

**The Arms Compendium won't be updated for Prepatch or Battle for Azeroth.**

## **Prepatch guides:**

<https://www.icy-veins.com/wow/arms-warrior-pve-dps-guide>

<https://www.wowhead.com/guides/arms-warrior-dps-bfa-battle-for-azeroth-pre-patch>

I'd like to take a moment to thank everyone who helped make this guide. I had a great time maintaining it, and I hope to create more guides in the future (keep updated on <https://skyhold.gg/>) It was a community effort to both write, fix errors, update and generally maintaining it. Sadly I have decided I won't be continuing the guide in BfA. As always, if you have any questions I'm more than willing to help out at Discord - @Vel#2944

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## Disclaimer:

You should be aware that things do change with gear, so some things might be inconsistent with your character, and as such if you want to do your absolute best you should always sim yourself. This guide is also subject to human error, and might require you to apply some logical thinking.

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## Introduction

Hello, and welcome to [the Arms Compendium](#). This is a comprehensive guide, it should give you all the information you need to excel at playing Arms. This guide assumes you have a basic understanding of Arms and your abilities. If you are new to playing the class, you should check out a more beginner-friendly guide at [Wowhead](#) first.

[The Arms Compendium](#) started as a little pet project in early October 2016, by [Vel](#) & [Tizank](#). At the time, Arms was missing a clear, comprehensive, and easy to read guide which led to a lot of repeat questions on Discord and no where to send people. Now, almost a year later, it has turned into an amazing collaborative effort by some great people. Special thanks to [Archimtiros](#), [Corejo](#), [Ryzoh](#), [Warriorsarri](#) and [Marok](#). I also want to thank everyone else who has contributed, with to writing, improving and generally helping me out with sims, finding errors and making suggestions. I'd also like to thank several other guidewriters for inspiration to this guide, mainly [Gebuz](#) and his amazing [Balance Druid Guide](#).


If you haven't done so already, I would strongly recommend joining the [Warrior Discord - Skyhold](#), easy access for help, questions, log feedback, and much more. If you wish to contribute any ideas, or feedback to the Compendium, please direct message me on Discord at [Vel#2944](#) or Twitter at [VelodyEU](#).

## Acronyms:

Even though this guide assumes you have a basic knowledge of arms, some of the acronyms used can get confusing. Here is a short list of the main ones used.

**AM:**  Anger Management

**AoE:** Area of Effect (Used to refer to multiple targets)

**BC:**  Battle Cry

**BS:**  Bladestorm

**CS:**  Colossus Smash

**DPR:** [Damage Per Rage](#) (Spreadsheet by [@Ben#2742](#) on Discord)

**EP:**  Executioner's Precision

**FoB:**  Fervor of Battle

**FR:**  Focused Rage

**GCD:** Global Cooldown

**HL:**  Heroic Leap

**IftK:**  In for the Kill

**MS:**  Mortal Strike

**OP:**  Overpower

**OpS:**  Opportunity Strikes

**PS:**  Precise Strikes

**SD:**  Shattered Defenses

**SS:**  Sweeping Strikes

**ST:** Single Target

**TM:**  Titanic Might

**WB:**  Warbreaker

**WW:**  Whirlwind

**4p:** 4 pieces of tier for the bonus. (2p meaning 2 pieces)

## Talents:

This section has a couple of talent cheat sheets and a longer explanation of different talents. If you're looking for a more basic explaining of what different talents do, I would recommend checking out either the [Wowhead](#) or the [Icy-Veins](#) talent sections.

Arms has a fair amount of talent variations, and what build you can and should run might vary depending on your current gear, and what content you are doing. There's several resources available to help you figure out what is the optimal way to do things. If you're looking for raid or fight specific talents, I would either recommend using [Warcraftlogs](#) to check top logs and to check out [Mgll's Antorus Cheat Sheet](#). (Please keep in mind that boss strategies, raid setups, and gear might impact certain choices)

To start with, Arms has a lot of different builds for different situations. Even if you pick a m+ build, those talents might change depending on which dungeon you're doing and what affixes you have. As such, it's quite difficult to make a build that is correct 100% of the time.

## Talent Build Cheat Sheets:

### Example Mythic+/Cleave/AoE Build

It is recommended to consider Shockwave for a few affixes (such as necrotic), or if you are doing higher keys. Bounding Stride is an all-around good mobility talent, however if you are doing high keys you should consider Defensive Stance. Arms is a bit lacking in the defensives department, and this talent solves that. Avatar is a bit more controlled than Trauma, and therefore helps you more on the hard packs where you need the extra burst. It also has good synergy with damage bonuses, on-use trinkets, etc.

FoB/Trauma build is generally not recommended in m+.

