

PROTECTION WARRIOR

10 ARMS

5 FURY

36 PROTECTION

This spec is for those that want to tank, and do it well. This build not only allows you to tank the smaller instances like a champ, but also main tank or off tank for a raiding guild.

ARMS TREE



FURY TREE



CRUELTY

5/5



Cruelty gives you an added 5% chance to crit. While this may not seem quite that important to tanking right off the bat, remember that a crit provides double rage, and added threat to your high threat abilities such as Heroic Strike and Shield Slam.

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DEFLECTION

5/5



This increases your chance to parry an attack by 5%. Parry is full physical mitigation, so picking this talent up can really improve your tanking.

TACTICAL MASTERY

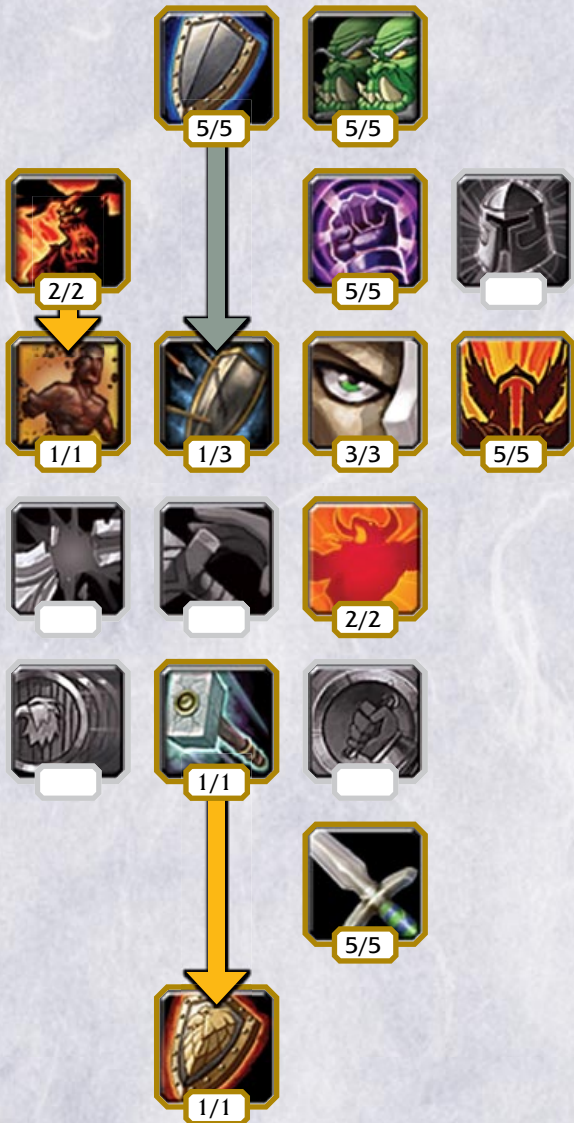
5/5



As much time as you will spend in Defensive Stance as a tank, you are also required to change stances from time to time, such as right after a charge, or to land a Thunderclap. This talent ensures that you keep 25 of that rage.



PROTECTION TREE



REQUIRES 10 POINTS

LAST STAND 1/1



This talent can and will save your life. When activated, it grants you 30% of your maximum health points for 20 seconds. Use this when your health drops dangerously low to give your healers a buffer, allowing them to get off a heal before you die.

IMPROVED SHIELD BLOCK 1/3



While tanking, use Shield Block as much as humanly possible; a block prevents a critical strike or a crushing blow. Adding one point into this talent allows you block an additional attack, making this one of the most important talents in the Protection tree. Adding another two points here will only increase the duration of this talent by another 1.5 seconds, which is very situational at best. Stick with only spending one point here for maximum efficiency.

IMPROVED REVENGE 3/3



Improved Revenge gives your Revenge ability a 45% chance to stun your target, if they are susceptible to stuns in the first place. This talent is not always that useful in 40 man raid instances, but the places it does work, it truly shines like no other talent.

DEFIANCE 5/5



This talent simply allows you to hold aggro better. Adding 15% threat to all attacks in Defensive Stance makes it one of the best Protection talents there is.

REQUIRES 15 POINTS

IMPROVED TAUNT 2/2



Improved Taunt reduces the cool down on your Taunt ability by two seconds. Every second can count during an instance, so expect more use of this talent than you think. It is especially useful on enemies that tend to knock away, or reset threat randomly.

