrow + any 15% container	Keep reserve; capacity is logistics

4-piece T6 shape

- + Shoulders
- + Chest
- + Gloves
- + Legs
- + Cursed Vision occupies head.

Carry both weapon packages

- + Dual one-handers for clean ranged play.
- + Twinblade for rehearsed melee weaving.
- + Re-scope and re-sim ranged changes separately.

This is not a blind BiS list

The belt, cloak and even ranged choice can move with hit support, target armor, fight duration and racial. Your actual best set is the highest simulated complete package that you can execute without losing uptime.

07 / SHOT EXECUTION

The Auto Shot timer is the boss

Modern Anniversary play is manual and haste-aware; the historical one-button macro is not the ceiling.

 1. Auto Shot Do not clip	 2. Steady Shot Primary filler	 3. Multi-Shot Replace a Steady when safe
 4. Kill Command Immediate after ranged crit	 5. Aspect of the Hawk Default damage aspect	 6. Aspect of the Viper Only as long as needed

Haste state	Default rhythm	Execution cue
Normal / moderate	1 Auto : 1 Steady	Start Steady only when it completes without delaying the next Auto.
Multi-Shot ready	Auto -> Multi -> Auto	Multi usually replaces the Steady in that shot window; verify target safety.
Heavy haste	2 Autos : 1 Steady can win	Do not force a Steady into every gap when cast time + latency would clip.
Movement	Instants while moving; stop for Autos	Plan stop points. Jumping continuously is not uptime.
Mana pressure	Short Viper window	Swap back before the damage window; use Fel Mana/runes to reduce Viper time.

Priority, not a fixed cast sequence

- + Protect the next Auto Shot first.
- + Use Kill Command as soon as it is available after a ranged crit; do not sit on the proc.
- + Use Multi-Shot on cooldown when it will not break crowd control, pull extra targets or create threat problems.
- + Fit Steady Shot only inside the real gap created by weapon speed, quiver, Serpent's Swiftness, procs, lust and latency.
- + On movement, use instants and pet commands, then plant early enough to resume Autos.

Most common parse killer

Steady Shot finishing after the next Auto should have fired. Use an Auto Shot swing bar with a latency marker and review clipping in logs after every raid.

08 / BURST AND MOVEMENT

Turn cooldowns into completed shots

The strongest cooldown stack is the one that lands during full pet uptime and no movement.

Time	Action
-6s	Set tank as focus; confirm pet happiness, aspect and ammo.
-2s	Misdirection tank; pre-pot if raid rules and pull timing support it.
Pull	Hunter's Mark if assigned, send pet, begin Auto Shot.
First gap	Multi-Shot if safe; otherwise Steady Shot.
First crit	Kill Command immediately.
Burst	Stack Bestial Wrath + Blood Fury + planned Rapid Fire/Haste Potion with raid lust when the haste rhythm is safe.



Bestial Wrath
Pet burst / immunity window



Blood Fury
Orc attack-power burst



Rapid Fire
Manual haste rhythm



Bloodlust
Raid-wide Anniversary burst

Melee weaving - optional ceiling

Potential

Perfect weaving can add roughly 5-6% in favorable situations. It is a practiced specialization, not a free macro.

Stop condition

Abort the weave if it risks an Auto, mechanic failure, frontal, cleave, pet control, threat or repositioning delay.

- + Use Twinblade of the Phoenix for the planned weave package and simulate it separately.
- + Begin from minimum range, step into melee after the ranged shot fires, Raptor Strike, then return before the next Auto.
- + Do not apply a temporary melee weapon stone if your group supplies Windfury and you intend to weave.
- + Practice on a target dummy or low-stakes farm content until logs show no ranged clipping.



Raptor Strike
Only inside a safe, rehearsed weave

09 / PET PROGRAM

Your pet is a second damage dealer

Level, loyalty, happiness, focus use and survival are mandatory carrier responsibilities.

Ravager - default



Gore
Focus dump; strong default

- + Best default while gearing and for most raid profiles.
- + Reliable physical damage and simple focus use.
- + Start here; only change after a controlled simulation.

Wind Serpent - test later



Lightning Breath
Spell focus dump

- + Can become competitive near roughly 30% unbuffed hunter crit.
- + Stormstrike charges and raid spell interactions can reduce real value.
- + Sim with your own group and encounter assumptions.

