

World of Warcraft PvP Guide

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INTRODUCTION

Player vs player combat, or PvP for short, is an important part of the World of Warcraft. Depending on what type of server you are on, PvP may come at any time in any place, against any opponent, or strictly within the confines of a battleground or a duel. Dominating PvP is no easy task, but with this guide you will quickly become a killing machine.



BATTLEGROUND

Alterac Valley



Alterac Valley (AV) is the largest of the PvP battlegrounds player capacity-wise. It consists of a 40v40 battle over a large playing field, with the ultimate objective to destroy the other team's commander. Alterac Valley is currently the only battleground with NPCs that you can interact with, and they play a very important part in the battleground. Unlike the other two battlegrounds, you cannot join AV as a group, and the player matching system tries to keep the teams balanced in terms of numbers, so it may take a while for you to be given a spot in the battleground.

Aim

While there are a number of sub-quests for AV, the main aim is to defeat the opposition's commander, who resides in the Frostwolf/Stormpike bunker, depending on your faction. When this is completed, the game ends, and you receive your tokens.

Strategies

Originally, AV would consist of a huge battle, mainly occurring in the Field of Strife, in the middle of the map. These games could last hours, with no team gaining any kind of significant advantage, meaning AV was a terrible place to gain honour and quite good for reputation gains. However, that has changed.

The dominant strategy employed in virtually all games is simply the rush to Stormpike/Frostwolf graveyards strategy. This maximises honour and faction gain by ensuring the games finish quickly, often within 20 minutes to ½ hour of the start.

If you are playing Horde, you should initially rush to the Stonehearth Graveyard. Leave a few players there to hold off any Alliance players that may rush through. The first rush point for the Alliance, conversely, is the Iceblood Graveyard. Don't ever bother with Snowfall, if you are looking to make maximum honour, as it will just slow your team down.

From Iceblood/Stonehearth, you should then proceed to Stormpike graveyard for the Horde and Frostwolf for the Alliance. This is where you will meet some resistance (and where your defence should begin, if you are on the defence team. When the match begins, you should assign no more than 10 players out of 40 to play defence, to hopefully slow your opponents enough to prevent them from killing the commander before you do).

The key to offence in Alterac Valley really rests on one class: warriors. A well equipped warrior, with a healer or two to back them up (preferably a priest and a paladin/druid), can cause significant damage and disrupt defence forces. Charge/Intercept are the key, because it breaches the distance, and pushes the rest of your team forward. Another effective tactic is to have a priest or two run in (or less preferably, a warlock), and cast Psychic Scream. This will cause confusion and allow your team to advance.

When playing defence, you should always defend just in front of your flag. Make sure someone is back next to the flag, preferably someone with AoE, to interrupt cappers. The offence have a lot further to travel after they res, so that means a good defence can hold a team back, even if significantly outnumbered. If you can split up the offence so they do not push all at once, you can delay them quite well. Hunter's Frost Traps are excellent in AV because they can't be dispelled out of (except Blessing of Freedom) as they constantly reapply.

Taking the next graveyard (Relief Hut/Aid Station) can be quite difficult as there are bottlenecks present which force your attack into a small area. Make sure you kill off the archers in the towers, as they do lots of damage. They are very easy to kill but are quite a nuisance if you let them live. Once you have them down, keep pushing to the final Graveyard. It will now be a race to the finish, to see which defence can hold off the longest.

Pull each of the lieutenants individually, and don't let the commander run outside the room as he will reset (this feature was added to prevent exploiters, who were pulling the commanders from across the map and killing them in safety). Make sure you have a tank, and anyone that can heal should be doing so. If you die here, and fail to kill the commander on your first try, you are likely going to be beaten, because of the close nature of the games.

Quests

Trinket Quest

This quest allows you access to a trinket which offers a small amount of Frost Resistance, some health restoration, and dodge. It is upgradeable at each level of reputation with your faction, and each level adds one or two of the above stats. To first get your trinket, you must retrieve the Frostwolf/Stormpike banner from the gnoll cave. You can then upgrade it as you progress in reputation.

The most important part of this trinket is the ability to hearth back to your base. This can be used to turn in any collectibles you may have picked up during the battle, or to hold off the enemy for a moment to allow your team to kill the commander before they can. If you are going to be playing AV a lot, it is important to get this trinket, and is not difficult to do so.

The Battle for Alterac

Available to both Horde and Alliance, this is one of the best quests in the game, reward wise. If you are a warrior, paladin, or hunter, you should do this at 51. The Ice Barbed Spear and the crossbow Bloodseeker are two of the best blue quality weapons available in the game, and surpass anything available at that level. Unfortunately, the Cold Forged Hammer has a level requirement of 58, which the other weapons do not, so casters are somewhat disadvantaged.

Still, this quest is easy to accomplish (assuming your faction can win one game of AV), offers a good reward for all casters, and some experience. You should pick it up from the quest givers outside of the gate in the Alterac Mountains, and complete it as soon as possible, especially if you can use the reward at 51.

Capture a Mine

A simple quest to capture a mine, which gives faction. This is not commonly undertaken due to the current tactic of rushing the commanders.

Capture a Tower

To complete this quest, you do not need to personally click the flag. The tower does not need to be destroyed. You simply need to be in the vicinity of the tower when someone else clicks the flag.

Capture a Graveyard

The same rules apply for capturing a graveyard as for capturing a tower.

Rewards

The rewards for AV are some of the most sought after PvP rewards. They are generally not quite as powerful as the rewards from the other two battlegrounds; this is made up by the fact that the reputation comes much quicker in AV than in WSG or AB.

The most sought after reward is the Epic mace the Unstoppable Force. It is one of the highest damage pre-raid weapons, and is easy to get. Other sought after items are the various offhand books (there is one of each spell school available, with different bonuses and damage boosts), as well as the two rings. Don Julio's Band, the melee ring, is one of the best available for melee PvP as well as PvE, as it has bonuses to the most effective stats. The Lobotomizer is also a good quality dagger.

Reputation

Reputation can be gained from turn-ins of tokens, as well as completing a variety of quests within AV.

Killing Enemy General (389 Rep)

Killing Enemy Captain (125 rep)

Killing Enemy Lieutenants and Commanders (12 rep each)

Killing an Enemy Air Master (5 rep)

Killing any Enemy Guard (5 rep)

Killing an Enemy Player (1 Rep).

Killing Ivus the Forest Lord or Lokholar the Ice Lord (125 rep)

Destroying an Enemy Tower (12 rep)

Armour Scraps, Hides, Frostwolf/Ram returns and Blood/Crystals all give rep when returned.

Arathi Basin

Arathi Basin (AB) is a 15v15 node-based battleground. You can join as a group. If you are outnumbered, it does not matter, as the game will not attempt to balance numbers by preventing the opposition faction from joining. A minimum of 8 players is required for a battleground to continue, otherwise it will automatically end. However, because of the rate of points gain for 5 capping, you should be able to finish before your time expires.

Aim

The aim of AB is to reach 2000 resources before the opposition. You achieve this by capturing nodes, which look like a flag. The more nodes your team controls, the faster your resources will increase. The table below represents this.

Nodes Captured	Resources per tick	Tick length (secs)	Resources/sec
1	10	11	0.9
2	10	10	1
3	10	6	1.7
4	10	3	3.3
5	30	1	30

Honour bonuses are also given periodically in AB. Each multiple of 330 resources rewards 198 bonus honour. Additionally, winning the match also rewards 198 honour. On AB weekend, the bonus honour is accrued every 200 resources.

You also gain reputation with the Arathi Basin faction for your side (The Defilers for Horde or The League of Arathor for Alliance players). Increasing your faction with these groups unlocks access to some excellent items. Each 200 resources gives you 10 reputation with your respective faction, up to a total of 100 for a victory. On AB weekends, you get 10 reputation per 150 resources, which is 130 per win. You can also get 800 rep from the quest The Battle for Arathi Basin!, which requires you to assault 4 bases. You do not have to click the flag yourself, being in the raid and near the flag when it is capture will result in successful completion of the quest.

Strategies

There are a few various strategies for success in AB. To win, as stated, your team needs to be the first to accumulate 2000 resources. To do this, you don't need to have all 5 nodes – a common mistake made by pub teams. You simply need to hold a majority of the nodes for more time than your opponents. Simple.

The Blacksmith is a vital node in AB. Make sure your team-mates realise this. You can quickly jump from the Blacksmith to any of the other 4 nodes, because it is centralised. If you control the Blacksmith, you essentially control the flow of the game, as you can deploy troops to the other nodes extremely quickly.

To counter the power of the Blacksmith, you can “trap” your opponents in there, though it can be hard to do. If you allowed them to capture it in the initial rush, while your team grabs the Lumber Mill and the Mine, then you can push from both sides, and if successful, effectively keep your opponent trapped in the middle while you hold at least 3 nodes, possibly 4. This can keep them occupied for at least a small time, while you accrue a small but effective lead.

Also important strategically is the Lumber Mill, as it provides an unparalleled view of the battleground. You can easily see where the other team are headed from the cliffs of the mill, which makes it very easy to counter offensives. The best combination is blacksmith, mill, and stables/farm. You can see all three from mill, dispatch quickly from blacksmith, and defend your third node easily.

A simple strategy that is almost always overlooked is to **STAY WITH YOUR NODE!** Most people will rush to a node to capture or defend it, and once the battle is over, will ride or run off to the next point. This is an easy way to give back the node to the opposition. Even two players left at a node can effectively hold off an attack until backup can arrive. If you leave it empty, a single player (which may even be a stealthed rogue who didn't join a losing battle) can quickly undo all your hard work.

The most common tactic (and the least effective) at least in pick up AB groups is the zerg. Players will attack together with as many as possible, often leaving nodes undefended while they attempt to take as many as possible. This is generally a bad tactic, as it is easily counterable, but it can work. If you are a co-ordinate group with some healers and some well-gearred damage classes, you can use this tactic to pin down your opponents. If you can keep pushing them back to their own base, you can 5 cap and cue up a quick win as well as some easy HKs as you keep them pinned in their spawn point.

Rewards

AB rewards are more suited to casters. The Ironbark Staff and Mindfang/Sageclaw both have +damage/heal and critical strike on them. There are also excellent cloth shoulders for caster classes.

For melee classes, there is an excellent cloak with agility and attack power bonuses. There is also a 3-piece set for each classes, with two blue and one epic piece. Only the shoulder pieces are really worth getting; the general honour sets have better stats. However, the blue pieces have lower level counterparts for each piece, so they are available from level 28, which makes them more attractive for the levelling PvPer.

Warsong Gulch

Warsong Gulch is a 10v10 capture the flag style battleground. The victor is the first to achieve 3 flag captures. WSG is the first battleground players will encounter – it has brackets from 10-19 all the way up to the ultimate level 60 bracket.

