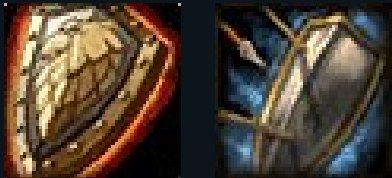


PROTECTION WARRIOR



TANK CARRIER HANDBOOK

Black Temple + Mount Hyjal

- Crit immunity and worst-case survival
- Threat, mitigation and resistance packages
- Illidan Shear and Flame assignments
- Exact icons for gear, consumes and enchants

01 / TANK COMMAND CARD

Survive the worst case, then hold threat

Protection Warrior is a cooldown-and-control tank. Gear packages, Shield Block uptime and precise boss positioning matter more than a single BiS list.

Before the pull Defensive Stance Crit immunity verified Correct shield/weapon/trinkets Commanding Shout active Shield Block and cooldown plan ready	During the pull Shield Slam loop Thunder Clap + Demo maintained Shield Block for crush/Shear windows Face boss away Call cooldowns before health collapses
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Failure	Prevention
Critical hit	490 Defense or equivalent Defense + Resilience reduction.
Crushing blow	Shield Block charges and uptime; understand multi-hit consumption.
Threat loss	Expertise/hit set, clean opener, Heroic Strike only with excess rage.
Tank death	Plan Last Stand, Shield Wall, trinkets and external cooldowns before the pull.

02 / RACES AND PROFESSIONS

Human threat; Tauren survival

These are the strongest default choices for a new raid tank, with Orc remaining the Horde threat alternative.

 Sword Specialization Alliance expertise with Phase 3 swords.	 Mace Specialization Expertise when using a mace.
 Endurance Horde survival default; 5% base health.	 War Stomp Useful control on eligible trash.

Faction	Best default	Alternative
Alliance	Human - weapon expertise lowers dodge and parry.	Draenei party hit; Dwarf Stoneform utility.
Horde	Tauren - highest survivability.	Orc for Blood Fury threat; Troll for haste burst.

Professions

Pair	Reason
Engineering + Enchanting	Explosives/AoE threat, stamina trinkets and two Ring - Stats enchants.
Engineering + Blacksmithing	Carrier utility plus flexible weapon access/off-spec value.

03 / DEEP PROTECTION BUILD

8/5/48 is the reliable raid core

Deep Protection supplies Shield Slam, Devastate, Last Stand, Defiance and the rage efficiency required in mitigation gear.

 Shield Slam - Rank 6 Highest-priority threat GCD.	 Devastate - Rank 3 Filler and armor application.
 Vitality - 5/5 Strength, stamina and expertise.	 Defiance - 3/3 Defensive Stance threat multiplier.
 Improved Shield Block Second charge; mandatory.	 Focused Rage - 3/3 Rage efficiency.
 Improved Thunder Clap - 3/3 AoE threat and boss attack-speed reduction.	 Last Stand Planned health cooldown.

Trait	Core allocation
Arms - 8	Improved Heroic Strike 3; Deflection 5.
Fury - 5	Cruelty 5.
Protection - 48	Shield Specialization 5, Anticipation 5, Improved Bloodrage 2, Toughness 5, Last Stand, Improved Shield Block, Defiance 3, Improved Sunder 3, Concussion Blow, Shield Slam, Focused Rage 3, Vitality 5, Devastate plus utility points.

04 / DEFENSIVE AND THREAT CAPS

Crit immunity is a state, not one number

490 Defense is the simple route. Resilience can replace part of the required critical-strike reduction, so validate every complete equipment set.

Check	Notes / Rule
Boss crit immunity	5.6% reduced chance to be critically hit; 490 Defense if using Defense alone.
Expertise soft cap	26 Expertise / 103 rating removes 6.5% boss dodge. More still reduces parry until the hard cap.
Melee special hit	9% / 142 hit rating before racials and party bonuses.
Crushing blows	Not removed by Defense. Shield Block pushes them off the attack table while charges remain.
Armor	Approaches 75% physical reduction at 35,880 armor versus level 73.
Resilience	Useful crit reduction only; it does not add avoidance or Defense skill.

Set validation

After every upgrade, verify crit immunity, health, armor, expertise, hit and Shield Block assumptions in the complete saved set - including trinket swaps.