15	Dauntless	Overpower	Sweeping Strikes
30	Shockwave	Storm Bolt	Double Time
45	Trauma	Rend	Avatar
60	Second Wind	Bounding Stride	Defensive Stance
75	Fervor of Battle	Mortal Combo	Titanic Might
90	Deadly Calm	In For The Kill	Focused Rage
100	Anger Management	Opportunity Strikes	Ravager

### Example Single Target Build

This is just an example of a decent ST build. You might benefit more from going Ravager, especially if you have The Storm's Eye legendary. This all depends on **YOUR GEAR**. Rend excels

15	Dauntless	Overpower	Sweeping Strikes
30	Shockwave	Storm Bolt	Double Time
45	Trauma	Rend	Avatar
60	Second Wind	Bounding Stride	Defensive Stance

on 1-2 targets and Titanic Might really helps with the frustrating tactician rng arms experience.

It's always recommended to sim to find out which talent build is better for you!

### Example Single Target Build 2

Tier 21 bonuses synergize extremely well with Trauma and Fervor of Battle. Picking FoB means Whirlwind replaces Slam as your general filler ability. This build can be a bit frustrating to play, as it requires a tad more rage management and generally better RNG to "feel" decent. It does have a higher damage ceiling than Rend/TM does—and as such you might see a majority of the best rankings play FoB. This will obviously depend on the fight though.

Trauma is a must pick when you have Fervor of Battle.

15	Dauntless	Overpower	Sweeping Strikes
30	Shockwave	Storm Bolt	Double Time
45	Trauma	Rend	Avatar
60	Second Wind	Bounding Stride	Defensive Stance
75	Fervor of Battle	Mortal Combo	Titanic Might
90	Deadly Calm	In For The Kill	Focused Rage
100	Anger Management	Opportunity Strikes	Ravager

### Notable Talents:

#### Dauntless | Overpower | Sweeping Strikes

There's a lot of questions about Dauntless vs Overpower for single target, as they sim close and in some situations Overpower sims a fair bit higher. The general advice is go Dauntless for single target—unless you want the extra button in your rotation. The gain from Overpower can easily be gone with a few mistakes, and it opens you up to making more mistakes. Another thing to note is that Dauntless is the better alternative when you have decent RNG.

Sweeping Strikes is the obvious choice in any scenario where you'll hit more than one target for an extended amount of time.

#### Trauma | Rend | Avatar

This is probably the row of talents you'll swap around the most. Rend is a very good choice for single target, but it does fall behind in mythic+. The rage cost and short duration of Rend makes it difficult to keep up on more than 2 targets.

Avatar is the go-to choice for the mythic+ dungeons. It offers more on-demand controllable burst than Trauma. As such it can really help you on the hard packs as an additional cooldown, or on the hard bosses as a cooldown combination with Bloodlust. It also synergizes well with some on-use aoe trinkets like Umbral Moonglaives from Sisters.

Trauma is the go-to talent when you go for Fervor of Battle. It's strong in synergy with FoB/t21 4p, and in consistent aoe situations.

#### Fervor of Battle | Titanic Might

The biggest misinterpretation here is that FoB is an aoe talent, however it ONLY increases damage done to your main target. As such, it's a single target dps increase, and makes you replace Slam in your standard rotation with Whirlwind. It has decent synergy with Trauma also. It is an excellent choice for when you have tier 21 4p—though some fights or mythic+ might benefit more from TM.

Titanic Might is an incredibly strong talent for cleave and aoe situations, and it offers great quality of life improvements on single target. It decreases CS cooldown and increases duration, which means you get a 100% uptime on CS on 1 target. It also means you get an increased uptime on AoE from sources like Warbreaker or Weight of the Earth.

### In For The Kill | Focused Rage

The default choice here is always IftK. The 10% haste buff is a multiplier (like almost every haste buff) which means you gain  $1.X*1.1$  haste, where X is your haste. For example, if I have 15% haste, I'd get  $1.15*1.1=1.265$  which means I'd have 26.5% haste with the buff. The main thing with haste is getting enough to fit your whole Bladestorm or Ravager in your Battle Cry windows. To achieve that, you'll need 20% haste (to reduce the duration), which means you'll at the least want 9.1% haste. (This is all assuming t20 4p)

Focused Rage also has its moments, which is mainly when you require high on-demand burst. In Antorus—it can be used on Mythic Kin'garoth for the add damage burst. It is not needed, but it is a good option if your raid composition requires it, or if you prefer to play it. It's an extremely situational talent and while it can shine in a few (and do quite well in others) it tends to be the worse option.

### Ravager | Opportunity Strikes

Opportunity Strikes is a great choice once you get tier 21 4p bonus. It's a passive talent that scales with targets health (higher chance to proc the lower health your target is), and requires almost no thought. The extra rage gain in execute phase helps smoothen out the rotation too. This talent is mainly for single target fights in raids.

Ravager used together with legendary head—The Great Storm's Eye—is rather strong in all situations. You can use it even on single target if you prefer. It's the strongest choice for AoE fights and in dungeons. The short cooldown and the synergy with Warbreaker and Battle Cry makes it an exceptional choice for AoE fights like High Command and Eonar.