Aim

The aim is to capture the flag 3 times. The first to do so will win the match and the battleground will end. WSG is the most simple battleground – it features the smallest map space, and has the least complicated means of achieving victory. Some classes are particularly suited to WSG, like the druid.

Strategies

An essential element of a good WSG team is the druid. The effectiveness cannot be understated. This is due to Travel Form, which is an instant cast spell which increases (at base level) run speed by 40%. It removes snare effects when cast, and makes the druid immune to polymorph. This form gets much stronger with some items. The 4 piece blue PvP set makes travel form 55% speed increase. This makes the druid the fastest flag runner in the game.

If you don't have a druid, a shaman with Ghost Wolf and the blue PvP boots can also run at 55%. Unfortunately, they have the disadvantage of not being able to remove snares, as well as their Ghost Wolf not being instant cast. However, they can make a suitable temporary replacement.

A better replacement for a druid is a preparation rogue. They can snatch a flag and return it before anyone realises it has been taken, but it requires much more careful timing and good luck/good planning with powerups along the way.

A warrior, although not as fast as a druid or a rogue, is a very good flag carrier, but only with backup. This is because of the high damage mitigation capacities of the warrior, who can switch to defensive stance for 10% mitigation across the board, as well as equipping defensive armour to help reduce melee damage.

It is always best to try and stay out of battlegrounds when you are at the lower end of your bracket. A general rule is anything below x6 (16, 26, etc.) shouldn't enter. This is because you are at a significant disadvantage, as you will have lower damage spells, less talent points, and lower quality gear.

There are 3 power-ups available in both WSG and AB. As mentioned, the Speed powerup spawns in both tunnels, and increases movement speed by 100% for 10 seconds. This is an excellent powerup for getting away from the flag room once you have grabbed it. For that reason, if you are on defence, you should regularly check the spawn and grab it if it is up. If you don't, your opposition will have a significant advantage. For the same reason, it is good to have at least one person take the tunnel exit when they spawn instead of the top exit.

The other two powerups can be found in the small huts just outside each team's base. One side will contain berserking, which increases damage caused by 30%, and increases damage taken by 10%. It also increases your size by 10%. Obviously, you shouldn't take this if you are a healer. This is an extremely powerful buff – especially so for classes with cast and forget spells, like priests and warlocks, as they generally won't be affected by the increased damage taken component, unless they jump into the fray.

The other buff is restoration, which restores 10% of your health and mana every second for 10 seconds. This is a great buff to grab between battles, but it can also be used in combat. While any damage will remove the effect, even a second or two will help you. As long as your opponent is not right on top of you, you can grab it and get at least a small benefit.

Rewards

There are some good quality rewards to be had from WSG, mainly in the leg and wrist slots at epic level. The blue ring rewards are also of high quality and relatively easy to get, as they are available at honoured level.

The first item available is a trinket, which has a stamina bonus as well as another stat depending on class. This is one of the only trinkets with stamina on it, and is very easy to get.

Eye Of The Storm

Eye of the Storm is the new battleground introduced with the Burning Crusade expansion. It is an amalgamation of Arathi Basin and Warsong Gulch.

Aim

The aim is to accrue 2000 points before the opposition does. There are two methods for achieving this. Holding Bases, much like nodes in Arathi, and capturing the flag, like in Warsong Gulch.

Strategies

There are 4 nodes, in a rough rectangle. The centre of the map is where the flag is located. To capture a node, your faction must be the dominant faction in the area – which will bring up a progress bar, similar to any of the Outland PvP objectives. Once you have a node under your control, you can capture the flag back at the node, by bringing it back to a circle on the ground.

It is very important to capture and hold nodes. A common mistake teams make is to fight over the middle ground. This is where the flag pops – but it is much more important to control nodes than to be dominate the middle.

When players die, they will respawn at one of the nodes they control. Therefore it is vital to control the nodes. If you can capture all 4, players will respawn where they first appear. This is a very difficult position to respawn in. There is only one way out, and it is easy to congregate at the bottom of the spawn point. Capturing the flag gives points, but so does holding nodes, just like in AB.

Once the bubble disappears, move half your team to each of the two closest nodes. Once you have captured the nodes, move on to the two across the bridge from there. If you can capture all 4, you will put the opposition at a significant disadvantage from the very beginning. From there you can easily capture the flag at will.

WORLD PVP

There are 2 zones in Azeroth, as well as many in outland which are specifically designed for world PvP; Silithus and Eastern Plaguelands. In outland, Hellfire Peninsula, Terrokar, Nagrand, and Zangamarsh all have PvP objectives. Each has specific objectives and rewards for achieving said objectives.

Hellfire Peninsula

The Hellfire PvP objectives are west of the Hellfire Citadel in the middle of the map. There are 3 locations, which can be captured. Unlike nodes in AB/AV, or flags in WSG, the nodes are captured by being the superior faction within the area. This means having more of you players than your opponents do. You will see a small bar when you come in range – on the left is the alliance, on the right the horde. It will progress faster or slower depending on how many people you have in range.

Capturing all 3 locations will give that faction a zonewide buff, known as Hellfire Superiority. This increases all damage caused by 5%, and is quite handy to have, especially for running difficult or heroic instances where every bit of damage helps.

You also get special battle tokens which can be turned into a PvP vendor in Thrallmar/Honor Hold, for items/

Zangamarsh

The Zangamarsh PvP objective is very similar to that in Hellfire, with the location being just south of the giant lake where the Coilfang instances are housed. The buff for holding all 3 also grants 5% increased damage.

Terrokar Forest

Terrokar is probably the most important PvP objective, because it is slightly different from the others. In the dead area around Auchindoun, there are 5 towers, which work in the same way as the other objectives in the other zones. However, once they are captured, a timer begins, and they cannot be recaptured for another 8 hours. The countdown to the time when they can change hands usually results in some furious PvP activity.

The important aspect of Terrokar PvP objectives is that it provides a buff, just like the other zones. You get 5% increased damage, but additionally when your faction has the buff, you will be able to collect spirit shards from bosses in Auchindoun. Without the buff, you aren't guaranteed any spirit shards off the bosses, but with it each boss will drop at least 1, depending on the instance and whether it is the final boss.

Spirit Shards can be exchanged for items at a vendor in Auchindoun. Each class has a blue quality helm available at lvl 66, but more importantly, there are 2 epic rings, which cost 50 spirit shards – one for offensive casters and one for offensive melee. There are also gems which can be bought, but they are rather lacklustre. If you are a caster or melee DpS, definitely save your shards for an excellent ring.

Nagrand

The PvP in Nagrand is different again, with the objective this time being Halaa. Halaa is a town in the middle of the map, and whoever controls the town can use it, while the guards will attack the other faction. Holding Halaa provides a convenience factor more than anything else – it makes it much easier to traverse Nagrand, especially for those questing in the area.

Taking Halaa is not like the other objectives – you have to kill the guards, and not by normal means. You need to fly gryphons and throw bombs – similar to one of the first quests you complete in Outland. Once 15 guards are dead, you can take over the town for your faction.

While PvPing in and around Halaa, each honor kill will grant you a Halaa battle token. These, along with Halaa research tokens (which you receive for handing in 20 of a specific item that drops off all mobs in halaa) can be traded in for gear. 500 Battle tokens will net you an epic gem which provides 10 resilience rating. There are also blue leg pieces for most classes and specs.

General World PvP

General world PvP is more the PvP that occurs while you are levelling, as opposed to the organised PvP of battlegrounds. It will generally occur when you are wounded or fighting a mob – this is known as ganking.

ARENAS



arenas were added in the Burning Crusade, which added a different and exciting new form of PvP. Arenas take the form 2v2, 3v3, or 5v5 battles, with skirmishes available for practice, or ranked battles to gain points to trade in for rewards.

Getting Points

Thankfully, the arena system is quite different to the honor system. You won't get rewarded for playing non stop in the arena – you get rewarded for skill, and by winning more games than you lose. There is a matching system which rewards good play, and beating opponents rated more highly than you will net greater rewards than stomping lower-ranked teams.

When you create your team, you will start off at 1500 rating. That is the baseline, and to maintain 1500 you need to theoretically win 50% of your games.

The arena rating system means that the difference between the ratings of the two teams fighting will determine how many points are awarded to the winner, and how many the loser receives. Two teams on 1500 win/lose around 15 rating per game, but a team in the 1400s getting beaten by a team on 2000+ will only lose 2 rating per game. The que system will attempt to match you against a team in your rating range; failing that, you will be matched against any team. That is why sometimes you will experience a long wait before a game, while other times it will instantly pop. It all depends on who else is queuing at the time.

Rating gain is on a curve. Hovering around 1500 rating will net you 400 arena points each month. However, once you get higher rating, your point gain will increase exponentially. 2000+ rating will give you close to 1000 points a week, and is a very quick way to get some excellent gear.

Rewards

The arena rewards are on par with the current end-game PvE rewards and are arguably much easier to get. Hybrids have multiple choices for rewards, with each aspect of their play getting a different set. There are also epic weapons of every type, including offhands and shields. Chestpieces cost 1875, Gauntlets 1125, Helms 1875, Legs 1875, and Shoulders 1500. 2 hand weapons cost 3250 points. The arena vendor is located in area 52 in outland.

Strategies

Arena play is vastly different from other PvP in the game. Before the battle starts, you have 1 minute of arena preparation, where spells cost 0 mana/rage/soul shards, and this is the time to buff up your team. You also won't know the makeup of your opposition until they come up on your screen (although on smaller battlegroups you can often guess depending on how long you have queued for).

The two different arenas present different strategy opportunities.

Nagrand Arena

Nagrand is wide open, and has 4 pillars behind which characters can hide to prevent spells/effects hitting them. This means that while a mage may not be able to hit you with a spell, you also won't be able to heal/be healed from behind the pillars.

Opening the battle, a commonly used tactic is to run straight behind the pillar on the left. This will give you time to work out exactly what kind of team your opposition has and plan your strategy accordingly. More advanced teams that can work well together (and are using voice communication) can mount up and ride straight toward the opposition, which can often have the effect of throwing them off significantly.

Other than that, Nagrand is a fairly simple arena. It is large and open, and there is little room to hide and no significant strategic positions.

Once a certain amount of time has passed, cyclones will spawn. These travel randomly around the arena, and hit players for around 2000 dmg, also sending them flying and knocking them back a significant distance. At the same time, powerups will spawn which allow stealth detection and slowly remove health.

