

TBC ANNIVERSARY | PHASE 3

WARRIOR DPS



ARMS + FURY

Black Temple + Mount Hyjal Carrier Handbook

- 33/28/0 Blood Frenzy raid-support lane
- 21/40/0 Death Wish personal-DPS lane
- Slam timing, rage control and cleave plans
- Exact gear, gem, enchant and consume icons

01 / ROLE COMMAND CARD

Choose raid value or personal damage

Arms increases all physical damage through Blood Frenzy. Fury earns its slot only through greater personal damage and cleave.

Arms - roster default 33/28/0 Two-handed sword preferred Maintain Blood Frenzy Slam immediately after swings Mortal Strike + Whirlwind cadence	Fury - damage slot 21/40/0 Death Wish Dual wield Bloodthirst + Whirlwind priority Heroic Strike rage dump No unique raid debuff
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Before pull	After lanes
Armor debuff	Confirm Sunder/Expose ownership and first-global plan.
Shout	Battle Shout assignment and refresh responsibility.
Threat	Tank lead, Misdirection and threat meter visible.
Survival	Healthstone, Nightmare Seed and defensive stance/shield bind ready.

02 / RACES AND PROFESSIONS

Human and Orc are the damage defaults

Human expertise is exceptional with swords and maces; Orc combines Blood Fury with axe expertise when the weapon path allows it.

 Sword Specialization Alliance default for Cataclysm Edge/glaive paths.	 Mace Specialization Fury mace path expertise.
 Blood Fury Horde damage cooldown; align with Bloodlust.	 Axe Specialization Expertise with axe routes.

Profession pair	Recommendation
Blacksmithing + Engineering	Best general carrier path: weapon access plus Hyjal explosives.
Engineering + Enchanting	Strong once raid weapons replace crafts; two Ring - Stats enchants.
Blacksmithing + Leatherworking	Only when the party still requires Drums coverage.

03 / CAPS AND GROUP SUPPORT

Cap specials, then protect rage income

Boss attacks are made from behind. Expertise reduces dodge; hit protects key abilities and improves Fury white-swing rage.

Stat	Target / rule
Special melee hit	9% before Heroic Presence; 142 hit rating.
Expertise soft cap	26 expertise / 103 rating removes 6.5% boss dodge. Human/Orc weapon racials reduce gear required.
Arms white hit	Two-handed white swings share the 9% cap.
Fury white hit	Dual-wield miss remains beyond special cap; additional hit continues to add damage/rage but competes with stronger stats.
Position	Attack from behind to remove parry. Expertise does not excuse frontal attacks.

Physical-group package

Enhancement Shaman	Windfury, Strength of Earth, Unleashed Rage
Feral Druid	Leader of the Pack.
Arms Warrior	Blood Frenzy for the raid.
Hunter / Ret / Fury	Roster-dependent final slot.

04 / ARMS TALENTS

33/28/0 exists to maintain Blood Frenzy

The build reaches Mortal Strike and Blood Frenzy, then takes Improved Slam, Flurry and Sweeping Strikes from Fury.

 <u>Mortal Strike - Rank 6</u> Primary Arms cooldown.	 <u>Blood Frenzy - 2/2</u> 4% physical raid damage after Deep Wounds/Rend.
 <u>Sword Specialization - 5/5</u> Best Cataclysm Edge path.	 <u>Weapon Mastery - 2/2</u> Reduces dodge/disarm effects.
 <u>Improved Slam - 2/2</u> Makes the post-swing weave viable.	 <u>Flurry - 5/5</u> Crit-driven haste.
 <u>Sweeping Strikes</u> Essential cleave cooldown.	 <u>Death Wish</u> Not reachable in standard 33/28 Arms.

Talent	Notes
Arms - 33	Improved Heroic Strike 3, Deflection 2, Improved Rend 3, Deep Wounds 3, Impale 2, Two-Handed Weapon Specialization 5, Sword Specialization 5, Weapon Mastery 2, Mortal Strike, Blood Frenzy 2 plus utility.
Fury - 28	Cruelty 5, Improved Demoralizing Shout or Booming Voice options, Unbridled Wrath 5, Improved Cleave 3, Commanding Presence 5, Improved Slam 2, Sweeping Strikes and Flurry 5.