Opportunity Strikes offers a strong, consistent damage increase—while Ravager focuses more on the burst windows. Both talents are good and which one you should pick comes down to what content you're doing, what gear you have, etc.

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## Rotations:

I will try to be as clear as possible in this section, misunderstandings are easy, so please make sure you read it twice. If you have any questions, or need any clarifications on wording here, don't hesitate to either ask in Skyhold or messaging me on Discord.







### Please make sure you've read the talent section before looking at this section.

The Rend/TM build is strong and the playstyle is generally more preferred as it's more consistent and doesn't suffer as much as FoB from bad RNG. The Trauma/FoB build excels on a lot of Antorus fights, because of the FoB and tier 21 bonus synergies. Keep in mind that FoB is a single target talent, as it only increases damage to the main target. It is also difficult to test on dummies if you play this with  Opportunity Strikes, as OpS' chance to proc is linear based on health, from 0% at 100% health to 60% at 1 health. FoB is a good talent for outside world content/questing. It does not offer the same quality of life that Titanic Might has, in terms of 100% CS uptime.















Which talent build, and tier combination, you should use depends highly on your gear—so it is recommended to always sim yourself.


## CD rotation & Opener



As always, you start the fight with Charge:

-  Colossus Smash
  - This is to put your main reset ability on cooldown, and as Rend costs rage, it might reset it with Tactician.
-  Rend
  - If you have it talented
-  Battle Cry
  - You should ideally get a  SD buff, macro  BC with  Mortal Strike, and continue your standard rotation during Battle Cry.





## Standard Rotation/Priority List:

1.  Colossus Smash if no Shattered Defenses buff
2.  Rend if not applied (and talented)
3.  Execute if  Ayala's Stone Heart proc
4.  Mortal Strike if  SD buff
5.  Mortal Strike if zero  Executioner's Precision debuffs
6.  Overpower if talented (Unless you have  Battle Cry up)
7.  Rend if <2.4s remaining on debuff
8.  Cleave (if you have FoB talented, and don't have Archavon's Heavy Hand equipped)
9.  Slam (Or  Whirlwind if FoB talented)


Basically, you maintain  Rend (if talented) while prioritizing using  CS and consuming your SDs. Unless you have Executioner's Precision debuffs (which you save for next SD), you use  MS on cooldown.

Using  Cleave single target without Archavon's Heavy Hand is for the rage efficiency—FoB build struggles with rage and using  Cleave helps negate that a bit. It is a very minor gain.

## Execute Rotation/Priority List:

1.  Mortal Strike if you have x2 Executioner's Precision **and** Shattered Defenses
2.  Colossus Smash if no SD
3.  Overpower if talented, and not going to ragecap
4.  Execute

Keep in mind that you still use  Rend before  Battle Cries even in  Execute. You don't maintain it outside of that.

If you do have Fervor of Battle talented, and tier 21 4p you can drop the stacks with a  Whirlwind in Execute, however it's seems to only be a minor gain if you have 3 Many Will Fall relics.

## AoE Rotation:








There are a million factors to consider in an aoe situation for Arms. The basics here is, do you go for sustained aoe or burst aoe? For sustained damage, you would ideally look at Damage Per Rage (DPR), while for burst you look for the highest damage output. There's also things to consider like SS, how many targets got CS, EP, what legendaries do you have equipped and so on. **There's no rotation that is correct in every aoe situation.**

- Basically, you can use Cleave before Whirlwinds on 2 or more targets while still prioritizing CS/MS.
- On 8+ targets you should prioritize Cleave/WW over standard rotation.
- Keep in mind that a Cleave/WW rotation is hard to sustain (in terms of rage) so you will most likely still be filling globals with CS/MS.

## Ravager / Bladestorm use

- Perfecting your Rav/BS usage is vital to maximizing your damage output. Bladestorm is generally extremely weak, it does less damage than Cleave/Whirlwind – and the only strength of Bladestorm is the zero rage cost. In any situation you would use Bladestorm for damage – You’re likely better off using Ravager.
- Ravager is super good because of the shorter cooldown than Bladestorm, so it lines up perfectly with Warbreaker and Battle Cry for extremely strong burst aoe windows.

### Tips & Tricks:

- Use  WB on the GCD before an  MS comes off cooldown if you don’t have  SD.
-  WB procs lftK and T21 2p, so you can use it to keep the buff up.
- Run out and  Charge back in when  MS and  CS are on cooldown, you have low rage, and you've just swung (Get a swing timer WeakAura or use Quartz).
- Check out the [Antorus, The Burning Throne Cheat Sheet](#) for more fight specific tips!

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### Artifact:

### Traits:

#### [Click for path to 35 traits](#)

After 35 traits, go for 4th golden trait (Executioner’s Precision) as fast as possible, then Precise Strikes/Exploit the Weakness into Deathblow/Crushing Blow before moving into Unending Rage/Many Will Fall/One Against Many. The exact order makes a minimal difference.