Blade's Edge

Blade's Edge arena is vastly different to Nagrand. There are significant terrain issues and opportunities available with this arena that can frustrate many teams. There are two ramps, one on each side of the arena. A bridge connects the two ramps. Halfway down the bridge are two pillars which are separated by a small gap which can be easily jumped, provided you aren't slowed in any way.

Most teams will immediately head towards their own ramp and wait to discern the makeup of their opposition. This strategy can sometimes be thrown by mounting up and heading straight to your opposition's ramp. This will ensure that they are grouped up and can all be easily spotted, allowing a mage to get off a Nova on the whole team, or a warlock/priest to fear people away.

Also effective is dominating the pillars in the middle. Healers/ranged dps can jump on to the pillars before anyone can get near, ensuring that melee dps are going to have a rough time getting to them.

Hunters can have trouble in this arena due to the nature of the terrain. It is easy to get within their dead zone, and there are numerous line of sight issues with the ramps and pillars.

Mounting up is often the best strategy here – whether you want to put your healers on pillars, or just to ride to the opposition's ramp – it is unpredictable (assuming you aren't facing the same team repeatedly) and gives you an edge on your opponents.

There are also buffs which allow you to see stealth in this arena – they are located on the pillars.

2v2

2v2 is about bursting down your opponents, so certain classes will excel in this arena. Mages with presence of mind, destruction warlocks, and in some cases rogues are all very powerful.

Healing is not as essential in 2v2, simply because it is possible to burst down a healer (or even a dps class being healed) before much healing can help. This is especially true where you can shut down a healer without having to attack them – mages with counterspell, particularly against Paladin healers, are able to completely dominate. A focus macro works wonders here – set your focus to the healer when the match starts, then when you see a heal incoming, use counterspell without having to change targets.

If they have a healing class, healing debuffs can help immensely. Mortal Strike warriors and rogues with wound poison are excellent here – although both have weaknesses that can be easily exploited, and are probably more suited to the bigger arenas. Warriors are particularly weak solo, and almost require healing backup, preferably from a paladin.

Crowd Control is also extremely powerful in 2v2, simply because it reduces the effectiveness of a team by 50%. Cyclone, which is undispellable, is arguably the strongest form of CC in arenas in general, and particularly in 2v2s. Fear (against all but warriors) is also strong because it isn't broken by damage, so you can fear a healer whilst you beat on the other player.

Paladins have Blessing of Sacrifice, which means that any team with a paladin will be immune to any crowd control that can be dispelled, and is broken on damage. It also means that a paladin is essentially immune to all forms of crowd control bar Fear and Cyclone, which makes them very strong arena healers.

Because of the nature of 2v2, which is focused more on burst, instants are the spell of choice, with Presence of Mind, Blastwave, Death Coil, etc. all being strong abilities that are difficult to compensate for. To be successful, you will need to spec for PvP – don't expect to get a rating above 1600 with a Prot spec warrior, for example.

3v3

3v3 opens up many more opportunities for different classes, and requires much more adaptation to circumstances. While in 2v2, you can enter each battle with roughly the same game plan (CC the healer, burst the other, then work on the healer), the extra player in 3v3 situations creates a much greater chance of coming up against a team that will require a different approach.

While dual healers in 2v2 is probably a bad choice, multiple healers in 3v3 can be effective. This is where hybrids shine – elemental shaman that can backup heal, balance druids, and more can be very effective and powerful choices in 3v3 arenas. CC is still very powerful, again particularly Cyclone, but due to the extra player, and the potential for more dispellers, other types of CC may be removed much faster.

You will need a healer in 3v3. Gimmick teams, with say 3 PoM mages may have some success, but if a healer can react quickly, or you get resists, you are boned. Again, Paladins are very strong, but have particular weaknesses. Priests are capable if specced correctly with good gear (stacking stamina, healing, and then resilience are all important). Druids, with their focus on HoT's may be used as healers, provided they can keep up with the DpS of the opposing team.

5v5

The ultimate arena, in terms of reward vs input, prestige, and difficulty. 5v5 arenas require excellent communication, coordination, and application. Two healers are almost essential, and it is much more beneficial if those two healers are different classes, simply for versatility. At least one offensive (priest/shaman) and one defensive (paladin/priest) dispeller will be of huge benefit to your team. A warlock with a felhunter can help but only in a limited capacity, especially when there are 5 possible targets.

Who you will target first depends on your group makeup and your opposition. Certain classes have very little defense and should be targeted first. If you have mostly casters, mages, especially fire ones, and warlocks are good targets. Melee-heavy groups will have trouble staying in range of mages, and in that case it is better to target shadow priests, shaman, or druids.

Distracting healers long enough to burst a player down is essential. Silencing Shot, and Counterspell, can completely shut down a healer, while Fear and other CC can help control them temporarily. Pets should be set to attack healers, as the damage they cause can help, and on some classes the interrupts are excellent.

Sheep (and all forms of CC), while often easily dispelled, is actually very important because it makes the paladin/priest spend mana and gives you 1.5 seconds where whomever you are attacking is not getting healed.

Priests should have Mass Dispel hotkeyed, and be ready to cast it IMMEDIATELY if they see a paladin bubble. Mages should do the same, but with counterspell, and use it on any healer, especially paladins, as they will be locked out of healing for 10 seconds, which is plenty of time to kill most classes.

Certain classes and specs are seen very often in 5v5. Arms warriors and Holy paladins are the most common 2 classes. Mages are next, with the rest of the classes being almost equal. Some specs are simply useless, but to do well in any area of the game you need to spec correctly for it.

Example Group Setups

These are some commonly seen/effective group setups that you can try out. They are by no means gospel, and every class can perform effectively in 5v5, but some have much more potential than others.

1. Holy paladin – healing only (Ret/Prot paladins are all but useless unfortunately).
2. Disc/Holy priest – healing and dispelling, both offensive and defensive. Blessed resilience is a must-have talent.

3. Arms warrior – 33/28 or any variation that includes MS and Death Wish. This provides excellent DpS (with amazing burst once some rage is built up), and nasty, undispellable debuff that really hurts the opposition healers.
 4. Mage – frost for longevity or fire/Presence of mind for burst. Frost is probably better, because they can live far longer, and water elementals are free damage and are generally ignored. Counterspell is also important here.
 5. Warlock – for Death Coil, Fears, and another silence if a felhunter is used. Demo specced will live the longest, and may be essential give warlocks are often targetted first. Destruction for burst Dps. An alternative is a Marksmanship hunter with silencing shot.
- Resto Druid – Also healing, but with more focus on Cyclone. Switching targets after 2 or 3 cyclones, so that the diminishing returns can reset and you can go back to the original target. Cyclone healers first.
 - Elemental Shaman – a third healer, with good burst damage and 21 in Restoration for Nature's Swiftess. Can also help heal if one of the other two healers goes down.
 - Rogue – can lock down a healer solo. Very good against warlocks and to a lesser extent mages.
 - Shadowpriest – to feed the healers mana, help with healing through Vampiric Embrace, and provide pretty good DPS.
- Obviously the skill of the players will determine how effective you are, but 2 healers are basically a must.

There are other options, though.

- Disc/Holy priest – healing, with blessed resilience for survival.

CLASSES

Druid

Strengths & Weaknesses

The druid's biggest PvP strength is versatility. This comes through the various forms available to the druid, and allows a druid to adapt to any situation in a pinch. While some druids are not particularly proficient at dealing damage, most can outlast virtually any other character. Often players will get bored of fighting before they kill you.

Travel Form is without a doubt one of the best PvP abilities in the game. After lvl 30, you really shouldn't have much fear of a ganking, because it is so easy to escape. Pop Rejuvenation/Regrowth, switch to travel form, and don't look back. Most players won't be able to catch you. Travel Form is also excellent for Warsong Gulch, where druids are essential, being the main flag bearers.

Switching forms costs a fair amount of mana, but it is the key to winning battles. Dire Bear is excellent against melee classes, and gives you a free heal. It also has a stun, which gives you an opportunity to cast another heal.

Stealth (in cat form) gives you an immediate advantage. Use it to get some damage before they can react, or to time your entry into a group battle. Feline Swiftness is faster than Travel Form, if you really need an immediate speed boost.

While druids may lack in outright DpS, they are excellent support and can fill almost any required role in PvP. They are quite dependant on mana, so spells like Viper Sting are quite good to apply. Don't bother with Polymorph or any slowing spells (aside from pulsing spells, like Earthbind Totem and Frost Trap), because shapeshifting removes those.

General Strategies

Entangling Roots is a great ability in solo play against most classes. You can use it to gain some distance, or to cast a spell without being interrupted. Use it to kite your opponents. After casting it, switch to Travel Form or Cat form and get some distance.

Moonfire is the only instant-cast damage spell without a cooldown, and can be spammed. This is inefficient mana-wise, and is not advised. While it may seem like you can kill someone with it, you are often better off healing yourself or rooting them, and using a more proficient source of damage. If you try and kill someone from full with Moonfire, you will run out of mana before they run out of health.

Hibernate works on PC's as well as wild beasts. This means it is very useful against hunters. However, it is often overlooked against other druids (in all but Moonkin form), and shaman in Ghost Wolf form (this is most often overlooked, and can really confuse people when you cast it on them). If your opponent has no DoT's on them, you can use this to heal yourself while they are crowd controlled, or to take out an opponent in a group battle.

Innervate, now that it is available to all classes, is an important part of PvP. Mana equals health, because of the druid's ability to heal. You will often find that your mana drains before you can kill your opponent, especially against another healing class. This is where Innervate shines. It is less useful against priests, shaman, and warlocks with a Felhunter out, as they can dispel the buff, but nonetheless, it is still a very important part of your bag of tricks.

Removal of poisons and curses is an often overlooked but essential part of playing a druid. This applies to yourself, as well as your teammates. These spells cost only a small amount of mana, but can prevent a large amount of damage (or remove an annoying poison effect). Don't forget to use them.

Macros

Nature's Swiftess + Healing Touch

This will cast both without triggering the global cooldown. You can change the rank of the spell depending on your level. It should also keep your target.

```
/cast Nature's Swiftess
```

```
/script SpellStopCasting();
```

```
/cast Healing Touch(Rank 10)
```



```
/script if ( SpellIsTargeting() ) then  
SpellTargetUnit ("player"); end
```

Innervate + Retarget

This will cast innervate on yourself and retain your target.

```
/script TargetUnit("player")  
/cast Innervate  
/script TargetLastTarget()
```

Arena

Druids in Arenas are generally best used as healers. With some resilience and backup healing, druids can be very powerful. If you are getting beat on, you can switch to Bear and bash/heal, or Travel Form and run to a safer location (this is particularly effective in Nagrand, which is larger and more open than Blade's Edge).