05 / SINGLE-TARGET THREAT

Shield Slam starts the four-GCD loop

The core priority is Shield Slam, Revenge, then two filler globals before Shield Slam returns.

 Shield Slam - Rank 6 Every 6 seconds / four GCDs.	 Revenge - Rank 8 Second priority when available.
 Devastate - Rank 3 Two filler globals.	 Heroic Strike - Rank 10 Queue only with excess rage.
 Shield Block Mitigation off-GCD; do not starve it.	 Thunder Clap - Rank 7 Maintain attack-speed slow.
 Demoralizing Shout - Rank 7 Maintain AP reduction if assigned.	 Bloodrage Pre-pull/on-demand rage without wasting income.

Loop	Action
GCD 1	Shield Slam
GCD 2	Revenge if available; Devastate otherwise
GCD 3	Thunder Clap, Demo Shout or Devastate
GCD 4	Devastate / utility filler
Next	Shield Slam immediately; Heroic Strike remains an excess-rage on-next-swing dump.

06 / MULTI-TARGET AND HYJAL

Control the wave before chasing threat

Warrior AoE threat is limited. Marks, kill order, Misdirection and disciplined DPS are part of the tank toolkit.

 Thunder Clap - Rank 7 Open and maintain on the pack.	 Demoralizing Shout - Rank 7 Low-cost area threat/debuff.	 Challenging Shout Six-second control, not permanent ownership.
 Concussion Blow Lock a dangerous target.	 Shield Slam - Rank 6 Own the marked priority mob.	 Super Sapper Charge Engineering burst after mobs stack.

Scenario	Execution
Incoming wave	Ranged pull/Misdirection plan; line-of-sight casters into stack.
First globals	Thunder Clap, Demo Shout, Shield Slam skull, tab Devastate/Revenge.
Loose mob	Taunt first; Intervene/Concussion as required; call the target.
Emergency	Challenging Shout buys six seconds - build real threat before it ends.

07 / COOLDOWNS AND UTILITY

Call defensives before the lethal swing

Warrior cooldowns are strongest when assigned to predictable boss windows rather than pressed at low health without healer context.

 <u>Last Stand</u> 30% temporary health; bridge a danger window.	 <u>Shield Wall</u> Major reduction; stance/shield requirements.
 <u>Shield Block</u> Primary crush and Shear protection.	 <u>Spell Reflection</u> Niche encounter/trash tool.
 <u>Berserker Rage</u> Fear break/rage; plan stance cost.	 <u>Intervene</u> Movement and ally rescue.
 <u>Taunt</u> Threat equalization plus forced attack.	 <u>Shield Bash - Rank 4</u> Interrupt assignment; stopcast awareness.

Cooldown ladder

Use trinket/Last Stand for medium danger, Shield Wall for assigned lethal windows, and external cooldowns according to the raid sheet. Avoid stacking everything unless the strategy requires it.

08 / SAVED EQUIPMENT PACKAGES

Build five complete tank states

There is no honest single Protection Warrior BiS set. Each assignment changes the required survival, threat and resistance mix.

Set	Purpose	Key requirements
Balanced boss	Default progression set.	Crit immune; sufficient health/armor; stable expertise/hit.
Maximum mitigation	Bloodboil, progression physical burst.	Highest worst-case EHP; threat still clears raid floor.
Maximum threat	Farm or strict DPS ceiling.	Crit immunity retained; healer-approved EHP.
Illidan Shear	Main-tank phases.	Shield Block available for every Shear; charge consumption tracked.
Flame tank	Flames of Azzinoth.	Fire resistance target, crit immunity and control/threat package.
Hyjal waves	Multi-target/trash.	Engineering, block/AoE utility and marked-target threat.

Never overwrite

Save each equipment-manager set separately. A threat-ring swap can silently remove crit immunity; a resistance swap can remove hit or expertise needed to control the assigned add.

09 / PHASE 3 BALANCED ENDPOINT

Phase 3 rewards mixed-source gearing

Arena resilience pieces enable strong threat offsets without sacrificing crit immunity. Protection T6 is not automatically the endpoint.

