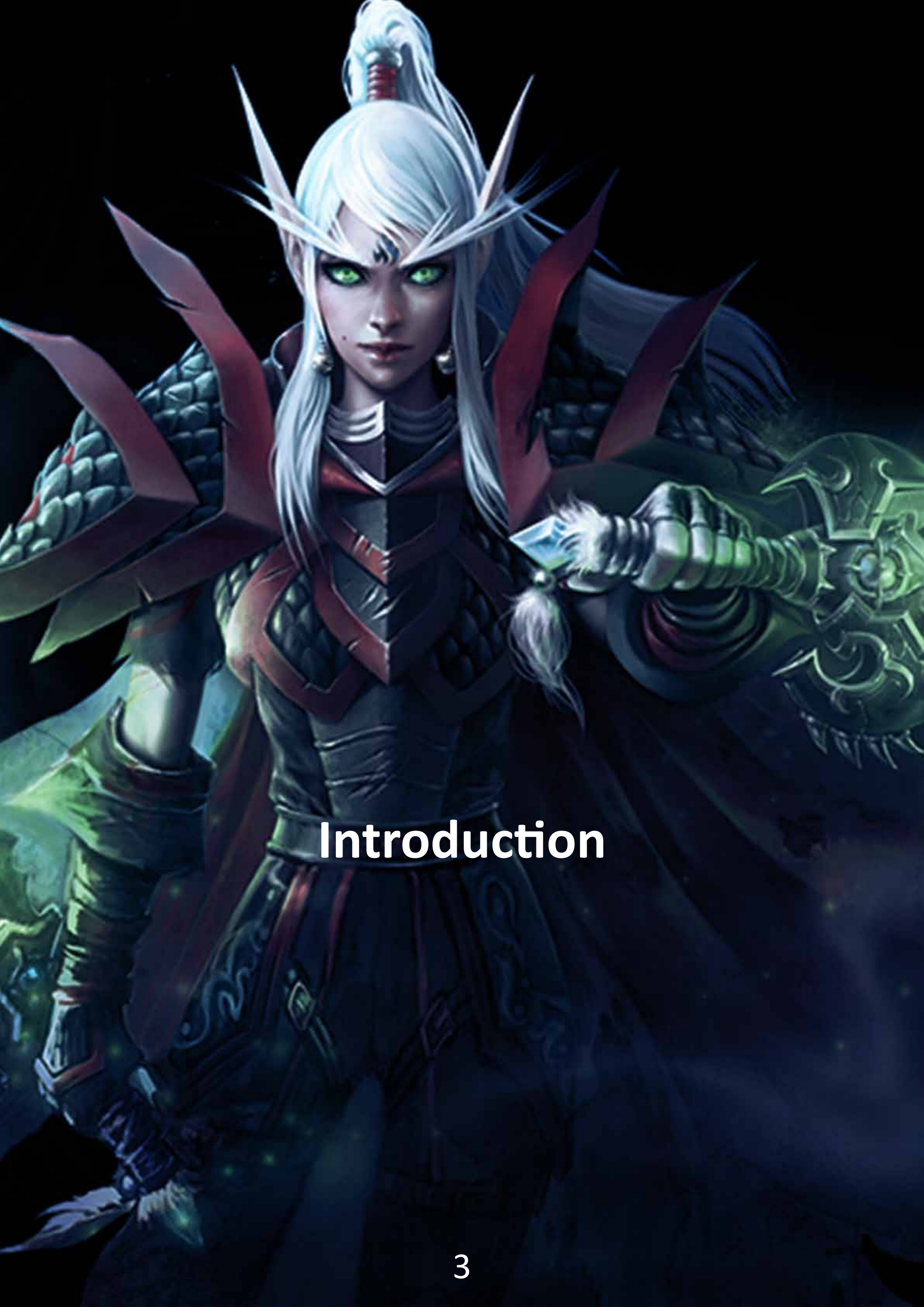


ARENA BEGINNERS GUIDE BLAZINGBOOST COACHING CUSTOMERS



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Introduction

System Settings

System>Graphics



1. Projected Textures - This setting should always be ON - It allows you to see things like the AoE radius of "Meteor" from a Fire Mage before it hits, and it makes the Rogue ability "Smoke Bomb" more visible. There are many other spells/effects which it will help you notice.

<https://youtu.be/PUcwXqabc7A?t=388>

2. Particle density is not as important as **Projected Textures**. It just makes spells look slightly better.

<https://youtu.be/PUcwXqabc7A?t=473>

System>Sound

Having game sounds (swords clashing, spell effects) too loud will make you not be able to hear your teammates in battle. Disabling game sounds completely feels weird for most people, so the ideal thing is to just have the sounds on, but very low.



1. Enable
2. Enable
3. Have this moderately low.
4. Have this moderately low too.

Interface Settings

Interface>Controls



Sticky targeting is great if you want to be sure that you never de-select your target by accident.

Interface>Combat



1. Disabling will give you a cleaner UI. However, it may be a good way to understand who the enemy is aiming for (although it will not be a very accurate indicator).

2. Disable this, the red light can make some people panic. You should not rely on a red flashing light to tell you you are low HP.

3. Shows what CC (Crowd Control) you are currently affected by in the middle of your screen, this should be enabled.

4. You can try disabling this if you feel that your screen is too cluttered. If you are able to keep an eye on the numbers, however, you may be able to realize how hard you are getting hit by the enemy. It can increase your learning curve, assuming your vision is not too altered by the scrolling text.

5. The slider all the way to the left disables the Spell Alerts option. In the middle, the Spell alerts are transparent. All the way to the right, the spell effects are very visible .

You can try all 3 settings, but usually having it on off/transparent is better, because you want to avoid having too much clutter on your screen.