Druids are powerfully for one simply ability: Cyclone. This is undispellable, uncounterable CC that lasts 8 seconds with diminishing returns. Not even paladins can use their immunity to remove it. It can't be used on Divine Shielded paladins, but their shield will not remove it if you get there first. This can completely destroy a team, by removing at least one healer you are going to have a huge advantage.

Feral druids suffer in arenas because they have small mana pools, and need to be on top of a player to do damage. Although shifting removes snares and slowing effects, doing this repeatedly costs lots of mana.

Moonkin druids are actually quite powerful here, because they can use cyclone, and switch out to heal if things get hairy. They can provide pretty good damage, crowd control, and have pretty good survivability too. Paired with a healer in 2v2, for example, they are an excellent choice.

Hunter

Strengths & Weaknesses

There are two basic PvP builds – deep Beast Mastery, which are very common pre-60, and rely mostly on their pet to do damage, and ordinary ranged hunters, who spec for Scatter Shot and then whatever else they want. Scatter Shot is the vital talent for PvP – it allows the hunter to get out of the dead zone, and is a ranged ability without a minimum range, unlike all the other shots/stings.

BM Hunters

As previously mentioned, Beast Mastery or BM hunters rely heavily on pet damage to kill, and are rather common below lvl 60. This is because the BM talent tree is excellent for levelling, so most hunters take it to get to 60 and then spec in their endgame talent spec. At 60, pet damage suffers from not scaling (which is changing in the future), and thus it becomes less effective.

The main talent in the BM tree is Beastial Wrath, which is a borderline overpowered spell available every 2 minutes, which makes the hunter's pet a killing machine for 18 seconds. During that time, very few crowd control spells will affect the pet, most notably Death Coil. It is especially effective on cloth classes, because they have such low armour and generally know way to keep the pet off them.

The main way to get around this is to heal through it – which can be very difficult for classes who can heal. It helps if you have a partner, although often that is not the case. If you can use the terrain to escape, that will give you an excellent chance at victory. For example, if you are on the second level of the flag room in WSG, jump down, and the pet will be forced to take the long way around, by which time Beastial Wrath will likely have expired. Once the 18 seconds is up, you have a much greater chance of ignoring the pet and killing the hunter.

One thing to note about BM hunters is that they will not have Scatter Shot, so it is much easier to exploit their dead zone. If you catch them with their Beastial Wrath on cooldown, or their pet is attacking someone else, you can effectively exploit the dead zone to prevent them from damaging you from range.

Scatter Shot Hunters

Scatter Shot builds are much more common at level 60, as they are simply more adaptable and scale much better with high-quality gear. There are also many ranged damage boosting talents available when taking Scatter Shot, either in Marksmanship or Survival.

With its 30 second cooldown, it should be up whenever you get jumped in a battle, or when you decide to start a fight. It can also be used to interrupt casting, which can be particularly annoying for a healer casting a long heal or a mage channeling a big damage spell. While the duration of the mez effect (Confusion, which essentially makes the player run around uncontrollably) is only short, at 4 seconds, it is long enough for a hunter to get into range once again, and lay down a trap or simply cast another damaging spell.

It is important to remember that Scatter Shot's confuse effect is broken by damage, so any DoT's (Serpent Sting) or pet damage will break the effect, which can be very annoying. It is common to have a macro which dismisses the hunter's pet when Scatter Shot is cast, preventing the pet breaking the confuse early. Additionally, if Serpent Sting is on the target, switch to Scorpion or Viper Sting before casting Scatter Shot – that way it won't break on you before you want it to.

General Strategies

Feign Death

Feign Death is currently absolutely essential to PvP (although this is slated to change with the expansion) – not because it “tricks” players into thinking you are dead, but because it allows you to drop combat, which will let you lay another trap, which is an essential part of kiting.

Feign Death also makes anyone who has targeted you lose their target, which can sometimes help in big group situations where you have a lot of players targeting you, or when facing a rogue, as they will lose their combo points if they do not re-target you.

There is a simple macro that makes the use of Feign Death + Freeze Trap very easy – simply bring up the macro menu and input this.

```
/cast Freezing Trap  
/script PetWait(); PetPassiveMode();  
/cast Feign Death
```


You can use this both in and out of combat. Out of combat, it will just place the Freezing Trap, so you can replace trap icon on your combat bar with the macro. In combat, you will need to spam click the macro, and it will drop you from combat with Feign, and when the global cooldown has finished, you will jump up and place a Freezing Trap. It will also stop your pet from attacking, which helps you stay out of combat long enough to place the trap.

If you have Scatter Shot, you can make a similar macro which includes Scatter Shot, or you can replace prevent your pet from attacking when you cast it, which will break the confuse effect.

As for pets, the most effective pet for PvP is usually the fastest attacking one you can find, with Dash/Dive. Fast attacking pets are great for interrupting the spell casting on casters, and with Dash, they can quickly reach where you send them. If you can't reach that priest that is healing the flag runner, send your pet at him, and at least slow down his attack speed (and possibly get him to blow a fear), which can help.

Macros

Scattershot for Rogues

This comes in handy when a rogue is around but you can't see him. Bind a key to this macro and spam it when you know a rogue is around (but no one else is); it will cast Scattershot as soon as he appears, and then cast Hunter's Mark. You will need to keep pressing the key.

```
/script      TargetNearestEnemy();      if  
(UnitClass("target")=="rogue")      then  
CastSpellByName("Scatter      Shot");  
CastSpellByName("Hunter's      Mark (Rank  
4)");end
```

Arenas

Marksmanship is still the king of PvP, because of the new 41 point talent – Silencing Shot. This is a silence effect, and is particularly powerful against healers. Scatter Shot is also a limited form of CC. Importantly, Marksmanship hunters have the best damage potential, and can still use traps and other hunter tricks.

BM hunters can be used to harass healers, and if they spend 41 points in that tree can be immune to virtually all CC. However, they won't have the damage potential of Marksman hunters and will lack Scattershot.

Survival hunters have potential in smaller arenas, where there may not be dispellers. Wyvern Sting is 12 seconds, but is easily dispelled, as are traps. They don't have the damage potential to be good 5v5 players, and don't have the utility to make up for that lack of damage.

Mage

Strengths & Weaknesses

Mages are the undisputable kings of burst damage. They have the worst armour and generally very low hitpoints, so rely on killing quickly. They also have a range of abilities which prevent damage by preventing their opponent from attacking. There are two major PvP builds – the frost mage and the fire mage.

Frost Mage

The frost mage is a high-survivability, moderate damage build. There are a number of tricks which allows the frost mage to survive combat for a much longer period than other mage builds, which is important because of the low base survivability that mages have.

This survivability comes from too major areas: talents which unlock abilities that other mages don't have access to, and kiting. The two key surviving abilities that frost mages have are Ice Barrier and Ice Block. Ice Barrier absorbs a set amount of damage, and is on a 30 second cooldown (it lasts one minute, which means that if you time your application correctly, you can re-apply it immediately). Ice Block is basically immunity, but with the detriment of preventing any action from the mage.

When using Ice Block, it is important to remember that you can remove the buff yourself whenever you want. You don't have to wait the entire duration – if you right click on the buff, it will instantly remove it, and you are free to make any action. This makes it excellent for removing debuffs and returning to combat, or waiting temporarily for backup. It also confuses the opposition if you break early. It's usually best to Blink as soon as you remove the buff.

Other than those two abilities, Frost Mages are excellent kitters. This is the process of killing your opponent while preventing them from attacking you, through slowing spells and use of Blink/running. Cone of Cold, which has a long snare duration, and is insta-cast, is a key to effective snaring, and Frostbolt will be the majority of your damage in a 1v1 situation.

Frost mages are also great in group PvP, especially if they have Improved Blizzard. In AV, they can slow an entire push very effectively for a low mana cost. The key to this is to not cast the max rank Blizzard (as most people aren't stupid enough to stay in the AoE for the entire duration), but rather to cast Rank 1, as it still contains the slow effect (assuming you have the talent for it), and costs much less mana.

Fire Mage

The fire mage has a greater capability for burst damage, but lower survivability than a frost mage. Fireball does greater damage than Frostbolt, and Ignite makes up a large portion of DpS which frost builds lack.

The key to fire mage success is gear and Presence of Mind. Damage boosting trinkets, like the Zandalian Hero Charm, provide a massive boost to power, and should be used in combination with Fireball/Pyroblast and Presence of Mind. Because of the long cast time of Fireball (and to a greater extent, Pyroblast), it is rare that you will have the opportunity to cast without someone noticing you and attempting to interrupt your spells.

However, this is not always the case, if you can position yourself. Use the terrain to your advantage as much as possible. This is especially the case in Warsong Gulch, where the tree stumps make effective hiding tools.

If you go the Combustion route, a combusted Blast Wave is an excellent combo that can deal out significant damage to a large number of people. This is particularly so in places like AV, where lots of people are congregated. The snare element of Blast Wave is not to be understated, also, as it allows some much-needed survivability that a fire mage largely lacks otherwise.

General Strategies

A key element of mage PvP is Counterspell, and you need to know how to use it and when to use it. If you have Improved Counterspell (which is less and less common these days), you have 4 seconds of global silence, regardless of when you cast it. If, however, you just have the generic Counterspell, you get 10 seconds of silence for one school only, and only if you interrupt a spell being cast. For this reason, it is pointless casting it preventatively; you need to cast it as a reaction.

Timing is the key. If you miss-time your cast, your chances of success are significantly reduced. This is timing in the sense of in the middle of a cast. However, it is also important to know your opponent to know when in the battle is the most effective time to Counterspell. Know your opponent and their talent spec (which you won't know immediately, but will gather as you battle. For example, a priest in shadowform will rely only on shadow spells, while one out will be casting smite. In the first case, it is easy – counterspell anything. In the second, you will need to counterspell a holy spell, to prevent them from healing).

Green/yellow glowing hands are healing spells generally. Black is shadow (warlocks/priests), while red is fire (mages/warlocks) and blue is frost (other mages). Counterspell is extremely powerful – so much so that it is currently the only way to prevent invulnerability spells, which normally work through anything. If you can Silence a paladin's holy line, you can prevent him from using Divine Shield (the same goes for a mage's frost line and Ice Block, which is easier). Additionally, if you have Improved Counterspell, you can use it on warriors to prevent them charging into combat, or on rogues to prevent vanish.

Blink is the other key component of mage pvp. Blink not only moves you instantly, it also removes stuns, so is very useful against rogues (and the occasional warrior or Unstoppable Force user). For this reason, you need to be conservative with its use. Don't use it when it is up, just for the sake of it (unless you are running between battles, but even then it's probably better to wait and mount up).

If someone is charging you, or a melee class is on top of you, use Frost Nova and run forwards in the opposite direction, don't back up. Using Blink here is a waste of a cooldown. It is much more useful to save it until they have caught up to you again.