 Vengeful Gladiator's Plate Helm Balanced resilience helm.	 Onslaught Shoulderblades Threat shoulders; validate crit immunity.
 Pepe's Shroud of Pacification Excellent hit cloak.	 Vengeful Gladiator's Plate Chestpiece Balanced Arena anchor.
 Vindicator's Plate Bracers Efficient resilience/socket.	 Gauntlets of Enforcement Expertise plus mitigation.
 Belt of One-Hundred Deaths Unmatched expertise threat belt.	 Vengeful Gladiator's Plate Legguards Balanced hit/resilience.
 Vindicator's Plate Greaves Reliable guaranteed route.	 Pendant of Titans Hit plus mitigation.
 Shapeshifter's Signet Expertise threat ring.	 Band of the Abyssal Lord Strong mixed ring.
 Shadowmoon Insignia Mitigation on-use.	 Icon of Unyielding Courage Expertise threat trinket.
 The Brutalizer Primary threat weapon.	 Bulwark of Azzinoth Premier Phase 3 shield.
 Legionkiller Balanced ranged slot.	

10 / THREAT AND MITIGATION SWAPS

Every contested item needs a substitute

Use the piece that completes the set; do not break crit immunity for a paper threat upgrade.

 Faceplate of the Impenetrable Maximum mitigation helm.	 Vengeful Gladiator's Plate Shoulders Resilience threat alternative.
 Onslaught Breastplate Threat chest; no defense.	 Glory of the Defender Mitigation chest.
 Girdle of Stability Mitigation belt.	 Onslaught Greaves Maximum threat legs.
 Praetorian's Legguards Uncontested mitigation legs.	 Dreadboots of the Legion Threat/hit, highly contested.
 Myrmidon's Treads Defensive hit boots.	 Violet Signet of the Great Protector Mitigation ring.
 Darkmoon Card: Vengeance Stamina/damage trinket.	 The Unbreakable Will Defensive weapon.
 Kaz'rogal's Hardened Heart Mitigation shield alternative.	

Tier 6 verdict

Onslaught Armor gives +170 Commanding Shout health at 2p and +10% Shield Slam damage at 4p, but weak itemization can make the complete Protection set worse than mixed alternatives.

11 / GEMS AND ENCHANTS

Use stamina after the safety state is solved

Pure stamina is the default. Use hybrid gems only when the socket bonus or crit-immunity correction repays the loss.

 Powerful Earthstorm Diamond 18 stamina meta; simple default.	 Solid Star of Elune Primary blue stamina gem.
 Shifting Nightseye Red activation when bonus is worthwhile.	 Steady Talasite Defense/resilience correction.
 Glyph of the Defender Defense/dodge head option.	 Netherclef Leg Armor Best survival leg armor.
 Mongoose Balanced threat/avoidance weapon.	 Executioner Threat weapon alternative.
 Boar's Speed Mandatory movement plus stamina.	 Threat Glove percentage threat.

Slot	Enchant
Shoulders	Greater Warding/Knight or legacy Fortitude of the Scourge.
Cloak / chest / wrists	Greater Agility / Exceptional Stats or Resilience / Fortitude or Defense.
Shield	Major Stamina.
Rings	Stats on both if Enchanter.

12 / CONSUMABLES AND INVENTORY

Carry separate survival and threat packages

Choose consumes by encounter danger, rage flow and raid threat ceiling - not by a universal list.

 Flask of Fortification Progression survival default.	 Ironshield Potion Armor potion for physical danger.	 Haste Potion Threat/farm potion.
 Elixir of Major Agility Threat plus avoidance.	 Gift of Arthas Guardian elixir/debuff option.	 Fisherman's Feast Stamina food.
 Super Healing Potion Personal recovery when potion slot permits.	 Nightmare Seed Health ceiling cooldown.	 Greater Shadow Protection Potion Mother Shahraz plan.
 Super Sapper Charge Hyjal AoE threat.	 Adamantite Weightstone Weapon damage when compatible.	 Master Healthstone Separate emergency heal.

Assignment	Default
Progression main tank	Fortification, stamina food, Ironshield, Nightmare Seed/Healthstone.
Farm/threat	Major Agility + guardian elixir, haste potion, threat trinkets.
Mother	Resistance set plus GSPP according to raid plan.
Hyjal trash	Engineering explosives and extra healing consumables.

13 / ILLIDAN FLAME RESISTANCE

Flame tanking is its own validated set

The recommended progression target ranges up to 365 Fire Resistance buffed; reduce only after healers and execution prove it safe.