Pet readiness checklist

System	Required state	Carrier habit
Level / loyalty	Level 70, Loyalty 6	Train the final carry pet before progression.
Happiness	Green: +25% damage state	Feed before pull and watch state after deaths.
Core training	Cobra Reflexes, Avoidance, focus dump	Add Dash plus stamina/resists for encounter needs.
Threat	Growl off	Use pet threat only by explicit assignment.
Control	Passive/follow keys bound	Recall before fire, cleave, phase changes and unsafe pathing.
Survival	Mend proactively	A global spent early beats a pet death and long revive.



Mend Pet
Pre-empt predictable damage



Feign Death
Threat and emergency control



Improved Revive Pet
Carrier recovery talent



Improved Mend Pet
Cleanse and sustain

Pet consumes

Use Kibler's Bits plus pet Agility and Strength scrolls when allowed by your raid rules. Pack replacements for deaths and long sessions.

10 / PROFESSIONS + CONSUMABLES

Choose for roster coverage, consume for each pull

Engineering is the speed-run engine; the second profession depends on who supplies drums.

Pair	Use when	Tradeoff
Engineering + Enchanting	Best personal boss-DPS package when drum coverage is guaranteed.	Personal ring enchants; Engineering explosives and utility.
Engineering + Leatherworking	Best carrier utility when you must supply your own drum rotation.	Drums plus bombs; give up personal ring enchant value.
Leatherworking + Enchanting	Boss-focused alternative if another engineer handles wave utility.	Strong personal buffs, weaker personal explosive toolkit.



Drums of Battle
Roster-assigned group haste

Consumable matrix

Slot	Choice	Rule
Primary flask	Flask of Relentless Assault	Default safe all-night package.
Demon bosses	Elixir of Demonslaying + Major Mageblood	Only when the target creature type is Demon and elixir route wins.
Food	Grilled Mudfish / Warp Burger	Agility default; choose by availability.
Hit correction	Spicy Hot Talbuk	Use only when it creates a stronger complete hit-capped set.
Burst potion	Haste Potion	Plan around haste rhythm and movement.
Mana potion	Fel Mana Potion	Excellent on long fights if the damage penalty is already expired or acceptable.
Rune	Dark Rune / Demonic Rune	Reduces Aspect of the Viper time.
Pet	Kibler's Bits + pet Agility/Strength scrolls	Reapply after pet death.
Explosives	Super Sapper / bombs appropriate to assignment	Hyjal waves; follow raid safety and threat plan.

Carry math

Pack for the longest plausible run plus wipe margin: at least one full consume per boss attempt, extra pet food/scrolls, extra ammo and repair capacity. A carrier never becomes a spectator because the bag was optimized too tightly.

11 / ENCHANTS + GEMS

Finish every permanent slot before buying luxury swaps

Gem for the exact hit cap first, then maximize the simulated agility package.

Permanent enchants

Slot	Enchant	Slot	Enchant
Head	Glyph of Ferocity	Legs	Nethercobra Leg Armor
Shoulders	Greater Inscription of Vengeance / Might of the Scourge	Feet	Dexterity
Back	Greater Agility	One-hand	Greater Agility
Chest	Exceptional Stats	Two-hand	Major Agility
Wrists	Assault	Ranged	Stabilized Eternium Scope
Hands	Superior Agility	Rings	Stats - Enchanter only

Gem logic

Type	Default	Use
Meta	Relentless Earthstorm Diamond	Plan the required 2 red / 2 yellow / 2 blue colors without wasting strong sockets.
Red	Delicate Living Ruby	Agility default.
Yellow	Wicked Noble Topaz	Hit + AP when the exact cap needs it.
Blue	Jagged Talasite	Meta activation with useful Agility / Stamina.
Socket bonus	Evaluate, do not obey	Skip weak bonuses when a stronger gem package simulates higher.

Hit gem discipline

Build to the lowest rating that still reaches your guaranteed cap. A character at 141 unassisted is under cap; a character at 170 may be giving away agility or armor penetration unless the package still sims higher.

Windfury warning

If you melee weave with an Enhancement Shaman, coordinate temporary melee imbues. A weapon stone can block Windfury on the affected weapon.

12 / RAID SUPPORT

Build the group around multiplicative uptime

Anniversary lust is raid-wide; your best group still controls FI, totems, shouts, crit and hit support.