05 / ARMS SWING TIMING

Slam immediately after the weapon swing

Slam resets the swing timer when its cast completes. Every extra reaction or latency delay becomes lost auto-attack time.

 Slam - Rank 6 Press after every completed swing when stationary.	 Mortal Strike - Rank 6 Use in the ability slot without delaying the next swing plan.
 Whirlwind Second cooldown; stance/rage awareness.	 Heroic Strike - Rank 10 Queue only when the coming swing would cap rage.

Timeline	Action
Auto lands	Immediately begin Slam.
Slam completes	Use Mortal Strike or Whirlwind if scheduled and rage permits.
Wait	Do not press Slam before the next auto; watch swing timer.
Movement	Drop Slam and use Mortal Strike > Whirlwind > instant filler.
Haste proc	The window shortens; train Bloodlust/DST timing separately.

Training target

Track average delay from auto timestamp to Slam start. Improving that delay is usually worth more than a minor gear swap.

06 / ARMS PRIORITY AND DEBUFFS

Blood Frenzy uptime is the raid assignment

Keep the bleed effect active without breaking the swing/Slam cadence, then spend rage on Mortal Strike and Whirlwind.

 Blood Frenzy - 2/2 Driven by Deep Wounds / Rend application.	 Slam - Rank 6 Post-swing conversion.
 Mortal Strike - Rank 6 Primary active strike.	 Whirlwind Second strike and cleave.
 Execute - Rank 7 Filler below 20%; do not delay MS/WW.	 Overpower - Rank 4 Use when available without breaking higher priority.
 Sunder Armor - Rank 6 Own only if assigned.	 Battle Shout - Rank 8 Maintain talented party AP.

Priority	Rule
1	Assigned Sunder/armor and Battle Shout duties.
2	Blood Frenzy maintained.
3	Auto > Slam after every swing.
4	Mortal Strike and Whirlwind on planned cooldown slots.
5	Execute below 20% only between MS/WW; Heroic Strike at rage cap.

07 / ARMS CLEAVE AND MOVEMENT

Sweeping Strikes owns the cleave window

Pool rage before the pack stabilizes, then convert charges with Whirlwind, Mortal Strike and Cleave rather than weak white swings.

 Sweeping Strikes Pool first; activate on durable stacked targets.	 Whirlwind Top cleave priority.	 Cleave - Rank 6 Replace Heroic Strike rage dump.
 Mortal Strike - Rank 6 Use between cleave priorities.	 Slam - Rank 6 Only with spare rage and a stable target.	 Execute - Rank 7 Only if rage remains for cleave priorities.

Pack state	Action
Gathering	Wait; do not cleave targets outside tank control.
Stable / durable	Sweeping Strikes, Whirlwind, Cleave, Mortal Strike.
Short-lived	Whirlwind/Cleave; skip debuffs and Slam setup.
Movement	Stay behind marked target; use instants until stationary.

08 / ARMS PHASE 3 ENDPOINT

Cataclysm's Edge defines the Arms path

The shared armor endpoint uses Cursed Vision and selected Fury T6 pieces; simulate hit/expertise around the weapon and racial.

 Cursed Vision of Sargeras Universal physical-DPS helm.	 Onslaught Shoulderblades Armor penetration T6.
 Shadowmoon Destroyer's Drape Strong shared cloak.	 Onslaught Breastplate Fury T6 threat stats.
 Deadly Cuffs Phase 3 bracers.	 Grips of Silent Justice Top gloves.
 Belt of One-Hundred Deaths Expertise anchor.	 Leggings of Divine Retribution Powerful off-piece.
 Dreadboots of the Legion Hit/haste shared endpoint.	 Choker of Serrated Blades Arms neck option.
 Stormrage Signet Ring Illidan ring.	 Unstoppable Aggressor's Ring Strong physical ring.
 Dragonspine Trophy Haste remains exceptional.	 Madness of the Betrayer Expertise/proc endpoint.
 Cataclysm's Edge Best Arms two-hander.	 Barrel-Blade Longrifle Ranged stat stick.