### Relics:

Hvl is good for arms, however there’s a few traits that are sometimes better (Precise Strikes, Exploit the Weakness, Many Will Fall with FoB, etc). You should always sim the non-obvious new relics for your own character. I would recommend using [Raidbots](#) for this.

### [Netherlight Crucible](#)

First off, I recommend using this [Crucible Weight addon](#) to get guideline weights for your relics on the go without having to sim. You should almost always sim and apply some critical thinking when the choice isn’t obvious. I would also STRONGLY recommend using the [Raidbots Relic Tool](#) for simming, it’s an amazing, user-friendly tool.

For a rough guideline, you can use [Hero Damage's Relic Sims](#) (which has a Crucibleweight string).

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## Stats

### Stat Priority:

Stat priorities vary a lot depending on your gear. The only “cap” you need as arms is 20% (10% with lftK) to fit the whole BS in BC. The rest of the stats are incredibly close, with Mastery usually ahead. You should also note that haste effects like lftK are multipliers, and not a flat +10% haste. That means they increase haste by  $(1.x * 1.1)$  where x is your current haste %. I’m only stating 10% with lftK to have some margin of error (latency delays and general human errors)

A general stat priority is:

**Mastery > Haste (to 9.1-10%) > Versatility = Haste = Critical Strike > Strength**



Stats are very dynamic depending on gear, talents, relics etc, so you should always sim for yourself if you want stat weights/priorities! This is just a **rough** guideline and depending on your gear level you might see different results.

It is advisable that you always sim yourself as stat priorities change depending on your gear, talents, etc. If you are unsure of simming stat weights, I would recommend using [Raidbots](#) to do so.

## Haste Breakpoints

Arms has a fair amount of haste breakpoints that will show up when you're simming for stat weights. The "major" one is 20% (+ a bit to account for human error and latency). This is both for reduced BS/Ravager duration, as it is decreased by haste. At 20% the duration is 5 seconds. This means you can fit the whole BS into a BC. 20% haste also reduces your global cooldown so you can fit 5 gcds into one BC.

Some Arms breakpoints are as follows:

9.1%—the 20% breakpoint with In for the Kill talent

12.5%—Extra gcd in the CS debuff

20%—Extra gcd in BC and BS duration decreased to 5 seconds.

- Keep in mind there are some more, although smaller, breakpoints than these.
- Haste is still a very good stat outside of breakpoints!

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## Gear:

### Trinkets:

If you're looking for a quick comparison of trinkets for Arms, I would recommend checking out [Hero Damage Trinket List](#). It's quite good, but it is obviously highly recommended that you sim things for your own character as gear, legendaries and so on does have an impact. I highly recommend you use [Raidbots](#) for this.

You should keep in mind that some of these trinkets are a bit inflated in Simcraft. For example, Cradle of Anguish has a 100% uptime in sims, that might not be realistic in a real scenario however. Engine of Eradiction assumes you pick up every single orb, which you also might not be able to do. Eye of Command is similar, it'll drop a lot on any fight with any kind of targetswitching.

As having a Pantheon trinket (Either Aman'thul's Vision or Khaz'goroth's Courage) is basically a must-have, you won't have much room for trinkets. If you have questions about these Pantheon trinkets from Argus—I strongly recommend you read Archimtiros' [writeup about it on Wowhead](#).

### Tier Bonuses:

#### Tier 20—Titanic Onslaught:

This bonus made certain talents (Mainly rend, titanic might, ravager) very strong in Tomb of Sargeras. Combined with the pure strength of the 4p (making bladestorm/ravager a strong cd both on ST and aoe)—we also got a new legendary (The Great Storm's Eye—head piece) in the patch. The synergy between the new legendary and the T20 4p made Arms extremely strong in ToS. It was also a rather innovative bonus, that both felt fun to use and like a new idea.

As of now, the bonus has been significantly nerfed—although it is still decent. At higher gear levels you'll likely want to use tier 21, though you should always sim yourself.

#### Tier 21—Juggernaut:

Our new tier bonus might seem underwhelming at first glance. It's not as innovative or "cool" of an idea as the previous tier, but it is really good once you do get higher gear. The main thing to notice is that it's "crit damage" rather than crit, which synergizes well with Battle Cry. It also makes crit a slightly better stat for us than previously. The 2p bonus also procs from both Warbreaker and Weight of the Earth legendary.

Getting the 4p bonus means you'll have the option to use Trauma and Fervor of Battle, two not-so-popular talents. FoB tends to highlight the worse parts of Arms (Rage issues, mainly) – that in combination with using one of your AoE abilities as a single-target filler can be frustrating. Fun is a subjective thing though, so there is people who like it, people who don't mind it and people who hate it, so you'll have to try for yourself. Overall, T21 scales great so it'll only get better the better your gear is.