Two practical five-player packages

Goal	Five-player group	Why
Overall raid damage	You + BM Hunter + BM Hunter + Enhancement Shaman + Feral Druid	Stacks Ferocious Inspiration sources with Unleashed Rage, totems and Leader of the Pack.
Maximum personal parse	You + BM Hunter + Fury Warrior + Enhancement Shaman + Feral Druid	Adds Battle Shout while retaining FI, totems, Unleashed Rage and melee/ranged crit support.
Hit relief	Replace a slot with Draenei support if roster demands	Heroic Presence is group-only; save a matching 126/79-rating gear profile.

Support audit

Buff / debuff	Scope	Owner question
Bloodlust / Heroism	Raid-wide on Anniversary	Which boss timestamp gives full pet and player uptime?
Ferocious Inspiration	Group	How many BM sources remain in your group?
Grace of Air / Strength of Earth / Unleashed Rage	Group	Is Enhancement in range and assigned to your group?
Battle Shout	Group	Is the warrior in group and maintaining it?
Leader of the Pack	Group	Is the Feral alive and in range?
Heroic Presence	Group	Is the Draenei in your exact group for the full fight?
Armor debuffs	Target	Sunder/Expose, Faerie Fire and Curse support actually maintained?
Improved Hunter's Mark	Target	Exactly one assigned hunter with 5/5?

Roster truth beats character-sheet theory

Do not gear around a buff that appears only in ideal pulls. If support varies, keep a conservative unassisted hit set and a supported parse set ready in ItemRack/Outfitter.

13 / MOUNT HYJAL

Wave control is carrier damage

Hyjal rewards fast target selection, safe cleave, explosives, mana planning and zero transition downtime.

Wave operating loop

Moment	Carrier action
Before wave	Drink, feed/check pet, reload ammo, select focus tank, confirm bomb assignment.
Spawn	Misdirection the assigned tank, send pet to a high-health priority target, start Auto immediately.
Stabilize	Multi-Shot when safe, use engineering explosives by assignment, keep pet off dangerous or dying targets.
Finish	Swap to high-health targets early; do not let pet travel repeatedly to enemies at 5%.
Reset	Recall pet, drink on every legal gap, repair/resupply between bosses, preserve planned cooldowns.

Do

- + Use Multi-Shot and bombs on stable packs.
- + Keep the pet on a high-health target.
- + Pre-position for the next wave.
- + Use Misdirection proactively.
- + Drink and reload during every safe gap.

Avoid

- + Defaulting to Volley for every pack.
- + Breaking crowd control or pulling side targets.
- + Sending the pet through ground effects.
- + Padding on low-value targets while priority mobs live.
- + Entering bosses without mana or cooldown plan.



Misdirection
Wave threat setup



Multi-Shot
Safe controlled cleave



Mend Pet
Wave-to-wave uptime



Rapid Killing
Trash tempo / Rapid Fire

Hyjal KPI

Measure priority-target damage, pet uptime, time spent drinking and time between first enemy engagement and your first Auto. Raw overall damage can hide slow starts and low-value padding.

14 / BLACK TEMPLE

Boss mechanics decide the damage plan

BT punishes greedy weaving, lazy pet pathing and incorrect creature-type consumes.

System	BT rule
Pet pathing	Bind recall and passive. Re-send after phase changes; do not trust autonomous pathing through hazards.
Pet survival	Select resists/stamina for the actual encounter; pre-Mend predictable raid damage.
Demon consumes	Use Demonslaying only when the current target's creature type is Demon.
Threat	Misdirection opener and transitions; Feign Death before threat becomes movement or death.
Armor debuffs	Confirm actual uptime before using the 6,200-armor sim profile.
Melee weaving	Use only on bosses/segments with safe geometry; ranged uptime always wins the tie.
Movement	Use instants during forced travel, then plant before Auto timing resumes.
Cooldowns	Plan around untargetable, immune, air or forced-movement windows - not merely pull time.

 Feign Death Reset threat before emergency	 Misdirection Pull and transition control
 Mend Pet Prevent predictable pet deaths	 Aspect of the Viper Shortest possible mana window

Boss-by-boss preparation card

Before each boss	Write down one answer
Pet	Where does it stand, when is it recalled, and what damage can kill it?
Movement	Which exact timestamps force movement and which stop points protect Autos?
Burst	Which window gives full target + pet uptime for BW, racial, potion and lust?
Mana	How many runes/potions are planned, and when does Viper become unavoidable?
Weave	Is it safe on this boss? If uncertain, the answer is no for progression/boost stability.

BT KPI

Boss damage, pet uptime and mechanic success matter more than trash padding. A carrier should be the reliable source of clean threat transfers and uninterrupted ranged pressure.

