

Marrow's Compendium of Dragonslaying

Marrow

2019-11-23

Contents

1	Preamble	5
2	Introduction	7
2.1	What is the aim of this guide?	7
2.2	What is NOT the aim of this guide	7
3	Mechanics	9
3.1	Introduction	9
3.2	Weapon Skill	9
3.3	Miss Chance	9
3.4	The Crit Cap	9
3.5	Flurrye	9
4	Abilities and Rotation	11
4.1	Bloodthirst	11
5	Cooldowns	13
5.1	Death Wish	13
5.2	Recklessness	13
5.3	Trinkets	13
5.4	Mighty Rage Potion	13
5.5	Bloodrage	13
5.6	Berserker Rage	13
5.7	Racials	13
6	Consumables	15
6.1	Required	15
6.2	R.O.I.D.S and Scorpok	15
6.3	Protection Potions	15
6.4	Assorted	15
7	Parsing	17
7.1	Factors Affecting Parses	17

Chapter 1

Preamble

This is a guide on how to be a Fury Warrior in World of Warcraft Classic. It is a work in progress and a living document. All of the information contained within reflects what is best understood as of *today*, and some of it is subject to change as more about the game is discovered.

More importantly, this is a guide for players who want to push the envelope of their class, and be the best they can be. That is not the playstyle of every player, nor am I advocating it should be. Ultimately, you should pick your race and spec so that they're both what you *enjoy* the most. To some people that is exactly what they'll find in this guide: doing all you can do to maximize your DPS and compete with your friends, or to clear the content as fast and efficiently as possible. To some other people, it might mean playing a Night Elf and raiding as Arms - and that's completely fine. Ultimately, both groups of players will find a guild and a community that fits them and enjoy this amazing game we love so much together.

Chapter 2

Introduction

2.1 What is the aim of this guide?

This guide aims to help the reader from the ground up: from the foundational mechanics of World of Warcraft (WoW) combat, to an in-depth overview of warrior abilities and their utilization, to cooldown management, raid consumables, and finally how to analyze parses and learn from your own mistakes.

2.2 What is NOT the aim of this guide

1. Accurately simulating DPS
2. Gearing decisions

Chapter 3

Mechanics

3.1 Introduction

3.2 Weapon Skill

3.3 Miss Chance

3.4 The Crit Cap

3.5 Flurrye

Chapter 4

Abilities and Rotation

4.1 Bloodthirst

1. Introduction to BT(CD,usage, formula, percent of overall damage)
2. Why is BT so good? Scaling
3. BT damage is weapon agnostic ## Whirlwind
4. Intro to WW (CD, usage, formula, percent of overall damage)
5. When to use and prioritize WW (ST vs Multi-target fights)
6. WW damage scales with weapon topend ## Execute
7. Intro to Execute (CD, usage, formula, % of overall damage)
8. Execute batching
9. Execute damage per rage ### Execute Switch
10. Why it was effective on private servers
11. Why it's not effective in Classic a. Batching b. Execute phase duration ## Heroic Strike and Cleave
12. Introduction (formula)
13. Opportunity cost - why damage per ratio is deceptive ### HS Queuing
14. Explanation (include macro)
15. Consequences
16. When should you queue? ## Slam
17. Intro to Slam
18. How spell batching affects Slam
19. Viability of Slam ## Hamstring
20. Intro to Hamstring
21. Why use Hamstring? ## Overpower
22. Intro to Overpower
23. Should you use OP? If so, when? ## Damage per Rage
24. Damage per Rage comparison between main rotational abilities (BT, WW, Exec)
25. Execute DPR decreases the more rage you have
26. The impact of scaling on DPR, and how that affects your rotation ## The Warrior Priority System
27. The Warrior Priority System

Chapter 5

Cooldowns

5.1 Death Wish

1. Intro to DW
2. Utilization

5.2 Recklessness

1. Intro to Reck
2. Utilization

5.3 Trinkets

5.4 Mighty Rage Potion

1. Intro to MRP
2. Utilization

5.5 Bloodrage

1. Intro to Bloodrage
2. Utilization

5.6 Berserker Rage

1. Intro
2. Utilization

5.7 Racial

5.7.1 Blood Fury

1. Intro
2. Formula
3. Scaling (AP/Str)
4. Utilization

5.7.2 Berserking

1. Intro
2. Utilization

Chapter 6

Consumables

6.1 Required

6.1.1 Mongoose

6.1.2 Juju/Giants

6.1.3 Firewater/Juju

6.2 R.O.I.D.S and Scorpok

6.3 Protection Potions

6.4 Assorted

6.4.1 Limited Invulnerability Potions

6.4.2 Restorative Potions

6.4.3 Free Action Potions

Chapter 7

Parsing

1. Intro to parses
2. How parses can be gamed
3. Your parse does not define how good of a player you are
4. Parses can still be very useful

7.1 Factors Affecting Parses

7.1.1 World Buffs

1. List obtainable world buffs
2. Lay out the value you get from them
3. World buffs are essential if you want to parse highly.

7.1.2 Kill Time & Raid DPS

1. Your guild is the most important factor in whether you'll parse well or not.
2. Your guild DPS severely impact your parses i. High guild DPS is essential ii. Fitting a boss kill within a Reck/DW window.

7.1.3 “What did I do wrong?”

1. Importance of critical self evaluation
2. How to look at your own parses and evaluate your performance a. BT casts per minute and interval between BTs b. Boss uptime and the importance of Charge and Intercept c. Cooldown timings