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## Legendaries:

Which legendaries are best for you specifically will depend on your offpieces. This is why there won't be a sim list of legendaries, however there will be a tldr overview at the end. **Please sim your own character for your own needs.**

### [Archavon's Heavy Hand]

One of the best legendaries you can get. It is great with tier 21 bonuses – as the rage cost to keep up a Fervor of Battle rotation is a tad high. The stats are a bit suboptimal, and it takes a tier spot. However, it helps a lot with rage and the “smoothness” of the rotation. The Rage decrease does not affect Tactician procs, and it is extremely nice in synergy with Sweeping Strikes, as you lose out on the passive Dauntless rage reduction.

### [Ayala's Stone Heart]

This is an exceptional legendary. Even with the recent nerf to the proc chance, Ayala's is still great. It has an extreme amount of synergy with Arms' traits and talents. Especially with the Executioner's Precision golden trait, and to a lesser degree Deathblow. It also works with Tactician, and counts as a 40 rage Execute. Ayala's also works with Sweeping Strikes, and applies a stack of Executioner's Precision to all targets it hits. Possibly the best overall use legendary you can hope for.

### [The Great Storm's Eye]

This is really good for burst AoE situations, especially with Ravager. It is great for burst on Kin'garoth adds, or on aoe fights like Eonar, High command. It is also a very strong legendary in mythic+.

### [Kil'Jaeden's Burning Wish]

Solid legendary for Arms, as the damage scales with CS. You can easily combine this with Warbreaker or Weight of the Earth legendary for massive on-demand burst damage. It's also a decent stat stick trinket, and the on-use damage scales with item level so it does get stronger as they upgrade legendaries.

### [The Weight of the Earth]

This is a very decent legendary for AoE situations. Combining it with Titanic Might makes it very strong on prolonged aoe, but the same talent also devalues it on single target, as you get a 100% uptime on CS already.

### [Aggramar's Stride]

Decent stat stick legendary with a great quality of life bonus with the movement speed. It also turns your BCs into Sprints! Decent legendary, depending on what alternative offpieces you have to wear.

### [Mannoroth's Bloodletting Manacles]

This is another decently itemized stat stick with a quality of life effect. It is really good if you take consistent damage, and since you're always spending rage you're constantly getting healing from these bracers. Overall a good stat stick with a nice bonus if you need the healing, so similar to Prydaz for progress.

### [Naj'entus's Vertebrae]

Solid choice for constant AoE. It has some decent synergies with Trauma, and it can be strong in situations with a lot of targets with high uptime. The extra hit turns out to be a 33% increase, as WW hits 3 times per target and this legendary increases it to 4 times per target. This is also a good choice on multitarget fights when you have Fervor of Battle talented – for more priority target damage on your main target.


### [Prydaz, Xavaric's Magnum Opus]

Prydaz is a good, overbudget neck, and a decent legendary for Arms. With all stats being relatively close, it is perfectly itemized and might excel on progression fights if you need the extra survivability. As far as numbers go, this is a middle of the pack legendary. It all depends on what alternative offpieces you have to replace it with.

#### [Rethu's Incessant Courage]

This legendary is incredibly well itemized, as well as having 3 sockets for that extra mastery potential. This is a decent legendary if you're a fresh 110 with no legendaries (or if you plan on leveling, as you can equip it already at level 101). It's better than most other stat stick legendaries because of its triple sockets. Not too much to say about this other than it's a great stat stick and some okay quality of life effects attached to it.

#### [Timeless Stratagem]

This has some decent stats. The extra 2 leaps are nice for mobility and synergise well with  Weight of the Earth legendary for M+. On demand AoE CS's with 3 charges is a pretty nice quality upgrade. Other than that this is a pretty mediocre legendary, especially as it takes a tier spot. It is nice for mobility during world quests, other world content, or even old raids though.

#### [Sephuz's Secret]

The effect on Sephuz is incredibly strong, but it can be hard to proc when it is wanted. The good thing is that the root from Charge procs it, and in a lot of m+ dungeons you can interrupt almost every 30s, so it can be strong for m+ trash if used right. Other than proccing it on cd however, it is rather weak and has some suboptimal stats.

#### [Soul of the Battlelord]

This gives you the talent Deadly Calm, which means you can pick Focused Rage if you wish. This is a bit of a different playstyle. It's not amazing by any means, but it might have its uses.

#### [Insignia of the Grand Army]

This new legendary is coming with Antorus release—it's similar to other stat stick legendaries and might be okay for you. You should sim yourself. It also relies on you having decent netherlight traits.

## **TL;DR LEGENDARIES:**

### **OVERALL GREAT**

#### [Archavon's Heavy Hand]

—All around good legendary, best in slot with T21. Especially if you're using Fervor.

#### [Ayala's Stone Heart]

—Amazing legendary, even post nerf. Used in almost every situation.

#### [The Great Storm's Eye]

—Well itemized legendary, excels on burst AoE with Ravager.

