

# World of Warcraft Pvp Guide

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## Introduction

*"They called me a griefer, a tyrant, a noob, a scrub. They wished me dead a million times, spat upon my grave when they took me down with overwhelming numbers, screamed with incoherent rage when they could not catch me.*

*"They tried to stop me with petty words, with begging, with pleading. The cries of the carebears filled me with glee.*

*"What kind of monster am I? The skilled, the elite, the deadly – the pvper."*

The thrill of the hunt, the blood lust in the air – player versus player game play can easily be some of the most invigorating fun in any game. Just knowing you are outsmarting (and in some cases, infuriating) the person you are fighting against brings a strange sense of satisfaction that just doesn't occur when you're slaying Dragon 2343B for the 100th time.

While many people try to downplay the importance of pvp, the numbers speak for themselves, there are more pvp realms (counting pvp and rp/pvp) than pve realms (counting pve/rp). The pvp realms typically have better population stats as well.

So what kind of pvp does WoW have to offer? While I sorely wish they would implement SOME sort of FFA pvp (I'm a Shadowbane girl at heart), the pvp system Blizzard has is pretty well off.

The majority of pvp action you will be encountering will be inside the instanced battlegrounds – Alterac Valley, Arathi Basin, and Warsong Gulch. However, most zones on a pvp server (with the exception of starting zones, and a few select teen level zones) are contested, which means you are flagged for pvp the second you step foot in the zone.

So there's definitely a chance for world pvp, although the quality of it might not be quite what you might want. Most of this guide is going to focus on the level 60 side of things, although I will get into a bit of the great twink debate later on, and why its even a debate at all.

With 1.11 right around the corner, and 1.12 promising to be "the" pvp patch, WoW's pvp looks to have a bright future ahead. While it's not perfect, nothing ever is, but it is definitely fun.

The Blizzard Devs have said time and time again that WoW pvp is not based on 1v1, so a lot of focus will be on the group pvp side of things. Quite frankly, dominating with a group of friends is more entertaining than owning it up alone, so come along and find out some of the best tricks and tactics to be the best you can be in this pvp environment.