09 / ARMS WEAPON STATES

Weapon type changes the whole build

Talent specialization, racial expertise, swing speed and Slam timing must move together.

 Cataclysm's Edge Sword endpoint; Human synergy.	 Soul Cleaver Axe alternative; Orc synergy.
 Vengeful Gladiator's Greatsword Guaranteed Arena sword route.	 Band of the Eternal Champion Reputation ring alternative.
 Badge of the Swarmguard Short/cleave armor-penetration trinket.	 Tsunami Talisman Crit/hit proc alternative.

Sword state	Notes
Cataclysm Edge Sword	Default endpoint; 5/5 Sword Specialization.
Soul Cleaver Axe	Orc or loot-available alternative; respec weapon talent.
Arena Greatsword	Reliable progression path while waiting for raid weapon.
High-haste	Bloodlust/DST; practice shorter post-swing Slam windows.

10 / FURY TALENTS

21/40/0 Death Wish beats Rampage

Death Wish supplies a scalable 20% damage cooldown. Rampage is excluded because its flat AP and maintenance cost do not keep pace.

 Bloodthirst - Rank 6 Primary Fury strike.	 Death Wish Align with Bloodlust and trinkets.
 Flurry - 5/5 Core haste engine.	 Improved Berserker Stance - 5/5 Attack power plus threat reduction.
 Dual Wield Specialization - 5/5 Off-hand damage.	 Sweeping Strikes Fury tree cleave cooldown.
 Rampage Deliberately not selected.	 Weapon Mastery - 2/2 Arms-tree dodge reduction path.

Arms - 21	Improved Heroic Strike 3, Deflection 2, Improved Rend, Deep Wounds and Impale path, utility points, then Death Wish.
Fury - 40	Cruelty 5, Commanding Presence 5, Dual Wield Specialization 5, Improved Execute 2, Sweeping Strikes, Flurry 5, Bloodthirst, Improved Berserker Stance 5 plus chosen utility.

Build rule
Use the linked current 21/40/0 calculator allocation. Optional Improved Demoralizing Shout points are a tank-survival roster swap, not a separate Fury spec.

11 / FURY PRIORITY AND RAGE

Never delay Bloodthirst or Whirlwind

Fury is a cooldown priority surrounded by rage management. Heroic Strike is only a dump after upcoming core abilities are funded.

 Bloodthirst - Rank 6 Highest single-target priority.	 Whirlwind Second priority.
 Heroic Strike - Rank 10 Queue with true excess rage.	 Execute - Rank 7 Filler below 20%, never ahead of BT/WW.
 Overpower - Rank 4 Use without delaying core cooldowns.	 Hamstring - Rank 4 Low-cost proc/rage dump only by plan.
 Death Wish Stack with raid haste/burst.	 Bloodrage Smooth opener or starvation window.

State	Action
Normal	Bloodthirst > Whirlwind > Overpower/utility > Heroic Strike dump.
Execute	Bloodthirst > Whirlwind > Execute filler; do not spam to starvation.
Rage low	Cancel/avoid Heroic Strike; protect next BT/WW.
Rage high	Queue Heroic Strike; never cap at 100.
Threat high	Stop Heroic Strike first; stance/position and threat call.

12 / FURY CLEAVE AND COOLDOWNS

Whirlwind and Cleave own stacked targets

Pool before Sweeping Strikes and convert every charge with strong attacks while staying behind the priority target.

 Sweeping Strikes 30-second cleave cooldown.	 Whirlwind First cleave priority.	 Cleave - Rank 6 On-next-swing rage dump.
 Bloodthirst - Rank 6 Use after cleave priorities.	 Death Wish Primary burst cooldown.	 Recklessness Long cooldown; raid-night assignment.