Macros

Trinket + PoM + A Spell

This uses the first trinket slot item, cast presence of mind, and casts a spell of your choice. Shift+click on the spell to insert it into the macro.

```
/script UseInventoryItem(13)
```

```
/cast Presence of Mind
```

```
/cast "Spellname"
```

*Insert your spell of choice here, whether it be pyroblast, polymorph or frostbolt, or something else altogether.

Arena

You have two major options here – burst damage, or survivability. As entering an arena will reset all your cooldowns of less than 10 minutes, all your tricks will be at your disposal every time you enter an arena. This means Ice Block, Cold Snap, Water Elemental etc. can all be used every time you play.

For this reason, Frost mages are very powerful. They can put out quite good DPS, but most importantly have the best survivability of all the cloth wearers, and if they are being focused can Ice Block which really throws off the other team. The duration of Ice Block will allow a healer to return the mage to full health. Dual Iceblock, using Cold Snap, is also effective (although this will be limited to once every 30 seconds with the new "Hypothermia" debuff. Water Elementals can also harass and provide good damage, or Nova melee classes in place.

Fire mages have a bigger damage potential but will die much faster, and will most likely be targeted first. PoM + Pyroblast has huge damage potential, particularly if it crits, and with good team co-ordination you can possibly kill one player before they can react.

Arcane builds simply don't have the damage potential or the survivability of the other 2 specs. There is potential for use of Slow in 2v2s, where having a dispeller available is less likely. However, with the popularity of paladins, it is likely you will come across a dispeller, and Slow will be removed almost immediately.

Spellsteal is a very important tool in arenas. Against teams with a paladin, Blessing of Sacrifice will be used to prevent you sheeping the paladin. In this case, you need to use Detect Magic to determine who has that Blessing on them. Not only will this allow you to sheep the paladin without fear of it breaking, you will gain a very nice buff.

Paladin

Strengths & Weaknesses

Paladins are the premier PvP healing class, because they have high damage mitigation, fast, heals, and the ability to all but prevent interrupts from damage. They also have some excellent buffs to give any players they are grouped with or healing. Most importantly, they have the ability to become invulnerable for 12 seconds, which is invaluable in any situation.

The main weakness the paladin has is a lack of any ranged attack. This means that you have to be up close and personal with your opponent to deal any damage. This, coupled with the lack of speed boosting or opponent slowing moves can be difficult. The talent Holy Shock can make up for this, as can the different engineering bombs.

However, this should not trouble a smart paladin. The idea of effective PvP with a paladin is not to deal huge amounts of damage, it is to support your allies as best you can. Team up with a warrior, rogue, or mage, and see where the true power of the paladin. Let them do the brunt of the damage while you keep them healed. Help out with well timed stuns, and finish off with Hammer of Wrath.

Watch your buffs for opponents purging. They will remove your seals and blessings. Seals are extremely important to keep up at all times; blessings less so. Additionally, you should know when to cleanse. Debuffs can cause significant amounts of damage, and cleanse is a cheap way to prevent that. However, some players can force you to waste mana by casting low ranked spells, and as mana is so important, this can be an effective tactic.

As with every class, TRAIN FIRST AID! Often paladins/other healers don't bother to do this, because it seems unnecessary due to their innate ability to heal. However, mana is difficult to recover, while bandaging is quick and effective. This is particularly true for paladins, who can use Divine Shield in the middle of a fight, and bandage to full without interruption. Use your mana first, but don't run around doing nothing while your invulnerability is up.

Lay on Hands is a latch ditch heal to save your ass at the cost of all your remaining mana. It should only be used once all other options have been exhausted, but don't forget about it! It has a long cooldown, but if you can use it to squeeze out a final cap in WSG or kill an annoying opponent it is worth it.

Paladins are particularly reliant on mana, so if you run out, you are in trouble. If you are facing a paladin, use abilities that will drain their mana/make them use it, like snares (to force them to use Blessing of Freedom) or Mana Burn.

General Strategies

Blessing of Freedom is one of the best spells for PvP, specifically for WSG. This removes roots and snares, and gives alliance flag runners a significant advantage. Use it on druids and preparation rogues. Don't try and carry the flag yourself unless there is no better class around. You are much more effective sitting back and healing/buffing/cleansing the flag carrier.

Get a good cleanse mod! Decursive is excellent, although it will be disabled very soon. However, there will be replacements that help with PvP cleansing. In the meantime, bind cleanse to a key and do it manually. It isn't that hard, and really, really helps your team out.

Paladins make good defence, due to their stuns, but they really shine at offensive support. Find a partner and follow them around. Make sure you are communicating (through vent, whispers, or battleground chat). If you are on your own, fight back, but let people know where you are and try to stay alive for backup to arrive.

Paladins are much more powerful than people realise. Despite the fact that they can't put out significant DpS, they can really change the tide of battle. It takes skill and finesse to play an effective paladin, but if you do so you can really help your team out.

Macros

Autobless

This will automatically select a blessing to be cast on a player depending on whether they use mana or not.

```
/script power = UnitPowerType("target"); if  
( power == 0 ) then  
CastSpellByName("Blessing of Wisdom") else  
CastSpellByName("Blessing of Might") end; if  
( SpellIsTargeting() ) then  
CastSpellByName("Blessing of Might");  
TargetUnit("player"); end;
```

Arenas

Unfortunately for all you Retribution and Protection paladins out there, healing paladins are essentially the only version of the class played in arenas. That having been said, they have the potential to be the best and most important class.

Healing, spell crit, and most importantly stamina are stats that a healing paladin should be aiming for. Resilience is also very nice to have, and comes on a lot of arena reward gear. Blessing of Sacrifice needs to be used every fight on someone who is going to take some damage, otherwise you are vulnerable to CC. Most teams will try to force a shield early by using CC on you. If you have to use it to save someone – do it, but otherwise try and save it for when you are getting beat on.

While paladins are excellent healers, they lack any kind of group heal, and thus rely on a backup healer in group situations. Shaman are excellent as they excel at healing groups but are weaker single-target healers.

Priest

Strengths & Weaknesses

Priests are one of the strongest classes in 1v1 PvP and especially in group PvP. With the recent talent revision, there are multiple viable PvP specs, both for healing and doing damage. While paladins are probably the best PvP healers due to their survivability, the combination of quick heals and shields make priests amazing. There are two major types of PvP priests, with a variety of different builds for each.

Shadow Priest

The PvP shadow priest is a force to be reckoned with 1v1 or in a group supported by another healer. The main source of power of a shadow priest comes from Shadow Word: Pain, which is instant cast and mana efficient. The added bonus of this spell is that it benefits fully from +dmg gear modifiers, meaning that it can dish out huge damage. With good gear and trinkets, 400 damage a tick is easy to achieve, and can conceivably go much higher.

Priests also have the best full Silence in the game. It lasts for 5 seconds, but doesn't have a counterspell element like the mage's version. Proper knowledge of other classes is essential to knowing when to use Silence. Interrupt heals on any healing class. When facing damage classes, first work out what school of magic they are spec'd in (for example, Frost mages will have Ice Barrier active, while Conflag warlocks will cast immolate on you, and probably won't have instant-cast corruption), and time it to interrupt one of their major spells. Good players will attempt to get you to blow your Silence early, since it is on a cooldown. Try not to fall for that!

Another key spell to use is Vampiric Embrace. It heals for a good amount, especially when you have a few sources of damage ticking on the target. When combined with Shadowform and some good armour (plus Inner Fire), a shadow priest can be extremely difficult to bring down.

Most of all, don't be afraid to drop out of Shadowform to heal your team when they need it. If you take damage and you are on your own, bandage up, but if you are supporting the flag runner, for example, don't stay in Shadowform. Getting number one on killing blows means nothing if your team loses 3 caps to nil.

Support Priest

A support-focused priest will be more effective and can definitely be more annoying in the long run than a DpS priest. The other team will immediately target you on every skirmish (for good reason), and you see results from playing this role.

The key to playing a good support priest is to find yourself a good team-mate. The best choice for heavy-holy priests (with a smattering of Discipline) is a warrior, because they can deal out huge damage and will often be focused on by the enemy. If you are heavy in Discipline, with Holy support, you should team up with a mage, for huge numbers with Power Infusion (which you should use as much as possible, as it has such a short cooldown).

Always keep Renew and a shield on your target. You may want to save Power Word: Shield for when your partner is affected by Mortal Strike (a warrior ability which reduces healing effects by 50%, but does not affect shields. Most PvP warriors have this ability). You HAVE to have Healing Focus to be a PvP healer, but since it's on Tier one, most every priest has it anyway. Use Flash Heal rather than Greater Heal, because PvP damage is very spikey, and often 1 extra second can mean death.

Throw up Pain whenever you can, as even in full healing gear it adds at least a bit of damage. You can use Smite, Mind Blast and Holy Fire when you get a chance to help add some extra damage. Sometimes it's fun to use Power Infusion and a damage trinket, and run into a group of opposition players and spam Holy Nova, seeing how long you can last (as long as they don't stun you, you would be surprised at the survivability this allows).

Engineering can help make up for your lack of damage, through grenades or the Death Ray. If you don't know anyone in your battleground or world PvP area, just watch and heal for a while, and if you find a competent partner whisper them and group together. They will appreciate the heals, and you will benefit from the damage they can put out.

I find that playing support is particularly fun and effective in Warsong Gulch, where you can heal the flag carrier to frustrate the enemy, dispel any magic-based slows, and fear the chasers. Most players will always focus on the flag carrier and ignore you, which usually ends in failure for them.

General Strategies

Psychic Scream is an extremely powerful ability, but should not be a crutch. This is particularly true for the Alliance, because of the huge proportion of Undead players, who can remove your fear every 2 minutes. Many classes have easy ways of removing it as well. Learning to play without having to rely on fear will benefit you greatly in the long run. As for avoiding Psychic Scream, a lot of the time it is easy to do. It only has an 8yd maximum range, so if you see a priest running towards you (and most likely a number of your teammates), make sure you stay out of range. If you are a mage, blink.

Always dispel your target (this goes for any priest). Dispel now checks for debuffs, so you can't ever waste mana by using it. Additionally, you should dispel magic on yourself if it is particularly harmful (but be warned, some smart players will use low-rank spells and DoT's to get you to waste some mana on dispelling), and any players on your team that you feel would need it.

Priests (like any caster) rely on mana to do any significant damage, but even more so because they have no inherent ability to return their mana (like mages through gems/Evocation, and warlocks with Life Tap). For this reason, it is important to conserve the limited resources you have. This means not spamming your DoT when a class with Dispel Magic is around (other priests, paladins, and warlocks with a felhunter out). This may also mean wandering when necessary. A good damage wand is highly desirable, particularly for a healing priest, as you will want to conserve mana for heals, and wands can put out good damage.

