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As many of you know, targeting a classic fighter is not easy - it's almost like playing the game in a difficult situation. Despite the low mobility, low possession, and highest gear dependability in the game, warriors are by far the most played status in vanilla. There's a kind of masochistic pull to balance the toughest class in the game. For some, this epic challenge provides the purest vanilla experience, and watching an expert pilot in this class with refinement is like watching an artist at work. This guide will simply be our attempt to put all the pieces together. Warriors are the most courageous fighters on the battlefield, and their pure fighting parrots inspire courage among allies and despair at enemies. Experts in all kinds of scuffle weapons and possessing incredible physical strength and skill, perfectly suited fighters serve as frontline fighters and battlefield commanders. Warrior's Strengths: Best DPS Vanilla Class (Rage for PvE and Weapons for PvP) Best tanking class not mana, so you can move from mafia to mafia fast with good high skill equipment capEpicly challenging tank like any specification! Flexible weapon advances all use all weapons except wands and weaknesses of slow fighter dispersing low mobility and high gear dependency on materials and expensive repairs vulnerable to open world PvP difficulty farming overpopulated gold class. First of all, take a look at this so you have an idea of the possibilities. And here's our pick of the best races for a fighter. (Brit/Herd) Here are some tips to move quickly during your targeting as a classic wow warrior. Ideally you should only fight a mob that are on an equal level, or 1 - 2 levels below your level. Don't kill too many mobs with your abilities. Be sure to spend rage effectively and collect it if possible. Keep your food + first aid to this day! Blood + bandage stay in battle and heal. There's a weapons progression program! If you see a them, ask for stacks of food +int and give it a tip! (It is likely that your weapons skill will not be done until time) Save 1h+ always protects you for protective bash interference. Skip most defensive skills while training - take only what's needed. Only a Grade 1 train of thunder and applause, cleave, overpower, Bash Shield, (damage increase/effect is negligible). The speed of skating can be divided into three pieces: travel time, fighting time, and regen time. The sum of these three parts equals the speed of your divisions. Travel time refers to the time you spend moving from goal to objective in the open world. Fighting time is the amount of time you spend fighting. Outside of fighting time refers to the amount of necessary time you spend recovering from eating, drinking, healing, strips, etc. Travel time is what you will do the most, so talents or abilities that increase speed of movement will likely have the highest impact on exfoliating speed. The more important idea is this: shaving seconds of downtime between pulling is as valuable as shaving Of while fighting. When you think of it that way, harm to mitigation and regenerative talents/abilities/statistics have almost offensive characteristics, potentially being evaluated equally for statistics that increase damage. From level 8 onwards (when you get the Grade 1 hamstring) you can start using the Hamstring method to mitigating damage against your enemies. Outdoor mobs in the open world usually have a higher speed of movement and a higher attack speed than you. If you were to stand still and exchange hits with back-and-forth mobs you might end up trading 1 of your automatic attacks for their 2+ If executed correctly, the Hamstring method allows you to trade 1 hit for 1 hit with target, drastically reducing the damage done while reducing your damage at all since you are monitoring your natural automatic attacks with a swing timer. Hamstring step-by-step detail method: An automatic attack will then apply