### **SITUATIONALLY GREAT**

#### [Kil'Jaeden's Burning Wish]

—Affected by CS, so has potential to be amazing for burst aoe.

#### [The Weight of the Earth]

— Strong for on-demand CS, especially in AoE situations. This also procs T21 2p, which makes it potentially excellent in m+.

## **SITUATIONALLY OKAY:**

### **[Aggramar's Stride]**

— Ok stats, ok equip. Works with Battle Cry for sprint.

### **[Mannoroth's Bloodletting Manacles]**

— Decent survivability, decent stats. Pretty much another stat stick legendary.

### **[Naj'entus's Vertebrae]**

— Okay for constant AoE.

### **[Prydaz, Xavaric's Magnum Opus]**

— Great stat stick, great survivability. Strong when the shield is needed, which could either be progress bosses or high m+ keys.

### **[Rethu's Incessant Courage]**

— Decent stat stick, but nothing amazing.

### **[Timeless Stratagem]**

— Decent stat stick again, the use helps with corpse runs or if you run low level content.. Could also be fights in the future where this kind of mobility is useful.

### **[Sephuz's Secret]**

— It's ok if you can reliably get the proc. Procs from Charge root, and as such it's easy to pop in dungeons. It's weak in terms of stats.

### **[Soul of the Battlelord]**

— Gives Deadly Calm, which means you can go back to Focused Rage. Bit of a different playstyle, but not the worst legendary to get.

### **[Insignia of the Grand Army]**


— Increases Netherlight Crucible tier 2 bonuses - can be okay, similar to other "stat stick" legendaries. Sim yourself.

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## **Gems/Enchants/Consumables:**

### **Gems:**

Use  **[Masterful Argulite]**

A  **[Saber's Eye of Strength]** (+200 Strength) Gem might be worth (note: probably isn't) but it depends entirely on your gear. You'll have to sim your char twice (once with mastery gem, once with strength gem) to figure out if it is worth it for you. (This usually ISN'T worth at high lvlts)

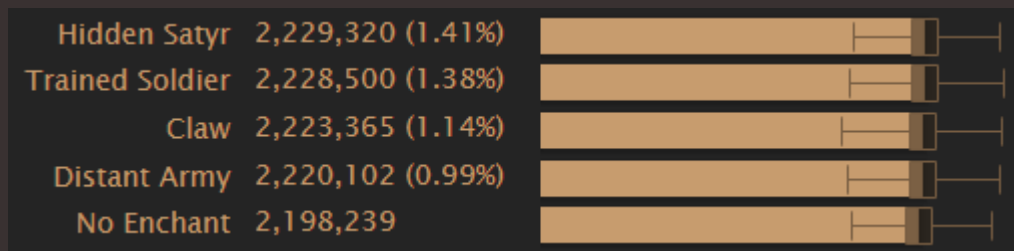
### **Enchants:**

Cloak— [\[Enchant Cloak—Binding of Strength\]](#)

Rings— [\[Enchant Ring—Binding of Mastery\]](#)

Neck— [\[Enchant Neck—Mark of the Trained Soldier\]](#)

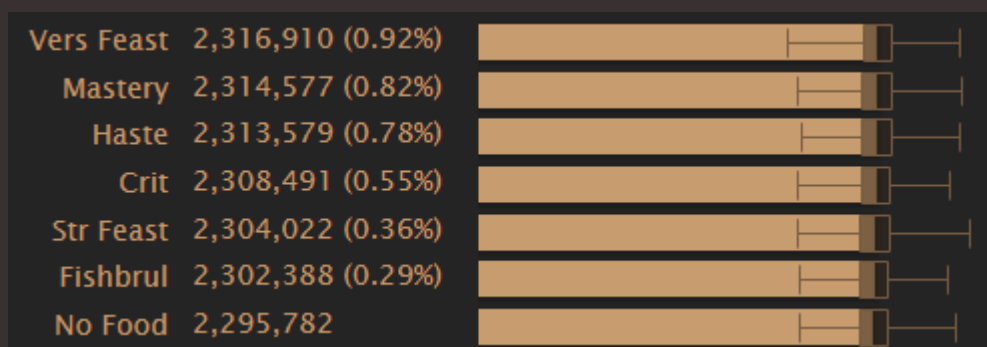
All neck enchants are reasonably close. Trained Soldier is the recommended choice due to the aoe gain aswell, but you can use Hidden Satyr without issues:



## Consumables:

Flask — [\[Flask of Countless Armies\]](#)