15 / MACROS + INTERFACE

Reduce friction without hiding the rotation

Macros support Kill Command, pet commands and targeting; your Auto Shot bar still decides when to cast.

Steady Shot helper

```
#showtooltip Steady Shot  
/cast Kill Command  
/cast !Auto Shot  
/cast Steady Shot  
/petattack
```

Multi-Shot helper

```
#showtooltip Multi-Shot  
/cast Kill Command  
/cast !Auto Shot  
/cast Multi-Shot  
/petattack
```

Focus Misdirection

```
#showtooltip Misdirection  
/cast [@focus,help,nodead][@pet,help,nodead] Misdirection
```

Emergency pet recall

```
#showtooltip  
/petpassive  
/petfollow
```

Minimal carrier UI

Element	Must show
Auto Shot bar	Next shot time, cast time and latency region.
Kill Command cue	Bright, central and short-lived; use immediately.
Pet frame	Health, happiness, target, focus and debuffs.
Threat	Player threat plus Misdirection/Feign state.
Cooldown rail	Bestial Wrath, Blood Fury, Rapid Fire, potion, lust/Sated, trinkets.
Target panel	Creature type, debuffs and range; creature type controls Demonslaying.
Gear set buttons	Unassisted hit, supported hit, non-weave and weave profiles.

Macro limitation

No macro can correctly choose your haste rhythm, avoid Auto clipping, decide safe Multi-Shot targets or identify a safe melee weave. Treat macros as input simplifiers, not a rotation engine.

16 / PERFORMANCE REVIEW

Improve the run, not just the parse color

Review execution in a fixed order so gear never hides uptime problems.

Priority	Metric	Healthy signal	Fix first if weak
1	Player survival	No avoidable death	Mechanic plan, positioning, defensive consumables.
2	Pet survival / uptime	Near-full targetable uptime	Recall timing, Mend, Avoidance/resists, target choice.
3	Meaningful activity	95%+ where targetable	Faster starts, planned movement, no idle transitions.
4	Auto clipping	Near zero preventable delays	Swing bar, latency margin, haste-state rhythm.
5	Kill Command	Immediate use after eligible crits	Cue position and keybind.
6	Mana	Minimal Viper time	Potion/rune plan, Efficiency option, fight timing.
7	Cooldowns	Full uses in valuable windows	Fight-length map; avoid immune/movement periods.
8	Melee weave	Positive gain with zero shot loss	Remove it until prior metrics are stable.

Four-week build plan

Week	Objective	Exit condition
1 - Foundation	Level/finish pet, cap hit, all enchants, UI and macros.	Target-dummy session shows stable 1:1 rhythm with no obvious clipping.
2 - Raid package	Finish professions, consumes, access, gear profiles and group assumptions.	Two saved simulations and a fully packed raid kit.
3 - Execution	Log farm content; fix pet uptime, starts, mana and cooldown uses.	95%+ activity, pet alive, Kill Command consistent.
4 - Ceiling	Add encounter-specific positioning and optional melee weave.	Weave only remains if logs show a real net gain.

Comparison rule

Compare against hunters with similar kill time, group buffs, raid composition, pet family, gear phase and strategy. A percentile without context is not a diagnosis.

Final pull checklist

- + Correct gear profile equipped and hit cap verified.
- + Aspect of the Hawk active; ammo and 15% container confirmed.
- + Pet happy, buffed, skills enabled, Growl off, recall key ready.
- + Tank focused; Misdirection and Hunter's Mark assignments known.
- + Potion, rune, racial, Bestial Wrath, Rapid Fire and lust timing agreed.
- + Mechanic movement and pet recall moments known before the pull.

17 / SOURCES + ICON CREDITS

Primary references used for this handbook

Guide claims should be rechecked after hotfixes; links below are clickable.

#	Reference	Address
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12	Wowhead - Anniversary account-wide attunements	www.wowhead.com/tbc/news/best-changes-coming-to-tbc-anniversary-account-wide-attunements-guild-bank-379328
13	Wowhead - Phase 3 release timing coverage	www.wowhead.com/tbc/news/when-will-the-burning-crusade-anniversary-phase-3-release-381884
14	WoWSims - TBC Hunter simulator	www.wowsims.com/tbc/hunter/dps/

Icon credits

Wowhead-sourced identification art

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Accuracy note

TBC Anniversary can differ from original TBC Classic through interface behavior, raid-wide Bloodlust/Heroism rules, account-wide attunement completion and future tuning. Re-run simulations after material hotfixes and verify current realm rules before spending high-value currency.

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