Hamstring to target Strafe through the target outside the range of their hit box while your automatic attack cools and re-engages this goal with yet another automatic attack and ability as your swing toss from scratch keeping uptime on Hamstring when it is effective in doing so side Strafing through the target is better to go right through them as exposing your back to the enemy will make you susceptible to getting infected. Swing Ymer &lt;- Click on a link to the master each scuffle set should also have a Ymer ceiling that monitors your attacks and attacks on your enemies. This is important because you will need to weave both movement and capabilities between cooldowns in your vehicles to avoid cutting into animations and missing damage. XP / Hr Tracker &lt;- Click on the Addon link To track the effectiveness of your abuse exactly. You will have insights such as EPH (XP/hour), EPM (XP/min) and average XP per kill. Outfitter &lt;- Click for addon addon link allows you to switch gear back and forth easily. This is useful for switching to your Spirit Set between fighting to reduce downtime. Standing dancing simple 1 dancing ability, will put you in the right position and cast ability as well as show cooldowns &amp; or tooltips #showtooltip Overpower/cast [position:1] power; Position Battle # Show mocking/cast blow [position:1] mocking blow; Position Battle # Show Provocation / Cast [Position:2] Provocation; Defensive Position# Showtooltip Whirlpool / Cast [Position:3] Whirlpool; Crazy standing changes positions between page and position battle and if the control click, it will go zerker stanc / cast [sub:ctrl,nostance:3] position from winter; [Position:1] Defensive position; Battle position charge &amp; intercept puts you in the right position, use other and you load/intercept. It'll also keep you in the barracks during battle... [Battle, nostance:3] crappy position; [No Khumba, nostance:1] Battle position; [Fight, position:3] Mortal interception and heroic attack if you have the rage. #showtooltip Mortal / Cast Mortal Strike / Cast Interception Heroic Strike / #showtooltip Cords / Cast interception; Crazy poses/molded loading string #showtooltip charge/cast [position:3]payment; Battle position/cast Hamstring the easiest way to levelup as a fighter: start with furious 2H to 40, then respec kiss for mortal strike. Continue through Fury finishes with a furious 5/5. Lvl 1- 39 : Furious Spec 0/30/0 Here's the order for lvl 10 to lvl 39: Lvl 40 - 60 : Respec Arms: 31/20/0 Once you hit lvl 40, respec for a mortal strike and then follow the construction below. Now, a lot of people will tell you never to hold double while exfoliating. Why? Because, when you double hold, your hit chance is greatly reduced, and your hand makes only 50% of its normal damage. Because hit rating equipment is virtually nonexistent up to level 40+, you'll miss a lot of attacks if you run a double. ... But, in my experiences, I've found double grips to be fine, but only if you're furious. I found that having two gun swings means there are twice as many opportunities for writing, which has led to a lot more Flurry procs. Level 50 with two 1h blue swords, my kill speed was just like when I used an epic 2h hack. And I wasn't even degenerate on the off-the-cessation damage talent. If I had a good string of prosthetics, I could smack a mob in 15-20 seconds, easily beating early blood every time it came off the disc. On the subject of blood vigor, double grip allows you to actually use all 6 charges of blood sprinter, leading to a lot of additional healing. I found that when I hold a double, I can kill 2 or 3 extra mobs before I have to eat/bandage, compared to using 2h. The healing from Bloodthirst may not seem like much, but it comes down to time. So, if you happen to have two good 1h weapons, and you're specced fury, don't be afraid to try the dual activation. Some people swear by it, and I understand why. Getting misses/parries with a 2h weapon is cancer, and