REQUIRES 20 POINTS

CONCUSSION BLOW 1/1



This talent mainly shines in PVP, but there are certain areas where stunning an enemy or boss is beneficial to the raid, such as Battleguard Satura, in the Temple of Ahn Qiraj. Concussion Blow is an instant attack that stuns your target for up to five seconds.

REQUIRES 25 POINTS

ONE-HANDED WEAPON SPECIALIZATION 5/5



The One-handed Weapons Specialization talent adds 10% to damage dealt with a one-handed weapon. This talent gives you a slight edge over time because more damage means more rage and more threat.

REQUIRES 30 POINTS

SHIELD SLAM 1/1



Shield Slam is an instant attack that costs 20 rage. It deals moderate damage plus the amount of total shield block value you have, factoring in the base block value of the shield and any block value you have from your gear or strength statistic. This ability also generates an enormous amount of threat, so use it as often as you have the extra rage for it. Shield Slam also has an added utility that can be found especially useful in PVP. It has a 50% chance of dispelling one beneficial spell or buff on your target. This can be quite useful against Priest shields or Mage barriers.

SHIELD SPECIALIZATION 5/5



A Protection Warrior is focused around his or her shield, and this talent provides a passive chance to block attacks by an added 5%. It also gives you a rage point every time you block, which is not that significant while raiding, but really comes in handy in smaller instances.

ANTICIPATION 5/5



Spending five talent points for a measly ten defense might not seem that beneficial, but it can really add up. Defense skill can be hard to come by at first, but the higher defense you have, the less chance you have that a critical strike or crushing blow will land on you.

REQUIRES 5 POINTS

TOUGHNESS 5/5



Toughness increases your total armor by an extra 10%. Obviously, the more armor you have, the more it adds, so this talent really shines later in the game when you can potentially have over 9000 armor, which with Toughness, will be close to 10,000.

IMPROVED BLOODRAGE 2/2



Rage can sometimes be hard to come by as a Protection Warrior, especially in smaller instances. This talent not only opens up the path to another powerful Protection talent, but also provides a bonus five rage when you use Bloodrage.



STRENGTHS OF THIS TEMPLATE

Obviously, the strength of this build lies in the ability to take physical damage better, and create a higher amount of threat while tanking. While any Warrior can tank using the tools provided to them by the game, this spec gives you an edge over other specs in survivability and threat generation.

ROOM FOR FLEXIBILITY

There is actually not much room for flexibility with this spec. Some talents are simply better than others, and rage-reducing talents like Improved Sunder Armor become trivial in raiding due to the sheer amount of rage you generate from being hit by something 50 feet tall! Of course, if you wanted to deal a little more damage, you could drop a few things in Protection and add them into Arms talents, such as Improved Overpower. It really depends on your play style.

EQUIPMENT

Gearing up for protection, while requiring extra effort, is not as hard as you might think. At lower levels, seek out armor with high Stamina and Strength.

Once you hit level 60, seek out pieces with large amounts of Stamina, Armor, and Defensive Skill. Enchanted Thorium Plate is a great way to get geared up for the raiding instances.

Once you begin raiding, the raid sets provided in the instances are really the best way to go. The Battlegear of Might comes from the Molten Core, and it should be the first that you seek. The Battlegear of Wrath is found mainly in Blackwing Lair, but a piece does drop in Molten Core from Ragnaros and another is found from Onyxia the dragon. The final raid set you want to keep your eyes out for is the Dreadnought set. This is the best tanking gear in the game, hands down, but you will only find it in the Naxxaramas Necropolis, which is conquered by only the most experienced raiding guilds.

As far as weapons and shields go, shoot for a fast weapon, since Heroic Strike is a great way to generate threat, and it can only be used as often as your swing timer. Shields are found all over, and their stats always give away what class they are intended for. Aim for a shield with high Armor, Stamina, Block Value, and Defensive skill.

FINAL NOTES

Specing this far into Protection is a sacrifice. You are taking on the mantle of a tank; the protector of the weak. You will not deal much damage. That is not your job as a Protection Warrior. In a raiding guild you will be either the Main Tank (MT), or an Off Tank (OT). Both are distinguished positions in any raiding guild that command respect and are appreciated by all.