Cooldown	Rule
Death Wish	Stack with Bloodlust/Heroism and trinkets unless encounter timing requires otherwise.
Recklessness	One major use per raid segment due long cooldown; obtain raid-lead timing.
Haste Potion	Use when rage and target uptime can convert the haste.
Sweeping Strikes	Do not activate before both targets are stable and durable.

13 / FURY PHASE 3 ENDPOINT

Fury shares armor, not weapon packages

The same elite physical pieces support both specs, but Fury weapon pairing, racial expertise and speed determine the final set.

 Cursed Vision of Sargeras Endpoint helm.	 Onslaught Shoulderblades Armor penetration.
 Shadowmoon Destroyer's Drape Shared cloak.	 Onslaught Breastplate Onslaught threat chest.
 Deadly Cuffs Phase 3 bracers.	 Grips of Silent Justice Top shared gloves.
 Belt of One-Hundred Deaths Expertise anchor.	 Leggings of Divine Retribution Off-piece legs.
 Dreadboots of the Legion Hit/haste.	 Choker of Serrated Blades Hit/physical neck.
 Stormrage Signet Ring Illidan ring.	 Unstoppable Aggressor's Ring Strong shared ring.
 Dragonspine Trophy Best haste engine.	 Madness of the Betrayer Expertise/proc.
 Warglaive of Azzinoth Legendary endpoint, extremely contested.	 Warglaive of Azzinoth Set completion.

14 / FURY WEAPON PACKAGES

Pair speed, racial and availability

Warglaives are the endpoint, not the progression plan. Maintain realistic axe, sword and crafted packages.

 Warglaive of Azzinoth Legendary main hand.	 Warglaive of Azzinoth Legendary off hand.
 Vengeful Gladiator's Cleaver Orc Arena axe route.	 Blade of Infamy Strong sword path.
 Rising Tide Axe alternative.	 Dragonstrike Crafted mace haste route.
 Dragonspine Trophy Changes rage/speed cadence.	 Madness of the Betrayer Helps expertise target.

Package	Use
Double Vengeful Cleaver	Orc expertise and reliable Arena acquisition.
Blade of Infamy + sword off-hand	Human expertise / raid-drop route.
Dragonstrike package	Blacksmithing haste option; evaluate party and weapon speed.
Warglaives	Final legendary package; do not reserve the rest of the set around an uncertain drop.

15 / GEMS AND ENCHANTS

Activate Relentless, then stack strength

Use gems to complete the exact hit/expertise state; do not keep gemming hit after its real marginal value falls below strength.

 Relentless Earthstorm Diamond Mandatory physical meta.	 Bold Crimson Spinel Best pure strength epic.	 Inscribed Noble Topaz Strength/crit hybrid.
 Jagged Talasite Blue activation with crit/stamina.	 Glyph of Ferocity Head AP/hit.	 Nethercobra Leg Armor Leg AP/crit.
 Mongoose Balanced weapon enchant.	 Executioner Armor penetration threat/DPS weapon.	 Cat's Swiftress Movement speed plus agility.

Slot	Default
Shoulders / chest / wrists	Greater Vengeance / Exceptional Stats / Assault.
Gloves	Superior Agility or threat/cap correction by item.
Weapons	Executioner and/or Mongoose according to sim, school and raid armor.
Rings	Stats on both rings if Enchanter.

16 / CONSUMABLES AND INVENTORY

Pack for bosses, waves and wipes

Demon classification, kill time, Windfury compatibility and potion timing change the correct package.

 Flask of Relentless Assault Reliable all-night AP flask.	 Elixir of Demonslaying Best only versus actual Demons.	 Elixir of Major Agility Battle elixir alternative.
 Elixir of Draenic Wisdom Guardian sustain.	 Haste Potion Burst potion.	 Roasted Clefthoof Strength food.
 Adamantite Weightstone Blunt weapon only; check Windfury.	 Dense Sharpening Stone Edged weapon only; check Windfury.	 Drums of Battle Party haste if assigned.
 Super Sapper Charge Hyjal stacked waves.	 Nightmare Seed Survival health ceiling.	 Master Healthstone Emergency heal.
 Heavy Netherweave Bandage Between-wave recovery.		