 Flamebane Helm Crafted Fire Resistance.	 Flamebane Breastplate Large resistance anchor.
 Flamebane Gloves Resistance slot.	 Flamebane Bracers Resistance slot.
 Bulwark of Azzinoth Armor/block shield.	 The Unbreakable Will Defensive weapon option.

Target	Use
365 buffed	Smooth progression / resistance cap.
244 buffed (174 gear)	Experienced raid compromise.
Below that	Only after strategy, healer throughput and logs justify it.

Flame control
Face each Flame away, maintain Thunder Clap/Demo as assigned, avoid beam paths and preserve Taunt/Intervene contingency. Resistance does not replace positioning.

14 / ULLIDAN SHEAR SET

Shield Block must cover every Shear

Shear reduces maximum health catastrophically if it lands. Warrior block coverage is the assignment advantage, but charges can be consumed by other swings.

 Shield Block Activate before every Shear window.	 Improved Shield Block Second charge is mandatory.	 Bulwark of Azzinoth High block value/armor.
 Last Stand Transition buffer, not Shear immunity.	 Shield Wall Assigned lethal window.	 Taunt Phase pickup/contingency.

	Detail
Late activation	Boss-mod timer plus visible Shield Block buff.
Charges consumed	Track melee timing; never assume the icon alone guarantees coverage.
Stun/transition	Pre-plan stance, facing and healer range.
Threat reset	Coordinate Misdirection and opening Shield Slam before DPS resumes.

15 / MACROS AND STANCE CONTROLS

Make taunts and defensives immediate

Macros remove targeting delay. They must not hide stance, shield or rage requirements from the tank.

Macro name	Macro
Mouseover Taunt	<code>#showtooltip Taunt /cast [@mouseover,harm,nodead][] Taunt</code>
Focus Intervene	<code>#showtooltip Intervene /cast [@focus,help,nodead][] Intervene</code>
Shield Wall	<code>#showtooltip Shield Wall /equip Bulwark of Azzinoth /cast Defensive Stance /cast Shield Wall</code>
Spell Reflect	<code>#showtooltip Spell Reflection /equip Bulwark of Azzinoth /cast Spell Reflection</code>
Emergency stance	<code>#showtooltip Defensive Stance /cast Defensive Stance /cast Shield Block</code>

Macro caution
Equip macros trigger weapon swaps and may interact with the global cooldown. Test every macro out of raid with the exact localized item name.

Review survival and threat as one system

A tank parse is successful when the raid can attack safely and healers can predict the damage profile.

Metric	Diagnosis
Shield Block uptime	Required windows covered; charges not consumed unexpectedly.
Crushing blows / crits	Set error, late Shield Block or charge failure. Any crit is unacceptable.
Shield Slam delay	Four-GCD loop execution and rage starvation.
Thunder Clap / Demo	Assigned debuff uptime.
TPS floor	Compare with first DPS threat and Misdirection timing.
Cooldown use	Matched predicted burst, not only low-health panic.
Damage spikes	Armor/EHP set, boss debuffs, healer range and facing.
Taunt resists	Hit/spell-hit reality and contingency response.

17 / HYJAL WAVES

Control Hyjal waves with marks

Protection Warrior is strongest when the raid respects limited AoE threat and kills the marked target in order.

Wave Task	Execution
Abominations	Face away; maintain Thunder Clap/Demo; call stuns and focus fire.
Necromancers	Line-of-sight into stack; Shield Bash assigned casts; do not chase out of healer range.
Banshees	Coordinate interrupts/dispels; shield and stance ready.
Ghouls / Crypt Fiends	Thunder Clap, tab Devastate/Revenge, explosives after stack.
Loose target	Taunt, Intervene, Concussion or Challenging Shout; state the target aloud.
Between waves	Swap set only if safe, bandage/eat, refresh shout and repair rage plan.

18 / HYJAL BOSS ASSIGNMENTS

Plan cooldowns for all five bosses

Position first, maintain mitigation debuffs and announce every defensive.

Boss	Tank execution
Rage Winterchill	Face away, move cleanly from Death and Decay, call Icebolt risk and preserve healer line.
Anetheron	Stable facing; coordinate infernal off-tank pickup; cooldown Carrion Swarm healing gaps.
Kaz'rogal	Manage rage/mana mechanics around the raid; maintain boss debuffs and clean positioning.
Azgalor	Rain of Fire movement, silence awareness and assigned defensive windows.
Archimonde	Fear break plan, immediate Doomfire movement and strict facing; survival overrides threat.

