



Warrior Keybinds & Macros Cheatsheet

Key	Spec	Ability	Macro	Type
1	Arms			Rotation
2	Arms			Rotation
3	Arms			Rotation
4	Arms			Rotation
5	Arms			Rotation
6	Arms	Pummel	<code>#showtooltip /stopcasting /cqs /use [@focus,harm,nodead] Pummel; Pummel</code>	Interrupt
7	Arms			Rotation
8	Arms			Rotation
9	Arms			AoE
0	Arms			Cooldown
`	Arms			Cooldown
ì	Arms			Cooldown
Shift+1	Arms	Charge	<code>#showtooltip /use [@mouseover,harm,nodead] Charge; Charge</code>	Movement
Shift+2	Arms			Movement
Shift+3	Arms			CC
Shift+4	Arms			CC

Key	Spec	Ability	Macro	Type
Shift+5	Arms			Utility
Shift+6	Arms			Self-Healing
Shift+7	Arms	Taunt	#showtooltip /use [@focus,exists][@mouseover,harm,nodead] Taunt; Taunt	Taunt
Shift+8	Arms			Utility
Shift+9	Arms			Utility
Shift+0	Arms			Cooldown
Shift+'	Arms			Cooldown
Shift+ì	Arms			Cooldown
Alt+1	Arms			Movement
Alt+2	Arms			Movement
Alt+3	Arms			CC
Alt+4	Arms			Utility
Alt+5	Arms			Pull
Alt+6	Arms			Item
Alt+7	Arms			Item
Alt+8	Arms			Utility
Alt+9	Arms			AoE
Alt+0	Arms			Utility
Alt+'	Arms			Utility
Alt+ì	Arms			Resurrect
1	Fury			Rotation
2	Fury			Rotation

Key	Spec	Ability	Macro	Type
3	Fury			Rotation
4	Fury			Rotation
5	Fury			Rotation
6	Fury	Pummel	#showtooltip /stopcasting /cqs /use [@focus,harm,nodead] Pummel; Pummel	Interrupt
7	Fury			Rotation
8	Fury			Rotation
9	Fury			AoE
0	Fury			Cooldown
`	Fury			Cooldown
~	Fury			Cooldown
Shift+1	Fury	Charge	#showtooltip /use [@mouseover,harm,nodead] Charge; Charge	Movement
Shift+2	Fury			Movement
Shift+3	Fury			CC
Shift+4	Fury			CC
Shift+5	Fury			Utility
Shift+6	Fury			Self-Healing
Shift+7	Fury	Taunt	#showtooltip /use [@focus,exists][@mouseover,harm,nodead] Taunt; Taunt	Taunt
Shift+8	Fury			Utility
Shift+9	Fury			Utility
Shift+0	Fury			Cooldown

Key	Spec	Ability	Macro	Type
Shift+'	Fury			Cooldown
Shift+i	Fury			Cooldown
Alt+1	Fury			Movement
Alt+2	Fury			Movement
Alt+3	Fury			CC
Alt+4	Fury			Utility
Alt+5	Fury			Pull
Alt+6	Fury			Item
Alt+7	Fury			Item
Alt+8	Fury			Utility
Alt+9	Fury			AoE
Alt+0	Fury			Utility
Alt+'	Fury			Utility
Alt+i	Fury			Resurrect
1	Protection	Shield Slam		Rotation
2	Protection	Revenge	#showtooltip /startattack /use Revenge	Rotation
3	Protection	Thunder Clap		Rotation
4	Protection	Shield Block		Rotation
5	Protection	Ignore Pain		Rotation
6	Protection	Pummel	#showtooltip /stopcasting /cqs /use [@focus,harm,nodead] Pummel; Pummel	Interrupt

Key	Spec	Ability	Macro	Type
7	Protection	Spell Reflection		Rotation
8	Protection			Rotation
9	Protection	Whirlwind		AoE
0	Protection			Cooldown
'	Protection	Demoralizing Shout		Cooldown
`	Protection	Execute		Cooldown
Shift+1	Protection	Charge	#showtooltip /use [@mouseover,harm,nodead] Charge; Charge	Movement
Shift+2	Protection	Heroic Leap	#showtooltip /use [@cursor] Heroic Leap	Movement
Shift+3	Protection	Hamstring		CC
Shift+4	Protection			CC
Shift+5	Protection			Utility
Shift+6	Protection	Victory Rush	#showtooltip /startattack /use Victory Rush	Self-Healing
Shift+7	Protection	Taunt	#showtooltip /use [@focus,exists][@mouseover,harm,nodead] Taunt; Taunt	Taunt
Shift+8	Protection	Shield Wall		Utility
Shift+9	Protection	Spell Block		Utility
Shift+0	Protection	Berserker Rage		Cooldown
Shift+'	Protection	Rallying Cry		Cooldown
Shift+`	Protection	Last Stand		Cooldown
Alt+1	Protection	Intervene	#showtooltip /use [@mouseover,help,nodead] Intervene; Intervene	Movement

Key	Spec	Ability	Macro	Type
Alt+2	Protection			Movement
Alt+3	Protection			CC
Alt+4	Protection			Utility
Alt+5	Protection	Heroic Throw	#showtooltip /use [@mouseover,harm,nodead] Heroic Throw; Heroic Throw	Pull
Alt+6	Protection	Challenging Shout		Pull
Alt+7	Protection			Item
Alt+8	Protection	Fireblood		Utility
Alt+9	Protection			AoE
Alt+0	Protection	Battle Shout		Utility
Alt+'	Protection			Resurrect
Alt+ì	Protection			Resurrect
\	All Spec	Mount	#showtooltip /stopcasting /use [mod:ctrl] Grizzly Hills Packmaster /use [noflyable] Cindermane Charger /use Cindermane Charger /dismount	Item
E	All Spec			Other
Shift+F	All Spec	Focus	/cleartarget [@focus, exists] /focus [@focus,exists] none; [@mouseover,exists][]	Other
Q	All Spec	Toggle Run		Other