Windfury rule

Do not apply a temporary weapon stone to a weapon that must receive Windfury Totem; the imbue blocks Windfury. Stones belong only on compatible non-Windfury weapons.

17 / MACROS AND STANCE TOOLS

Make interrupts and survival immediate

Macros should expose stance and equipment requirements rather than hiding failed casts.

	Macro
Pummel	<code>#showtooltip Pummel /cast Berserker Stance /cast Pummel</code>
Focus Pummel	<code>#showtooltip Pummel /cast [@focus,harm,nodead][] Pummel</code>
Emergency shield	<code>#showtooltip Shield Wall /equip The Brutalizer /equip Bulwark of Azzinoth /cast Defensive Stance /cast Shield Wall</code>
Cleave toggle	<code>#showtooltip Cleave /cast Cleave</code>
Start attack	<code>#showtooltip Mortal Strike /startattack /cast Mortal Strike</code>

Slam warning
Do not macro Slam into a castsequence. The correct press depends on the observed auto-attack timestamp, haste state and movement.

18 / UI AND LOG REVIEW

Compare only equivalent assignments

Spec, weapon speed, group buffs, Blood Frenzy/Sunder duties and kill time materially change Warrior logs.

Warrior	Arms	Fury
Active time	95%+ safe uptime	95%+ safe uptime
Core delay	Auto-to-Slam reaction; MS/WW delay	Bloodthirst/Whirlwind delay
Raid duty	Blood Frenzy and assigned Sunder	Battle Shout / Sunder if assigned
Rage waste	Caps and early Slam starvation	Caps, excess Heroic Strike, BT/WW starvation
Cleave	Sweeping charge conversion	WW/Cleave/Sweeping conversion
Execute	Only filler between MS/WW	Only filler between BT/WW
Deaths	Frontal, movement, threat	Frontal, movement, threat

19 / HYJAL WAVES

Cleave only after tank control

Warrior damage is exceptional on stacked waves, which makes early threat deaths especially tempting and especially avoidable.

Wave state	Execution
Incoming	Charge only by tank/raid plan; do not become the gather point.
Stable	Whirlwind and Cleave; Sweeping Strikes on durable targets; Sapper after threat is established.
Priority caster	Pummel assigned casts; stay on skull without frontal exposure.
Nearly dead	Stop expensive setup; preserve rage and position for next wave.
Between waves	Bandage/eat, refresh shout, check weapon imbues and cooldown timing.

 Sweeping Strikes Durable targets.	 Whirlwind Cleave priority.	 Cleave - Rank 6 Rage dump.
 Pummel - Rank 2 Assigned casts.	 Super Sapper Charge Stable stack only.	 Heavy Netherweave Bandage Wave recovery.

20 / HYJAL BOSSES

Five bosses reward uptime without greed

Every cast or swing lost to late movement costs more than a minor item upgrade.

Boss	Execution
Rage Winterchill	Immediate Death and Decay movement; interrupt/slow duties only by plan.
Anetheron	Stay in healing range, avoid infernal danger and do not cleave uncontrolled adds.
Kaz'rogal	Maintain uptime and survival; cooldowns according to raid kill-time plan.
Azgalor	Rain of Fire movement and silence awareness; Demonslaying only if classification applies.
Archimonde	Fear-break plan, Tears equipped, instant Doomfire movement; survival overrides execute greed.

21 / BLACK TEMPLE EARLY

Naj'entus through Teron

Melee positioning, burst timing and mechanic execution establish the carrier standard.