19 / BLACK TEMPLE EARLY

Naj'entus through Teron

Threat openers, boss facing and add pickup discipline define the early instance.

Boss	Execution
Naj'entus	Stop unnecessary health loss before shield break; defensive for burst; keep boss stationary.
Supremus	Main tank facing and movement; volcano awareness; transitions handed off cleanly.
Shade of Akama	Control add lanes, taunt priority mobs and use Challenging Shout only with a follow-up plan.
Teron Gorefiend	Maximum stable TPS; cooldown Incinerate timing; if ghosted, execute construct duty perfectly.

20 / BLOODBOIL AND RELIQUARY

Communicate every threat reset

Do not solve a phase change by continuing the normal threat loop.

Encounter	Execution
Gurtogg Bloodboil	Tank swap/Acidic Wound plan, Fel Rage transitions, high physical burst cooldowns and clean facing.
Reliquary - Suffering	Threat and mitigation behavior changes; follow interrupt and rage plan exactly.
Reliquary - Desire	Reflected damage and dispel mechanics; controlled abilities only.
Reliquary - Anger	Threat ceiling escalates. Establish lead, use cooldowns and call DPS limits before loss.



Shield Wall
Assigned burst.



Last Stand
Health bridge.



Taunt
Swap plan.



Shield Bash - Rank 4
Interrupt duty.

21 / MOTHER, COUNCIL AND ILLIDAN

Late Black Temple tests every set

Resistance, control and phase-specific gearing matter more than owning the most expensive item.

Role	Execution
Mother Shahraz	Meet raid Shadow Resistance requirement, keep boss facing stable and react to Fatal Attraction movement.
Illidari Council	Assigned target only; interrupts, reflects and threat states tracked separately.
Illidan main tank	Shear covered by Shield Block, demon-phase handoff clean, eye beams/parasites respected.
Flames of Azzinoth	Fire-resistance set, each Flame controlled and faced correctly, beam paths avoided.

Assignment lock
Confirm before pull whether you are Illidan main tank, Flame tank or backup. The correct set and action bars differ materially.

22 / PREPARATION AND PRE-PULL CARDS

Make tank readiness visible to the raid

Every pull begins with an equipment-state, debuff, cooldown and positioning declaration.

Boss card Crit immune set active Health/armor stated Expertise/hit checked Shield Block windows marked Cooldown order announced Taunt contingency assigned	Resistance/add card Resistance total stated buffed Crit immunity rechecked Threat weapon/shield selected Control marks confirmed Pickup path rehearsed Emergency AoE tools ready
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14-day sprint

Days 14-10	Finish attunement, Arena/resilience path, resistance crafts and gems.
Days 9-6	Dummy four-GCD loop; stance macros; multi-target pickup drills.
Days 5-3	Save and validate five equipment packages; photograph/stat-note each.
Days 2-1	Full consumables, repair, boss assignments and cooldown sheet.
Raid day	Review crits/crashes, threat floor, cooldown timing and deaths after each block.

23 / SOURCES AND ICON CREDITS

Current references and clickable data

Every spell, talent and item name links to its TBC Wowhead entry.

Phase 3 BiS	Wowhead TBC / guide/protection-warrior-tank-bt-hyjal-phase-3-best-in-slot-gear-burning-crusade
Talents	Wowhead TBC / guide/classes/warrior/protection/tank-talent-builds-pve
Rotation	Wowhead TBC / guide/classes/warrior/protection/tank-rotation-cooldowns-abilities-pve
Stats	Wowhead TBC / guide/classes/warrior/protection/tank-stat-priority-attributes-pve
Gems and enchants	Wowhead TBC / guide/classes/warrior/protection/tank-enchants-gems-pve
Consumables	Wowhead TBC / guide/classes/warrior/protection/tank-consumables-raid-buffs-pve
Overview and races	Wowhead TBC / guide/classes/warrior/protection/tank-overview-pve
Macros	Wowhead TBC / guide/classes/warrior/protection/tank-macros
Resistance gear	Wowhead TBC / guide/protection-warrior-frost-nature-resistance-best-in-slot-gear-burning-crusade
Hyjal trash	Wowhead TBC / guide/trash-mobs-hyjal-summit-strategy-burning-crusade-classic

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