having two weapon swings for two different opportunities in a crit, can really help smooth your damage and make it less random. If you're still skeptical, I'd suggest you try it as soon as you get t-trout blade, or if you happen to have a John Doe hack. With a really sick 1h weapon, double-grips can certainly feel great. Tips/Tricks on Talents: To save money, don't train higher ranks of Overpower or Cleave up to 60. The bonus damage from higher ranks is minuscule compared to the damage to your weapon. (Example: Overpower Level 1 does 5 more damage, overpower max rank does... 35 further damage. Knell spells like applause. The damage increases slightly, but the slowing effect/duration of silence remains the same for each rank. Don't train Rand beyond or so level three. It's pretty useless in the past Level 30, except for PvP stuff like preventing rogue/druids from re-stealth. If you're ever 100% HP, you're likely to be playing it wrong - push your combat efficiency limits. Train First Aid as soon as possible Use any weapon has the highest DPS regardless of type (polearm, crew, etc.) save any single copper - you will need money for weapon upgrades. Buy Weapons from suppliers as your money allows. Initiate with payment ideally, but sometimes you will have to deal with withdrawal as payment will be a liability. Target tab rend if you are fighting multiple mobs. Use thunder and applause if you are fighting 2+ mobs and only if they have a high attack speed. Make the journey of the defensive class. Here is a cycle of dps to respect these levels. Peeling 10-20 is the most effective at this point to kill individual targets as opposed to multiple kills at the same time. Keep a 1H shield on you starting with A.V.L. 12 when you get the Shield on fire. At level 15 upgrade your food to 552 thrones / 24 seconds. Skip a mocking blow and as much as possible in the prot wood. Only a Grade 1 train of thunder and applause, cleave, overpower, Bash Shield, (damage increase/effect is negligible). Pisa 20-40 Once you have a blood craze at the age of 21 you can start training sitting in the middle of a battle with (/sit macro) which will make the mafia crit you 100% of the time. It'll amplification the blood craze and eventually Ynerge, on A.V.L. 25, you need to start integrating the/sit-into your Hamstring method. Love this property, but you're still not entirely sure? Once you master this technique you will have a 25% damage boost with almost 100% action time action Saturday. At 30 make your search a crazy position and use the Hamstring method to easily kite around and kill Big Will. If at age 30+ you have a support structure such as guild, do your whirlpool hack search as soon as possible. Here is a cycle of dps to respect these levels. Targeting a 40-60 round one goal - Pool Rage doesn't perform a mob: Bloodrage + Bandage between pulls to avoid fury decay while switching to the next 2 goals. Multi-target rotation - make mob: Priority statistics : Better statistics on your weapons such as DPS, weapon speed, or damage range will have more impact than statistics like strength or agility, however here is the base stats priority: 1 point of DPS = 7 power = 14 offensive force stat priority lvl 1-30 (sustain)wind &-gt; Power &-gt; Agi &-gt; Endurance &-gt; Intellect Statistics Priority lvl 4 0-59 (Crit is a priority)Agi &-gt; Strength &-gt; Endurance &-gt; Wind &-gt; Intellect power (often shortened STR) has the following effects: increases attacking power with scuffle weapons, fighters achieve 2 offensive force Power does not improve the chance of blocking but it increases the amount of damage that can be blocked with a shield. Agility (often shortened to AGI) has the following effects: increases the chance of scoring a critical hit with a weapon. You get a 1% increased critical chance for every 20 points of agility. Increases the chance of avoiding attacks. For every 20 agile points you get a 1% chance of getting away. Attack Force: Attack Force (AP) increases your base DPS by 1 for every 14 offensive force. For example, ap of 28 will give you 2 DPS. Pvp Hitcaps Scuffle, 2h or 1h + Shield: 5% Scuffle, Dual Run: 24% Here's a list of weapons you need to select for your fighter during your leveling at WoW Classic : Big Hack - 4.3 DPS - Lvl 3 - Starting Area (Buy a wooden hammer if you're using a meroni.) Lvl 10 Grade Quest 1H Weapon - 7.9 DPS - Lvl 10 - Quest Award from Elunite Warrior's Weapon. The Edge of the People's Militia - 11.2 DPS - Lvl 11 - Quest Reward The People's Militia in Westpool. Miner's Revenge - 13.0 DPS - Lvl 15 - Quest Reward Oh Brother Deadmines Foreman Search. Purifier's Team - 15.3 DPS - Lvl 16 - Quest Award Tower Althalaxx Darkshore. Headbasher - 17.6 DPS - Lvl 25 - Dungeon Quest Fury Award runs deep in stockades. Westfall's team - 20.5 DPS - Lvl 14 - Dungeon Quest Award Fraternity Defias Mines. Ancient War Sword - 21.7 DPS - Lvl 26 - Quest Reward Swamps defeat Ptrash. Archeus - 23.9 DPS - Lvl 29 - Quest Reward Love Daughter Dusk. Body maker - 28.9 DPS - Lvl 29 - 40% drop over Master Ramtusk Razorfen Kraul. Money Spade - 31.1 DPS - Lvl 31 - Quest Remuneration Mining Risk Company. Whirlpool Hack - 35.6 DPS - Lvl 30 - Quest Fighter Whirlpool Weapons Award. Ravager - 37.3 DPS - Lvl 37 - 25% Download at Scarlet Abbey. Bonebiter - 38.8 DPS - Lvl 34 - Dungeon Quest Award called Light Monastery II. Grimock's charge - 40.9 DPS - Lvl 42 - 20% off Grimlok Oldman. Saddle chief - 43.5 DPS - Lvl 45 - 20% drop Chief Okorz Sandskalp Cheap Farak. Rod Resurrection - 45.8 DPS - Lvl 45 - Dungeon Quest Earth's Corruption Prize and Maraudon Seed. Fear of Vengeance - 50.5 DPS - Lvl 54 - 20% Descent Emperor Dagran Thaurissan Blackrock depths. Ice Spike Spear - 53.9 DPS - Lvl 51 - Quest Reward Hero of Frozen Wolf Valley Alterac. Domulus Prime - 55.7 DPS - Lvl 58 - Quest Reward Perfect Poison Silitus. Large hack - 4.3 DPS - Lvl 3 - Initial space providers (buy a wooden hammer if you use a meroni.) Lvl 10 Grade Quest 1H Weapon - 7.9 DPS - Lvl 10 - Quest Award from Fake Steel Warrior. Darkwood Team - 9.1 DPS - Lvl 8 - Quest Reward Family Crypt Tiirifal Glades. Hack of Orgrimmar - 11.8 DPS - Lvl 13 - Quest reward hidden enemies from Thrall in Orgrimmar. Wind Rider Team - 13.0 DPS - Lvl 14 - Quest Thunder Hawk Cry Camp Taurajo Barrens. Hammer Demolition - 17.6 DPS - Lvl 17 - Quest Reward from Weapon of Choice Barrens. Cresce Team - 20.3 DPS - Lvl 14 - Quest Reward from the leaders yielded howling caves. Hydra strike - 25.6 DPS - Lvl 26 - 20% drop Aku'Mai in the depths of Blackfathom. Body maker - 28.9 DPS - Lvl 29 - 40% drop over Master Ramtusk Razorfen Kraul. Tokakar's Murloc helicopter - 32.5 DPS - Lvl 40 - Quest a threat award from the Sea And Grief Egg. Whirlpool Hack - 35.6 DPS - Lvl 30 - Quest Fighter Whirlpool Weapons Award. Ravager - 37.3 DPS - Lvl 37 - 25% Download at Scarlet Abbey. Will's Giant Mountain - 39.5 DPS - Lvl 46 - Quest Reward Weapons of feralas spirit. Beastlayer - 42.6 DPS - Lvl 50 - Quest Reward U'cha Mighty Crater Ongoro. Cleaver Limbs - 42.7 DPS - Lvl 50 - Quest Lost Thunder Recipe Award Depths. Diabolical Skiver - 42.8 DPS - Lvl 44 - 25% Drop Shadow-Frieze Cheap Farak. Pike Head - 44.2 DPS - Lvl 46 - 20% off atal'alarion sunken temple. Rod Resurrection - 45.8 DPS - Lvl 45 - Dungeon Quest Earth's Corruption Prize and Maraudon Seed. Damaged Blackwood team - 48.2 DPS - Lvl 58 - Quest Award into Maw of Madness Silitus. Ice Spike Spear - 53.9 DPS - Lvl 51 - Quest Reward Hero of Frozen Wolf Valley Alterac. Domulus Prime - 55.7 DPS - Lvl 58 - Quest Reward Perfect Poison Silitus. Thank you for all these people for mentioning this possible guide:Kargoz, Swifty, Asmongold, TipsOut, Eliseum Forum, Nostalgus Forum. Do you have any friends who play classic Wow? Join the WowClassic community and take this guide with all your friends! One stock = one saved murloc! Marlock, I don't know what that means, but...

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