Boss	Execution
Naj'entus	Healthstone ready; stop greedy attacks before shield break if health is unsafe; burst after recovery.
Supremus	Stay behind during tank phase; move instantly from volcanoes; no Slam greed while relocating.
Shade of Akama	Cleave controlled adds, interrupt priority casts and align cooldowns with Shade burn.
Teron Gorefiend	Maximum stationary cadence; threat monitored. If ghosted, execute construct controls perfectly.

22 / BLOODBOIL AND RELIQUARY

Stop attacking on command

Threat swaps and reflect phases punish automatic Heroic Strike, Cleave and queued attacks.

Encounter	Execution
Gurtogg Bloodboil	Stay with assigned group, stop on threat calls and respect Fel Rage transitions.
Reliquary - Suffering	Rage behavior changes; follow interrupt/utility plan and do not spend blindly.
Reliquary - Desire	Damage reflection is lethal. Stop queued attacks and cast only on command.
Reliquary - Anger	Wait for stable tank threat, then controlled burst; watch escalating threat.



[Pummel - Rank 2](#)
Interrupt assignment.



[Heroic Strike - Rank 10](#)
Stop queue.



[Cleave - Rank 6](#)
No uncontrolled extra hit.



[Berserker Rage](#)
Phase utility.

23 / MOTHER, COUNCIL AND ILLIDAN

Late Black Temple punishes melee greed

Resistance compliance, target discipline and zero avoidable deaths are the final checks.

Role	Execution
Mother Shahrz	Meet Shadow Resistance requirement, use GSPP if assigned and move instantly with Fatal Attraction.
Illidari Council	Attack only assigned target; stop on reflects/immunities; Pummel exactly assigned casts.
Illidan	Respect Shear/frontals, parasites, eye beams and demon transitions. Swap targets only by call; do not chase through danger.

Carrier verdict
A living Arms Warrior with Blood Frenzy uptime or living Fury Warrior with disciplined cooldowns adds more raid value than a dead BiS character.

24 / PREPARATION AND PRE-PULL CARDS

Make the spec package repeatable

Every pull begins with the correct weapon, talents, caps, shout, armor-debuff assignment and cooldown plan.

Arms card Sword/axe talent matches weapon Swing timer visible Blood Frenzy tracker active Slam latency practiced Sunder/Shout duty confirmed Sweeping target plan ready	Fury card Weapon pair and racials checked BT/WW cooldown bars visible Heroic Strike queue indicator Special hit/expertise verified Sunder/Shout duty confirmed Death Wish timing confirmed
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14-day sprint

Days 14-10	Finish caps, weapon skill, enchants, resistance set and professions.
Days 9-6	Arms Slam timing or Fury rage/queue dummy training.
Days 5-3	Cleave packs, Pummel focus macro and defensive shield swap.
Days 2-1	Full consumes, repair, encounter cooldown and debuff sheet.
Raid day	Review uptime, core delays, rage waste, raid-duty uptime and deaths.

25 / SOURCES AND ICON CREDITS

Current references and clickable data

Every talent, ability and item links directly to its TBC Wowhead entry.

Arms Phase 3 BiS	Wowhead TBC / guide/arms-warrior-dps-bt-hyjal-phase-3-best-in-slot-gear-burning-crusade
Fury Phase 3 BiS	Wowhead TBC / guide/fury-warrior-dps-bt-hyjal-phase-3-best-in-slot-gear-burning-crusade
Talents	Wowhead TBC / guide/classes/warrior/dps-talent-builds-pve
Rotation	Wowhead TBC / guide/classes/warrior/dps-rotation-cooldowns-abilities-pve
Stats	Wowhead TBC / guide/classes/warrior/dps-stat-priority-attributes-pve
Overview and races	Wowhead TBC / guide/classes/warrior/dps-overview-pve
Hyjal trash	Wowhead TBC / guide/trash-mobs-hyjal-summit-strategy-burning-crusade-classic
Mother resistance	Wowhead TBC / guide/shadow-resistance-gear-mother-shazraz-black-temple-bt-burning-crusade-classic

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Research checked July 22, 2026. Live hotfixes, raid strategy and loot policy supersede a static document.