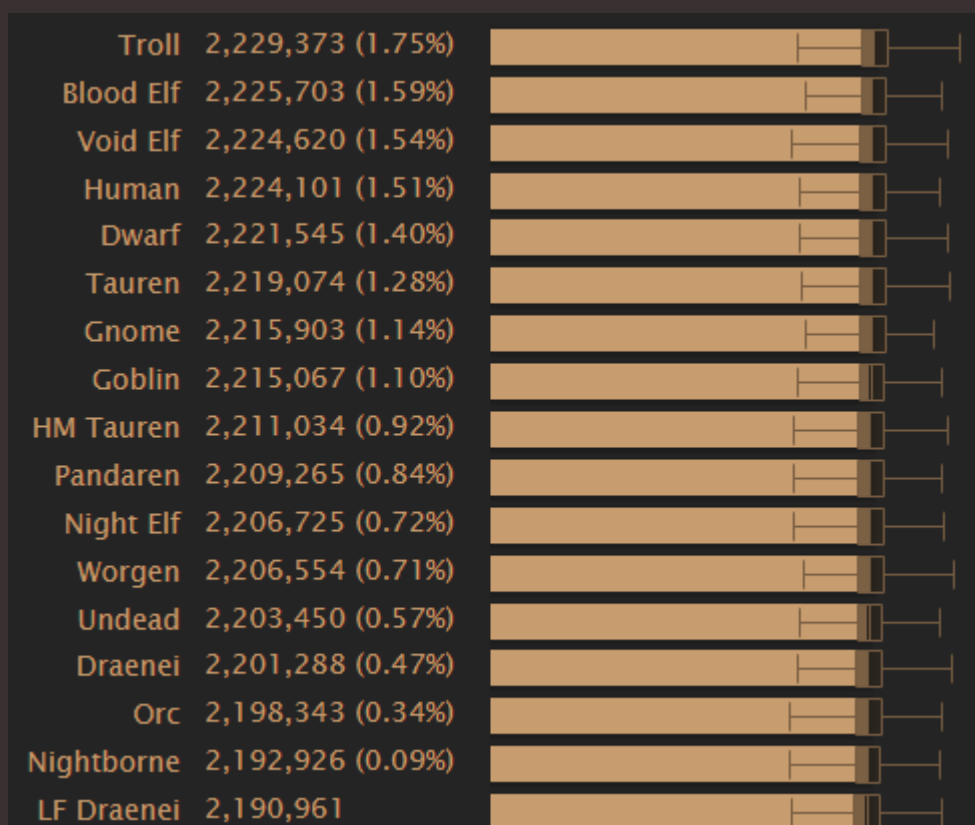
Food — [\[Nightborne Delicacy Platter\]](#) or [\[Lemon Herb Filet\]](#) / [\[Fancy Darkmoon Feast\]](#) are the recommended foods for ST. The difference between foods is rather insignificant though, and [\[Lavish Suramar Feast\]](#) benefits a bit from aoe if it's consistent enough that you won't have CS up for all of it. 1% Versatility is quite strong AoE if you can't keep CS up on all the targets.



Potion — [\[Potion of the Old War\]](#) is the best choice for maximizing ST. Prolonged Power is also the go-to pot for cleave/AoE situations:

## Racials:

The difference between racials is minimal at best. Play whatever race you enjoy the most, keep in mind the below list is simmed with reasonably high gear and you might see different results. Hero Damage also has [racial sims here](#).



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## Arms Warrior Resources:

### [Warcraftlogs Analysis/Help Guide](#)

A short guide on how to analyse Arms logs. Extremely useful to know, though some details are a bit outdated.

### [Wowhead Arms Warrior Guide](#)

### [Antorus, The Burning Throne Cheat Sheet](#)

A general boss-by-boss tips for Arms in Antorus! Very helpful for on the go tips (by mgll#0300 on Discord)

### [Raidbots](#)

Amazing user-friendly tool to help you with all your simulation needs!

### [Hero Damage](#)

Simulation lists for every class—has racials, relics, trinkets and talents.

### [Warrior Discord \(again\)](#)

One of the biggest Warrior communities, and one of the best places to ask for help!

## Mage Tower Challenge Guides

[A guide by Corejo](#)

[Wowhead Guide by Archimtiros](#)

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## WeakAuras:


Wago Arms section (presets, single WeakAuras, and more) — <https://wago.io/categories/classes/warrior/arms>

Arms preset (by Nooke) — [http://www.mmo-champion.com/threads/2064215-Nooke-s-WeakAuras-for-Legion-all-specs-\(inspired-by-Fog\)](http://www.mmo-champion.com/threads/2064215-Nooke-s-WeakAuras-for-Legion-all-specs-(inspired-by-Fog))

If you do not want to use a preset, at least use a Rage Bar, Swing Timer, and a way to track  Shattered Defenses and  Battle Cry.

### Other Recommended Weakauras:

[Sweeping Strikes Aura](#) (By Polihayse#7753 on Discord)

- Shows how many targets are in range for  SS
- You need to have enemy name plates enabled

## Addons:

[DejaCharacterStats](#)—This makes it considerably easier to see the stat breakdowns of your character. It adds in the information removed with Legion.

Details! – Nice to have to measure your DPS and damage breakdowns. Not as good as logs but easy to use in game, definitely the best damage meter addon:




- Other options to this is Skada and Recount.