Most of all. Heal! Too often priests refuse or forget to heal themselves and others, which is the real strength of the class. Smashing others with a shadow spec is great, but most of the time it won't help you win a battleground. Healing does.

Macros

Smart Targeting Heals

This checks nearby friendly players and casts Flash Heal on them if they are below 70%.

```
/script for i=1,40 do TargetNearestFriend(); if  
UnitHealth("target")/UnitHealthMax("target")  
< 0.7 then if UnitIsPlayer("target") then  
CastSpellByName("Flash Heal") end end end;  
TargetLastEnemy()
```

Self Casting Without Losing Your Target

This will cast Flash Heal on yourself without losing your target. You can substitute Flash Heal for any other heal you want.

```
/script CastSpellByName('Flash Heal', 1)
```

Arena

In the arena, priests are most commonly used as healers and occasionally as damage dealers. As healers, they are excellent, if specced correctly and with quality gear.

Priest healers need Blessed Resilience to survive. Pain Suppression, while good on paper, is too easily dispelled, and is limited in use. Blessed Resilience, on the other hand, is a passive talent and thus is constantly applied.

Priests need lots of stamina, resilience, and +healing to be effective in arenas. This will help in their survivability. Psychic Scream, with its long cooldown and numerous counters, is not an effective way to prevent damage – the major way is to just live through the damage with Shields and Renewes.

Shadow Priests can be used for DpS, and can do quite well. However, they are often targeted early, and although have good damage reduction with Shadowform, they are still quite easy to kill. However, Shadow Word: Pain and Death can do excellent damage and the healing from Vampiric Embrace can be excellent for keeping your group topped off.

Rogue

Strengths & Weaknesses

Everyone hates rogues. They are invisible, come out of nowhere to mess you up, and can do huge amounts of damage in a short period of time. They are the ultimate ganking class, because they can sneak up on people via stealth, and can often kill before the opponent has a chance to react.

Rogues are strongest 1v1 when they get the jump on someone. They are excellent at taking out most casters, but are weak when noticed, and if you can get a rogue into combat before he can stealth, you will have a significant advantage. In battlegrounds, rogues are most effective in AB, where small scale battles, and often single opponents can be found. A rogue can single-handedly take out a node defended by two people, using sap and killing the other. They are particularly weak in AV, where there a lots of players concentrated and more often that not they help each other out.

A very skilled rogue also has the capacity to completely kill someone without them being able to act in any way. This is known as stunlocking, and is difficult to achieve and much rarer than thought.

Rogues suffer from having one of the lowest armour totals of any class. They make up for this by having the highest dodge rate, which can be a disadvantage against warriors, who can use Overpower only when their opponent dodges.

The biggest strength of the rogue is their ability to shut down a player, and for this reason, rogues should target the most dangerous players – invariably the healers. Rogues are exceedingly competent to deal with healers, because they have at their disposal a variety of stuns, and a low cooldown interrupt in kick.

Rogues are also excellent flag carriers for WSG, as they can wait for an effective opportunity to grab the flag and then quickly escape using Sprint. Preparation rogues are arguably the best class for quick flag caps. The idea is to hide, waiting until the speed boost powerup is available. Stealth in, grab the flag, and then use sprint. Take the tunnel, grab the powerup, and when it has worn off, use a Swiftess potion. While running, use Preparation, and once the swiftess pot effect has worn off, use Sprint again. You may also have the speed powerup in your own tunnel. If you time it right, and there are no enemies around to stun/slow you, or dispel your speed boosts, then you can capture a flag before the opponents have a chance to react.

General Strategies

Stealth is an awesome skill, but you need to know its limitations. If you are lower level than your opponent, they have a significantly higher chance of spotting you. You are also easier to see when your target is facing you, so approach from behind. There are a number of abilities which allow opponents to see through stealth, such as Flares, Perception (for humans only) and Catseye elixirs (an Alchemy creation).

Make sure you are prepared! If you are going to engage in what is possible a tough fight, make sure all your cooldowns are up (Vanish, Sprint, etc.), in case things start going against you. Choose your time to engage – the major strength of the rogue is that fights should start on their terms – don't forget to use this to your advantage. Patience is the key; don't run in early and waste your opportunity.

Cheap Shot is generally the best choice of opener, unless you have a high damage dagger and are ambushed specced, in which case you can cause huge amounts of damage before they even know what is happening. Cheap Shot also won't work against a mage, because they can remove stuns by blinking out of them (if you see a mage use blink, then you can open with Cheap Shot, but it requires you to be very perceptive).

Poisons are a vital part of a rogues arsenal. Don't forget to apply them, and always have plenty of reagents available. Crippling Poison should always be applied – it is the most effective poison against a wide variety of classes. Mind-Numbing is very effective against casters. Wound Poison is good when fighting a healer, or in WSG, where a flag runner will often be backed up by a healer, making them difficult to kill. This is less effective when a warrior is around, as the Mortal Strike debuff is much more effective. If that is the case, use Mind Numbing and Crippling, or Deadly poison for some additional damage.

When you have the flag in WSG, Vanish will make you drop it. This can be bad, but if you are quick enough, you can use Vanish, drop the flag, and then pick it up before anyone else can. Vanishing removes root effects as well as vision effects, so you can quickly break out of Frost Nova or Entangling Roots. It also makes anyone who has targeted you lose their target, which can be very confusing and buys you some time to escape. This is an advanced tactic, and can be very effective if you can pull it off. If you fail, you will look stupid and cost your team a possible flag capture.

Macros

Mashable Stealth

How often have you been too eager to stealth and accidentally pressed it twice, only to find yourself popping out of stealth immediately? It is one of the most annoying parts of playing a rogue. Use this and pressing it when you are stealthed won't do anything.

```
/script ic, nme, atv =  
GetShapeshiftFormInfo(1); if (atv == nil) then  
CastShapeshiftForm(1);end
```


Arena

Rogues are used primarily as harassers, and secondarily as damage dealers. Put a rogue on one of the healers to force them to heal themselves rather than other players. They also have an excellent debuff in Wound Poison that further hinders the capacity of healers.

Stunlocking and other CC is an important tool here – especially in the bigger arenas. Other classes are more capable of dealing uninterrupted damage (this is where your ranged damage dealers are important), while a rogue can hold down one player with Cheap Shot, Kidney Shot, and Gouge, while having another disabled with Blind.

Cloak of Shadows should be used if you are DoT'ed up. Vanish to get off another opener or to remove a snare. If it comes down to you and another, which may often be the case as rogues are seldom targeted early, you can vanish, hide behind a pillar/under the bridge, and bandage up or eat some conjured food.

The Equip bonus on the Blue honour gloves, which gives your deadly throw a silence effect, is something that should be aimed for as soon as possible. This gives another form of healer harassment, and can be used at range. Kick should be used liberally, and if there is a warrior around, disarm him, which will greatly reduce the opponent's damage potential.

Shaman

Strengths & Weaknesses

Shamans come in a variety of forms, and can either be focused around doing great elemental damage, huge burst melee damage, or survivability through healing. They are exceptional one on one PvPers, and are the best offensive support in the game. Signature abilities, like Earthbind and Windfury can make your opponents hate you, and turn the tide of battle in your favour very quickly.

Elemental Shaman

Often seen in level 60 battlegrounds, but much more rare in the outside world and in lower level PvP. These shamans are excellent at doing good sustained damage from range, and still have significant healing power to provide support or heal themselves while being focused on.

Chain Lightning, Lightning Bolt and Earth Shock are the bread and butter of the Elemental shaman. You can either spec 31 Elemental/20 Restoration for an offensive build with Elemental Mastery, or focus more on survivability by switching to 21 Restoration for Nature's Swiftess. I prefer Nature's Swiftess simply for its versatility, as you can use it to insta-cast a Chain Lightning or instantly heal yourself/an ally to full with Healing Wave.

An elemental build is best suited to larger scale battles, like AV, or to a lesser extent AB, where you can hide at the back and rain lightning down on your opponents. You can see some big numbers very easily on Chain Lightning, especially with all the talents that increase crit chance, and when combined with +damage trinkets you can cause devastation.

As an elemental shaman, you want to look for gear with +damage/healing firstly, and crit chance second. You can get a lot of crit through talents, so that should not take first choice over other +damage gear. The use of a shield is important, as it gives a huge amount of mitigation, and still contains good stats (although often less attractive than 1her, this is made up by the armour and block a shield provides).

Enhancement Shaman

Very difficult to gear effectively, and reliant on random generators, enhancement shaman become less effective as you level. Windfury is one of the best buffs in the game, and combined with Stormstrike has a high chance to proc, but it is still very reliant on luck. As meleers, enhancement specced shaman have to get up close and personal with their targets, so often take more damage. This is further accentuated by the fact that enhancement shaman will most always be equipping a 2her, and will thus miss out on the mitigation of a shield. If going for pure damage, an enhancement shaman will also miss out on excellent healing talents in the restoration tree, and will be very poor healers when need arises.

However, this is all made up for by the fun that is an instagib. With a lot of luck and some good gear, you can basically instantly kill cloth wearers, especially pre-60. Windfury+crit=huge damage to all but the most heavily armour opponents.

Stormstrike, the 31 point enhancement talent, is one of the key but misunderstood abilities an enhancement shaman relies on. It does not grant an extra attack, but rather resets your swing timer. This means that depending on your timing and the speed of your weapon, it can be very effective or useless. If you cast it right before you were about to swing anyway, it is wasted, but if you time it to cast immediately after you attack, then you are getting the best benefit out of it. On top of resetting your swing timer, it also debuffs your target, increasing their damage taken from nature spells by 20%. This means Earth Shock, Lightning Shield, and to a lesser extent Chain Lightning.

General Strategies

There are some key abilities that will always be used when PvPing on a shaman. Windfury, of course, is one of those abilities. It lasts 5 minutes, so watch the timer and don't forget to reapply it, or you won't be doing much melee damage.

Shocks are an essential element of shaman offence, and knowing which to shock to use when is simple but sometimes overlooked. Earth Shock interrupts casting, and causes a large amount of damage. This is especially useful against healing classes, or any caster in generally. Don't waste your shock, because while it is cooling down you have no way to interrupt them (unless you are a Tauren). Save your Earth Shock for when they are going to heal, rather than using it to do damage.

Frost Shock is great for kiting, or catching runners. It does good damage, and is often used as the opening shock to slow down your opponent. The player will be immune to the freeze effect (and also the damage) after four applications. This will wear off after 15 seconds.

