# What is the arena in World of WarCraft?

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What is the arena in World of WarCraft?

A small room, usually in the form of a rectangular, round or square, without Windows, without doors, often with some obstacles inside (pillars, bridge, etc.). A sort of hypercube, in which few fill up 4 (2 for 2), 6 (3v3) or 10 (5v5) players. The goal of the arena is simple – by any means available, kill all players, NOT your team.

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A team can be created by anyone, similar to how guilds are created.

You buy a special item from a special merchant, and ask for signatures from others. Having assembled a team, you get in line, and.. with some luck, good practice of PvP battles, the team's complex tactics and, importantly, its correct selection by class (setup) and the appropriate level of gear for the arena, perhaps even a certain number of victories.

Arena is not BG with all its possible features and variety. A lot of restrictions on the use of various professions (for example, from engineering in the arena, only a rocket launcher for gloves works, and from alchemy only one potion is available only to the alchemists themselves). It is not possible to use skills that have a cooldown of more than 15 minutes (such as laying on the hands of paladins, party of the dead at the DC, soul preservation stones at the warlocks, etc.). Here you will not see the help that suddenly came up, in the form of a huge cavalry from over the horizon. And despite all this, the goal remains-as quickly as possible to kill all the players of the enemy team. How to do this depends on the setup you choose, and the setup of the team you have to fight.

Unlike BG-meat, where there are other goals and victory is often possible even without a single kill, in the arena, except for "kill and as soon as possible", the team has a greater advantage, having more opportunities to control the enemy, and using them correctly. Many fights can turn out to be a complete control for some. Part of the team can be disabled, the rest die before their eyes, unable to help in any way.

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DPS is important only for the speed of killing, but unlike PvE, DPS is not the most important, more important is the so-called ' resilience' (i.e. stability – a characteristic that reduces the total damage and the chance of receiving a critical hit from other players), the number of health (endurance for greater survival) and most importantly! - control and disposal options! from the control of the enemy. Well, knowledge of other classes, their abilities and capabilities will give you an undeniable plus in the fight against them.

You can create a team from the 70th level, but until the 80th, neither the rating arena nor the points arena (arena points – abbreviated AP) can be obtained. You can play in practice matches at any level. The rating is calculated according to a complex formula that resembles the principles of calculating the rating in international chess tournaments.

When playing with a stronger team, it is possible to obtain a greater rating when playing with a weaker – smaller. In order to get at least some rating and points, the player must play at least 10 games with one

team.

Both the rating and AP are quite in demand, as they are required to purchase items and weapons from the latest and some past Gladiator kits. Something can be bought only for honor, something for honor + AP, but the best things (including weapons) are available for honor + AP, and only if there is a certain rating. I.e., by analogy with the sale of many interesting things, for different factions, rating = reputation, AP = currency. While you do not have the necessary rating, some of the desired things are simply not available, even though you may have enough currency for them.

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