CrucibleWeight – Shows rough Netherlight Crucible relic paths when you put in a string. Refer to crucible spreadsheet for the string.



SimulationCraft – Easier to export your character for easy sims and gear comparisons.

WeakAuras – Every raider should use this. The usefulness of this addon alone is beyond any other out there.


## Macros:

 Bladestorm Cancelaura – There's no reason to not have this. Very useful for getting back on a boss after killing adds before  Bladestorm is over. Also useful for breaking snares/sloves instantly. Would recommend macroing this with  Charge, for example.

```
#showtooltip  
/use Charge  
/cancelaura Bladestorm
```

  Bladestorm Macro – Gives you zero delay between your BC and your BS, giving you some possible wiggle room at the end of BC to fit in another gcd. This is used with T20 4p and OpS.

```
————— #showtooltip  
/cast Battle Cry  
/cast Bladestorm
```

  MS Macro – Gives you zero delay between your BC and your MS, giving you more room to fit a 2nd MS into your BC window (assuming no tactician procs):

```
#showtooltip  
/cast Battle Cry  
/cast Mortal Strike
```

Ravager Mouseover Macro – Puts Ravager on your mouse when used, you can also substitute [`@cursor`] with [`@player`] to drop it at your characters feet. By doing Bladestorm, it autochanges to Ravager when talented so you can use same button for Ravager and Bladestorm.

```
————— #showtooltip  
/cast [@cursor] Bladestorm
```

Execute Mouseover Macro – To snipe the executes with SS for the EP spread

```
————— #showtooltip  
/cast [@mouseover,harm] [] Execute
```

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## Changelog

17-10-2016	Trinket sims updated for accuracy.
19-10-2016	Haste breakpoints, further explaining
19-10-2016	Added searchable trinket list and simc video guide by Azor
23-10-2016	Edited parts about Haste, Haste breakpoints and Simulation Craft.
25-10-2016	Updated All Sims for 7.1
29-10-2016	Added parts about haste, mainly the MMO-C post
31-10-2016	Added notes about Ring of Collapsing Futures

05-11-2016	Updated Weakauras section with some simple strings
09-11-2016	Updated Trinkets for accuracy
11-11-2016	Rewrote rotation section and updated aoe rotation.
22-11-2016	Added a link to a guide on how to sim relics
27-11-2016	Updated aoe rotation and added a DPR aoe spreadsheet
03-12-2016	Visual overhaul + minor fixes
11-12-2016	The Compendium is now <i>slightly</i> more festive :)
01-01-2017	Updated Ring of Collapsing Futures WA. Removed the lil christmas hat :(
16-01-2017	Started 7.1.5 overhaul. Talent section re-done, macros added, rotation section revisited, added a dungeons list, updated all sims for 7.1.5 and updated bugs list.
17-01-2017	Updated rotation/priority list section and trinket/legendary sims.
18-01-2017	Updated Logs Analysis with a guide!
19-01-2017	Updated trinket sims with Spontaneous Appendages buff
24-01-2017	Updated trinkets, <i>again</i> .
25-01-2017	Added a generic Pawn string, and updated notes about DoS since it's now on the gcd.
27-01-2017	Updated trinket and racial sims (Now also shows % gains) Updated WA section with notes on each linked WA + added Yeel's preset
28-01-2017	Updated all sims to show % differences. Added a section about haste breakpoints
02-02-2017	Added a lil paragraph under aoe rotation, will revisit when I'm back from Florida in roughly two weeks.
18-02-2017	Added notes about DoS during execute
25-02-2017	Changed some wording and formatting
13-03-2017	Fixed formatting, added a few icons. Updated and added a more throughout FAQ section. Added notes about Weights of the Earth to the rotation section.
07-04-2017	Updated for 7.2, rewrote execute section (for new golden trait), added artifact path past 35 traits, added a resources section  More to come closer to raid release.
31-05-2017	Added link to mage tower guide by Corejo
13-06-2017	Big 7.2.5 update, rewrote rotation section, updated talents, added some weakauras, rewrote FAQ, added an introduction, did a more throughout legendary section, updated relics/consumables sims, +++
15-06-2017	Fixed a few mistakes, added some clarifications to talent and different builds. Wrote some more on t19 and just minor formatting fixes
17-06-2017	Rewrote and reformatted the rotation section Added aoe notes
10-07-2017	Updated rotation and talent section with more accurate notes on best builds in ToS and other content
13-09-2017	Re-did formatting and rewrote huge sections of the guide.
18-09-2017	Added netherlight crucible spreadsheet and addon link
27-11-2017	Updated for Antorus



06-12-2017	Updated with T20 nerfs, updated some of the consumables sims, added some tier bonuses notes and the Antorus Cheat Sheet spreadsheet
18-03-2018	Rewrote some old wording, updated a bit for more antorus stuff, updated some sims etc etc