Flame Shock is your worst shock, and is really only useful against rogues. Use it to prevent them re-stealth, unless they have already been hit with another spell that prevents stealth (such as any DoT or Hunter's Mark).

Totems are often overlooked. The best totems, for PvP, are Earthbind and Grounding totems. Fire totems are cheap extra damage. Searing Totem is particularly useful, as it may cause your opponent to momentarily dis-engage from you to destroy the totem, which will give you time to heal or inflict more damage. You should always drop those three totems when engaging an enemy.

Another element of shamanistic PvP that players often seem to overlook is healing. With 5 points in the Healing Focus talent, you will avoid interruption from damage 70% of the time. It is one of the best PvP talents available, and increases survivability dramatically. Nature's Swiftess is another excellent talent that will increase your survivability. An instant, massive heal can change the tide of battle.

Don't neglect others when you are healing. A particularly effective combination is a warrior and a shaman, as the attack-boosting abilities of the shaman, combined with some healing, can make the warrior a killing machine. You can also add in some of your own damage through shocks and melee when not healing.

Macros

Nature's Swiftess + Healing Wave

This will cast NS then instantly cast the max rank Healing Wave you have. You can switch out Healing Wave for Chain Lightning, Ghost Wolf, or any other spell you wish to instantly cast.

```
/cast Nature's Swiftess  
/script SpellStopCasting();  
/cast Healing Wave  
/script if ( SpellIsTargeting() ) then  
SpellTargetUnit ("player");end
```

Arena

Elemental/Restoration shaman are the most commonly seen Arena class, because they can contribute good burst damage, as well as backup heal when needed. With Natures Swiftess, a shaman can get off an instant Chain Lightning for some good damage or an instant heal if a player is about to die.

Restoration shaman make good secondary healers when combined with another class, particularly a paladin or priest. This allows removal of all debuffs bar curses, and you have the benefit of an offensive dispel and a defensive dispel, which the shaman lacks. Earth Shield will most likely be removed quickly, but should still be cast before the battle on yourself or whomever is likely to be taking the most damage. Lesser Healing Wave on single targets, and if you group is getting hit, Chain Heal, are the heals of choice here.

Enhancement shaman suffer from having a small mana pool and low survivability. While they can dish out some big damage quickly, they suffer by relying on lucky Windfury crits. They can be effective, but once they are out of mana they are basically auto-attacking warriors, and will have very poor healing potential to boot.

The strongest thing going for shaman is Bloodlust/Heroism. This is an amazing buff that will turn the tide in your favour significantly. Use this once the battle has fully begun – you want your whole team to get the most benefit out of it.

Warlock

Strengths & Weaknesses

There are two common warlock PvP builds, and both are extremely strong for different reasons. The major strength of warlocks is from one spell, which you will learn to love (or hate if you are on the receiving end): Death Coil. It is instant cast, does nice damage, heals, AND makes the enemy “Flee in Terror” for 3 seconds, which should give you ample time to cast any spell you wish (most likely fear). A key feature of Death Coil is the “terror” aspect of the description. This is different from the “fear” element of the Fear spell, as it cannot be removed with the Insignia trinkets, nor with the Undead’s Will of the Forsaken. The only way to prevent it is to have high shadow resist, or to use an immunity spell, like Divine Shield or Ice Block.

The key to effective use of Death Coil is to *not* blow it early. It is on a 2 minute timer, so you should be able to use it once in most fights, but timing is the key. Don't use it immediately, unless you are low on health. Wait until the middle of the fight. Use Fear first, apply some DoT's, and use it once you have taken a few hits. That way, you can use all 3 benefits of the spell – the damage, the healing, and the unbreakable fear (which will allow your DoT's to tick for more damage).

Soul Link Warlocks

Soul Link warlocks are so described because they are specced 31 into the Demonology, tree, using the final skill, Soul Link. This creates a link between the warlock and the pet, transferring 30% of the damage taken by the warlock to the summoned demon. It is essentially 30% damage reduction from every damage source, as long as your pet is alive, and is probably the best damage mitigation spell in the game.

Soul Link warlocks are the survivalists of PvP. While they have no heals, through the use of Healthstones and Drain Life, they can restore life, and can be extremely difficult to kill. They can also put out some good damage, through instant cast DoT's and Shadowbolts when combined with Fear. Another key talent that most Soul Link warlocks will possess is Master Demonologist, which gives a bonus depending on which pet is out at the time. This is something opponents should look for before engaging a warlock. Most Soul Link warlocks will run around with either a Felhunter (+60 resist all at level 60), or a Voidwalker (10% physical damage reduction). If you are a caster (particularly a mage), you are really going to struggle against a Soul Link warlock with a Felhunter out. Whatever you do, don't try and kill the pet, as it will have massive resists.

A third trick to note is the use of Fel Domination. This will reduce the cast time of your next summon to .5 seconds, which while not instant, is virtually un-interruptible. This should be used in conjunction with a Voidwalker to give yourself an instant shield. You can also use it to get out a pet that is more suitable for the encounter, say if you have an Imp out when a mage is running towards you.

Conflag (or Fire) Warlocks

These warlocks are at the opposite end of the spectrum from Soul Link warlocks. They will attempt to literally burn you down before you have a chance to react, and apart from mages, have the ability to kill faster than any other class. You can identify a Conflag mage fairly easily, as he will most always be assisted by a succubus pet. If you see a lone warlock without a pet, an invisible succubus is probably nearby, casting Seduce on you as you engage the warlock.

Frontload damage is the key. Trinkets such as Tome of Ephemeral Power and Zandalian Hero's Charm are excellent, if not essential. Seduce "juggling", or casting seduce immediately after a spell hits, to prevent the target from doing *anything*, is a tactic often employed. This means that DoT's are out the window from the start, as this will break seduce. Only start throwing DoT's when your opponent will become immune to seduce (on the 4th cast).

Soul Fire, because of its massive damage, is usually the first spell cast. Once that has landed, re-Seduce, and cast a Shadowbolt. If you can Seduce again, cast Immolate. Once they are immune to seduce, use your Death Coil to further prevent them from attacking you. Once your immolate has ticked a few times, use Conflagrate and Shadowburn. This combination (assuming you can pull it off perfectly, without anyone breaking any of your seduces, and you have good quality gear), should kill almost anyone without the need for any DoT's. It is easy to learn and difficult to master, and heavily reliant on the dice rolling in your favour in a lot of areas. Nevertheless, it is popular and extremely effective.

General Strategies

The most important thing to know when playing a warlock is your enemy. Warlocks are by far the most versatile class when it comes to PvP, and they have a counter to just about every other class. Just for example, they can Silence casters, detect Stealth, and have two forms of crowd control for everyone else.

Be prepared for any eventuation. This means always having a healthstone in your inventory, and having plenty of Soul Shards on hand for resummoning/Soul Fire/Shadowburn. Warlocks also have a multitude of abilities that are rarely used but can be extremely powerful in certain situations. For example, use Detect Invisibility if there are other warlocks around, and you will be able to see their Invisible Succubi. Don't forget to Banish their pets, and Shadow Ward is great to use against both priests and warlocks. Often this spell is forgotten due to its minimal use in other areas of the game. Finally, always keep Demon Armour active. It adds a small amount of durability, and the shadow resistance comes in handy. The health regen is mostly fluff.

Bandages are also a vital part of being a warlock, because the class relies on converting health into mana. If you have no mana, you won't be able to kill anything, so you will be Life Taping often. A Fear that lasts for more than a few seconds can give you ample time to repair some of the damage an opponent has done, or allow you to Life Tap back some mana to cast some offensive spells. If you are Fearing to bandage, don't cast any dot's until you have healed enough, because you run the risk of breaking the fear early through damage.

Warlocks are the ultimate solo PvP class, and can be very difficult to defeat 1 on 1. Shadow Resistance helps a lot against a Warlock, as does any ability that can break/make you immune to fear. Additionally, a lot of warlock damage comes from dot's, so there is the possibility that you can bring them down before they can completely kill you, although the dots will often finish you off. Additionally, if you have the ability to remove magic/curses then you can severely frustrate a warlock. Because of the nature of Death Coil, if you can catch a warlock with that on cooldown, or resist one, then you have a fighting chance against them.

Macros

Collect Shards

It's all too easy to forget to collect shards in the excitement of PvP. With this macro, if your target is below 10%, it will cast Drain Soul. Obviously this is safer to use when there is more than one person attacking your target.

```
/script if (UnitHealth("target")<10) then  
CastSpellByName("Drain Soul()") end;
```

Smart Cursing

This macro will cast Curse of Tongues on spell casters, and Curse of Weakness on melee/hunters.

```
/script if (UnitClass("target")=="Warrior" or  
UnitClass("target")=="Rogue" or  
UnitClass("target")=="Paladin" or  
UnitClass("target")=="Hunter") then  
CastSpellByName("Curse of Weakness()") else  
CastSpellByName("Curse of Tongues()") end;
```

Self Devour

With a Felhunter out, this will cast Devour Magic on yourself without losing your target.

```
/script TargetUnit("player");  
CastPetAction("4"); TargetLastEnemy()
```

Arena

Warlocks are somewhat weak in arenas when compared with their dominance in other forms of PvP. They have very poor survivability, unless specced Demonology, and if that is the case their damage potential will be greatly hindered. They do have some use in the arena, however.

Death Coil is still one of the best abilities available. You will be able to use it every fight, of course, as the cooldown is reset on entry. A Felhunter is probably the pet of choice here (unless you have a Felguard, in which case that should be used) – it can be set to attack the healer, and when you see a heal going off, make sure you counterspell. The debuff removal also helps, but to a limited extent.

Affliction warlocks have one excellent combination potential – Seed of Corruption and Unstable Affliction. Because dispelling Unstable Affliction damages and silences the dispeller, Cleanse happy paladins and priests will be wary around you. The only problem is that neither of these abilities are instant. Affliction warlocks will often be targeted first, because they have low survivability and are very dangerous with multiple DoTs and nasty secondary effects. Instant Howl of Terror is also nice.

Demonology warlocks will last longer but have less to contribute damage wise. Felguards are actually quite useful for DpS, and the Stun component of intercept can be very helpful. Don't set it to auto cast – bind it to a key and choose your target wisely. Use it on a healer mid-heal, or to help out one of your team when they are being attacked. Nightfall/Felguard builds can be quite powerful, but really rely on luck to do much damage, as your DoTs will be dispelled and your Shadowbolts take longer and hit with much less force than Destruction warlocks.

Destruction warlocks can contribute excellent burst damage, but they are probably the easiest of all to kill. If you are not targeted early, your team will have a great chance, but you are likely to die quickly. Immolation, Conflagrate and Incinerate are your spells of choice here. Farm shards and Shadowburn liberally, if you want to help contribute to some spike damage.

