Hunter Volley Changes in WoW Forever: U4N Tips

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Hunters who have spent time playing Classic Era may remember Volley as a useful but somewhat restrictive AoE ability. In WoW Forever, several of its original limitations have been removed, making it easier to use in different combat situations. These changes are worth understanding before investing heavily in a new build or spending WoW Forever Gold on equipment upgrades. A familiar ability can produce different results when its underlying mechanics and talent interactions are changed.

The updated Volley has no cooldown, can hit targets at melee range, and benefits from improved damage scaling. However, its six-second channel still requires the Hunter to remain stationary. This creates an interesting balance between flexibility and positioning. Players who want to improve their AoE performance should understand both sides instead of focusing only on the increased damage numbers.

No Cooldown Means More Casting Opportunities

The removal of Volley's one-minute cooldown is one of the most noticeable changes.

In Classic Era, Hunters had to think carefully about when to use the ability. Once it was cast, another opportunity would not come until the cooldown finished. This could make repeated group encounters less convenient.

WoW Forever removes that cooldown entirely. Hunters can now cast Volley again whenever they have sufficient mana and are able to complete the channel.

For dungeon players, this is particularly useful. A group might move from one pack of enemies to another without a long break. Being able to use Volley repeatedly gives Hunters more freedom when dealing with these encounters.

However, mana management becomes increasingly important when using the ability frequently. A lack of cooldown does not mean there is no cost to repeated casting.

The New Range Makes Close Combat Easier

Classic Era Volley had a minimum range of eight yards and a maximum range of 35 yards.

WoW Forever changes this to zero through 35 yards. This means Hunters can place Volley directly on enemies standing in melee range without needing to move backward.

It is a practical improvement when fighting in small rooms or dealing with enemies that move unexpectedly. Instead of wasting time trying to create distance, you can use the ability directly on the group.

Hunters should still remember that Auto Shot has its own dead zone, generally around five to eight yards. Removing Volley's minimum range does not remove every ranged-combat restriction.

How the Updated Proc System Works

Another major difference involves the way Volley interacts with other abilities.

The spell database identifies the Allow Class Ability Procs flag. This allows periodic damage ticks to trigger supported Hunter class procs and talent interactions.

This is useful for understanding how the ability fits into a larger rotation. Volley is not simply an isolated

source of AoE damage. Its individual ticks can participate in eligible class-specific interactions.

However, weapon-based effects follow different rules.

Volley has the Suppress Weapon Procs flag, which prevents weapon chance-on-hit effects from triggering through its damage ticks. The ranged weapon slot is also treated as cosmetic only while the spell is being channeled.

For this reason, Hunters should distinguish between class ability interactions and equipment-based procs when evaluating their damage.

Barrage Makes Marksmanship More Interesting
The damage changes provide another reason to reconsider older Hunter builds.

At Rank 3, Volley deals 112 Arcane damage per second in WoW Forever, compared with 80 in Classic Era. Its spell power coefficient is 0.03 per tick.

The Barrage talent has also been improved. It can now increase Volley's damage by up to 15%, rather than the previous 10%.

For Marksmanship Hunters who regularly fight multiple enemies, this improvement makes Barrage worth considering.

Still, the best talent setup depends on what you actually spend your time doing. Players who mainly complete single-target encounters may prefer to focus on other damage improvements instead of building entirely around Volley.

Survival Hunters should also consider their overall ability selection and encounter requirements rather than assuming the same talent priorities work for every specialization.

Why Movement Is Still Volley's Biggest Weakness
Although Volley has become easier to cast in several ways, movement remains its biggest restriction.

The spell has a six-second channel, and moving at any point during that duration immediately interrupts it. All remaining damage ticks are canceled.

This becomes particularly important during dungeon encounters with ground effects or enemies that force players to reposition.

A good approach is to wait until the tank has gathered the enemies and established a stable position before starting Volley. Casting too early can result in interrupted damage if the group is still moving.

Fortunately, the removed cooldown makes recovery less frustrating. Once you stop moving, you can immediately begin another channel if you have enough mana.

Volley also does not reset swing or combat timers, and its No Initial Threat flag means starting the spell does not create initial threat simply from placement. The actual damage can still generate threat, so Hunters should continue paying attention to the tank's threat level.

Equipment, Ammunition, and Mana
There are a few additional restrictions that are easy to overlook.

Volley requires an equipped ranged weapon, but it does not consume physical ammunition for every damage tick. It also cannot be cast while shapeshifted.

These details make the ability relatively convenient for repeated AoE use. Nevertheless, mana remains the resource that limits how frequently you can maintain the rotation.

Preparing equipment and consumables before longer sessions can help avoid unnecessary interruptions. If gathering currency becomes a distraction from playing, some players may look at cheap WoW Forever Gold as an alternative way to support their equipment and progression plans.

Final Thoughts on Building Around Volley
The updated Volley gives Hunters more flexibility than its Classic Era counterpart, but it still rewards careful execution. Its increased damage, improved Barrage scaling, and wider range make it useful against clustered enemies. The suppressed weapon procs and stationary channel requirement are equally important when planning a build. Rather than treating Volley as an ability that should always be active, learn to recognize encounters where you can complete the full channel safely. That is where its improvements become most valuable.

Looking to take this a step further? Read our follow-up piece on other topics:
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2. WoW Forever Respec Costs: What Players Should Know
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