Always summon a Soulwell – this will really help your team. It is free. Also buff everyone with both Water Breathing and Detect Invisibility – not only will you be able to see mages/succubi, but it means opponents will spend mana and time dispelling useless buffs off your team.

Warrior

Strengths & Weaknesses

Warriors are the most capable damage-dealing class for PvP, simply because of the way they do damage. Rage is the cornerstone of this – the more they are getting hit/hitting things, the more rage and hence the more damage they can generate.

Warriors really only truly shine when accompanied by a healer. They can easily take on a player solo, but the lack of heals or crowd control makes them much less effective without at least one healer backing them up.

The biggest weakness and the biggest strength that warriors have is their dependence on gear. A well geared warrior is truly something to fear, more so than any other class. An undergeared warrior, particularly one without a high max damage weapon, is generally something that can be shrugged off. Warriors scale with gear better than any other class, but it is never easy to get that gear.

Warriors are also quite susceptible to kiting. Two abilities make up for that: Charge and Intercept. Charge is easily counterable, in that it can only be cast while out of combat. If you can put the warrior in combat, using a pet or a long-range spell, for example, then this can severely hamper the warrior's opening possibilities. They essentially need to hamstring you to have any chance of success, and if you can prevent this from happening, and you have some way of keeping them out of melee range, then you will be at a significant advantage when facing a warrior.

The majority of PvP warrior will spec Arms/Fury with the most important talent being Mortal Strike. Not only is this an excellent source of damage, as it is an instant cast spell with a low cooldown (6 seconds) that is not an "on next attack" skill. The damage at max level is calculated by adding the attack power bonus with the damage of your weapon +160. This can result in some huge crits.

An added bonus of Mortal Strike is the healing coefficient, which reduces healing on affected targets by 50% for 10 seconds. This can really affect healers when facing them 1v1, or when you are chasing a flag carrier, to halve the effectiveness of any heals they receive.

Occasionally warriors will be Fury specced, but it is far less common and is even more gear dependent. However such warriors are generally particularly well geared, and should be feared.

General Strategies

There are essentially two different fights for a warrior – against melee classes and spell casters. Against melee classes, disarm is very effective, and you generally don't have to worry about staying in range, as they need to be close to you to deal any damage, just as much as you need to be.

Against spell casters, your main weakness will come from their ability to kite you, and the fact that you need to be at close range to do any damage. Intercept is your friend here, and against priests/warlocks, Berserker Stance/Berserker Rage is essential. You need to be able to remove fear against these classes, and if you are an undead warrior, you have an immediate advantage in that area through Will of the Forsaken.

You need to have a mod or macro that can switch out your weapons quickly. This is especially true for spell casters/healers, where you will need to shield bash to interrupt their spells. Of course you need to know how to effectively switch between stances.

You need to be able to stay out of combat for Charge, so don't go running into any AoE attacks like Flamestrike, that will prevent you from quickly entering the battle. Obviously, if you are solo, bandages are essential – you will take damage, and sitting to eat isn't fun, and is also very slow. Make sure you have a good supply of bandages, and use them liberally.

Macros

Berserker Stance + Berserker Rage

This requires multiple presses, but doing so will switch to Berserker Stance and then cast Berserker Rage, to remove fear effects.

```
/script texture,name,isActive,isCastable =  
GetShapeshiftFormInfo(3); if isActive then  
CastSpellByName("Berserker Rage()"); else  
CastSpellByName("Berserker Stance()"); end;
```

Battle Shout or Heroic Strike

Not the best for PvP, but this helps if you forget to cast Battle Shout. This will cast Battle Shout if it is not active, or will use Heroic Strike if it is. You can switch out Heroic Strike with another spell if needs be, like Mortal Strike or Bloodthirst.


```
/script local z=0 for i=1,27 do  
t=UnitBuff("player",i) if (t and  
string.find(t,"BattleShout")) then z=1 break  
end end if z==1 then  
CastSpellByName("Heroic Strike()") else  
CastSpellByName("Battle Shout()") end
```

Arena

Warriors in arenas are most effective if specced Mortal Strike. 33/28 builds, with points in Second Wind are very common. The damage potential of Death Wish and Mortal Strike is huge, and the immunity to Fear is also very valuable.

It is your job to charge into the opponent and soak up damage while causing as much as you can. High armor, resilience and stamina help a lot if you are being targeted – but don't sacrifice your damage-dealing potential, because it can be huge.

Pop trinkets when you can. This will help with burst. Your Insignia should be saved to remove snares, as this is the major problem faced by warriors. With Second Wind, you should have more rage than you can use, so Heroic Strike should be used often.

If you are the sole warrior in your group, use Commanding Shout in the preparation stage, and then once you are out of range of your team, switch your own buff by using Battle Shout. This will help everyone else survive longer, and allow you to do much more damage.

Don't forget to use all your cooldowns – Intimidating Shout, Death Wish, and any trinkets and racial abilities should be used every fight, because they will be reset at the start of the next battle. If they have a rogue, start in Berserker Stance, as you can remove Sap with Berserker Rage.

ITEMS

Items are an essential part of dominating PvP combat. A well prepared player will have a significant advantage over others.

The only essential item (which is technically not an item, but is applied to an item) is the movement speed enchantment – Minor Speed. This will increase your run speed by a flat 8% (this does not affect mount speed). This is essential to any class that relies on kiting (warlocks, shaman, mages), and important in Warsong Gulch. It's also nice to have anywhere, and the other common boot enchant, Greater Stamina, adds 105 health, which is really negligible in the scheme of things.

Potions And Consumables

There are a few potions which will generally make you much more powerful and are quite cheap to make. Of course, health and mana potions are an excellent way to get an advantage over your opponents. But there are other potions which can be just as effective.

Swiftness Potions

These potions increase run speed by 50% for 15 seconds, which gives you time to get away from any chasers while you have the flag or to grab a node in AB before the others can get to it. This is especially important for preparation rogues in WSG, who can travel across the map at increased speed for the entire distance.

Rage Potion

This one only applies to warriors, but it is an excellent potion for them. It instantly grants 20-40 rage, which helps build rage when charge is not available. They are also relatively cheap to make or buy. The next level restores 40-60 rage.

Free Action Potions

Another good potion for warriors, who are particularly susceptible to kiting. This potion won't remove snares, but will make the player immune to them for a period. This is also an excellent potions for flag runners, as it allows them to run for 30 seconds without being snared (assuming it doesn't get dispelled).

Protection Potions

There is a protection potion for each spell school, and they absorb 1950 to 3250 damage at the highest level. While these are quite an expensive potion to make, they can really change a battle. Only use these if you really want to win and don't think you have a chance.

Catseye Elixir

Increases stealth detection for 10 minutes. This is a good way to prevent gankings from rogues in the world, or to use when you know a rogue is around and you can't see them.

Detect Invisibility Elixir

Much more limited in use, with currently only the warlock's succubus utilising invisibility (although this will change in the expansion, with mages getting the spell). If you see a warlock without a pet, it is most likely a succubus which is invisible. Succubi have low hp, and can be killed with 1 or 2 hits from a big weapon, so if you can take it out before the warlock notices you will have a significant advantage.

Flasks

These aren't really an option due to costs associated and the need for an alchemy lab, but I thought I'd include them for fun. If you really want to dominate, use a flask – Titans for more health, and Supreme Power for some serious damage potential for casters.

Engineering

There are a variety of bombs, trinkets and other tricks available to an engineer that can make up for any deficiencies a class may have, or just an avenue for extra damage. Engineering is divided into two disciplines: Gnomish and Goblin, each with a different focus.

Arcane Bombs

Very expensive to make, but extremely effective against casters. They drain mana, do damage, and silence all in one. Try not to use them too often – you will run out of cash very quickly!

Flame/Shadow/Frost Reflectors

These 3 schools have an equivalent engineering trinket which will reflect spells back at the caster for 5 seconds. They are particularly useful against fire mages, who can load up huge amounts of damage in a very short period. If you see a mage activate one of the damage trinkets (very easy to recognise), use your Reflector, and watch them nuke themselves to half health.

Thorium Grenades

Thorium grenades do good damage and stun the target. Use the stun to escape, to interrupt casting, or just to give yourself a chance to cast another spell. Thorium grenades are one of the most used engineering items.

Parachute Cloak

This is only really effective in AB, where it can be used to jump off the Lumber Mill cliff without suffering damage. You can float to the Blacksmith if you aim well. It can also be used in the world to escape a ganking – but remember, you can't switch armour in combat, so don't jump off a cliff if you don't have it equipped at the time!

Goblin

Goblin Engineering is focused more on bombs, with one of the best grenades available only to goblins. There are a few extras available which make goblin engineering good for PvP.

Goblin Rocket Helmet

The Goblin Rocket Helmet “knocks a target silly” for 30 seconds. This effect is much like sap. With the helmet, you can effectively remove a player from combat, evening the numbers when you may have been outnumbered. It does stun you for a short period, so be careful when using it.

Goblin Dragon Gun

This trinket deals damage in front of the user for 10 seconds, in a cone. It can explode, which will cause 100 damage per second and make the user run in circles for the remainder.

The Big One

Causes good damage (340–460) and stuns all players in a 10 yard radius for 5 seconds. Easy to make and very effective, this is a commonly used bomb.

Goblin Rocket Boots

A less attractive version of their Gnomish cousins, the goblin boots explode when they fail, consuming the item and occasionally leaving some components which may be recovered from the wreckage.

Gnomish

Gnomish Death Ray

One of the most sought-after engineering trinkets, it causes a random amount of damage to you and your opponent, after charging. The charging procedure cannot be interrupted by damage. Once fully charged, it will release, dealing 700-3000 approximate damage, which can go much higher when crits. Occasionally you will one-shot a player with it. The damage is physical, and the crit chance is not affected by any gear, talents, or spells.

Gnomish Mind Control Cap

This allows you to control an opponent for 20 seconds. During that time, they will appear as a pet on your bar. It can backfire, giving your opponent control of you for a short period! Combined with sap or another crowd control ability, you can take on a group of 3 players solo, if skilled.

Gnomish Battle Chicken

A fun little pet that does moderate melee damage, and occasionally buffs party members with 5% increased attack speed for 4 minutes.

Gnomish Rocket Boots

When used, these increase run speed by 60% for a random amount of time, to a max of 20 seconds. If they backfire, you will lose control of your movement and be moved in random directions. Not as reliable as a swiftness pot, as they cannot be switched in during combat.

Gnomish Net-o-Matic Projector

This will stop the target in a net for 10 seconds. This is especially useful for paladins, as they have no other effective way to catch up to a player. It can backfire, which will either cause the user or both user and target to be netted in place.