6. Personal preference. Auto Self Cast is good to enable but it depends on your keybinds.

Interface>Display



1. Personal preference, although DPS classes tend to choose Numeric Value, whereas healers usually play with Percentage or None. We suggest playing with “Both” or trying out all the options to find what fits you. Percentages are useful as they can tell you when % based abilities (Execute, etc) are usable.
2. This should preferably be set to “None”. Players have addons that have automatic announcements that might clutter your screen (Low Health, Interrupted, etc)

Interface>ActionBars



1. If you use the in-game ActionBars, you should always have this option enabled.

Alternatively, the addon 'OmniCC' has the same purpose. Make sure you do not have both this option enabled and the addon. You risk to see two numbers in the same spell icon!

Interface>Names



1. Enable both - the actual text above players/totems HP bar.

2.

“Always Show Nameplates” - Enable

“Enemy Units” - Enable - HP bars of enemy players and totems

“Minions” - Enable - HP bars of important pets.

“Minor” - Disable - HP bars of non-important pets

Interface>Camera



1. This should be set on “Never adjust camera”

* You should reset your camera manually by holding the right mouse button and walking forward. The reason for this is that sometimes you are required to cast spells at awkward angles, and with this option you are completely in control of your camera.

Interface > Raid Profiles



1. No reason not to have this enabled.
2. Shows mana bars for your team, good to see if your healer's mana is depleting. A quick glance at your healer's mana is always good.
3. Class colors, always good.
4. Enable.
5. Enable, and the box below it unchecked. This will show you important debuffs/Crowd Control, even better if combined with addons such as BigDebuffs.
6. Personal preference, healers tend to use the "Health Percentage" option here. Any of the options are viable.
7. Max this out as much as you want. Large frames will make it easier to see teammates HP.



Mandatory Addons

- **Omnibar**

Tracks enemy interrupts by default. You should add major cooldowns in the settings (Vendetta, Smoke Bomb, Incarnation etc).



Healers should preferably track offensive CDs and important CC (Blind, Fear etc)

Important offensive abilities and cooldowns should be tracked and you can do so from the options.

If a rogue almost has Blind ready, you may have to save your Trinket / Hand of Sacrifice / Premonition. A full kidney will often be a way to bait your trinket. Unless you are very experienced and have a great awareness of enemy cooldowns, you will not be able to see ahead of the game without Omnibar. In fact, in the heat of the moment you will not quickly realize if the enemy rogue has Blind or not.

DPS classes should preferably track enemy defensive CDs

- **BigDebuffs**

Always shows important CC and “Debuffs” on your Raid Frames.



- **Gladius -OR- sArena**

Tracks enemy frames with a bigger and cleaner look. Moreover, it shows DR (Diminishing Returns), trinket, and dispel.

The optional Addons

- **Arena Team Tracker** - Shows your teammates cooldowns.



- **GladiatorloSSA** - Live announcer of enemy spells/cooldowns/events. It will raise your awareness. You can set the type of announcements you want to hear from the addon's settings in-game.
- **Details** - Shows statistics of your past arena games.

Macros

Focus Macros

You should get used to playing with Focus all the time. If you are a healer, you should always keep your Focus on the enemy who can spam CC (Mage, Warlock...) so that you can track their Focus Cast bar and know if they are casting Polymorph or Fear.

Most players right click on the enemy Gladius frame to set focus on that player. On top of that, you can create a macro that sets up the focus against any target. The macro would simply be `/focus`. You should drag this on your action bars and keybind it to something accessible. In arena, you will be able to focus anyone with the Right click on Gladius or by using the macro when you are targeting someone. Outside of arenas, you will only have your macro.

It is also possible to build focus macros inside abilities.

This can be done in two ways:

1/cast [target=focus] Hammer of Justice

Or

2) /use [mod:shift,@focus] Hammer of Justice.

The first macro will need a specific keybind. If your Hammer of Justice is keybound on Shift+1, you can keybind your focus HoJ on Shift+2.

The second macro is similar, but works differently. If you keybind it to for example F, it will hit your target if you press F and it will cast it on your focus target if you press shift-F (this will not work if you already have another spell specifically bound on Shift-F).

Few examples:

```
/use [mod:shift,@focus][]charge
```

```
/use [mod:shift,@focus][]polymorph
```

```
/use [mod:shift,@focus][]fear
```

```
/use [mod:shift,@focus][]wind shear
```

Using Focus is crucial. If you are a healer and casting Holy Light on your partner (your target) and you want to HoJ the enemy healer, you should use your Focus HoJ macro. Otherwise, you will have to spend 1-2 seconds moving your cursor on the healer, targeting him, and then pressing your stun. With a Focus macro (assuming you previously set the healer as your Focus), you will be a lot faster.

Specific Targets Macros

They work similarly to Focus macros, but they have a specific target. They are built like this:

```
/cast [target=player] spell
```

Healers need to use the target=player dispel macro to dispel CC on teammates quickly

```
/cast [target=player] Dispel Magic / Cleanse etc.
```

A common set up is, for example, having your dispel bound on 1.

However, you could also have a /cast [target=name] Cleanse bound on R and a /cast[target=name] Cleanse bound on T.

With this setup you will be able to cleanse any target with 1. However, if you want to quickly cleanse your partners, you can use R or T. This can also be used in PvE if you insert your tanks' name in these macros (or anyone that has to regularly be dispelled in a boss fight).

Hunters need to use the target=player sacrifice macro to mitigate burst on themselves or teammates, or also a Freedom macro (make sure you have a Cunning pet summoned out!)

```
/cast [target=player] Roar of Sacrifice (Target can't be critted)
```

```
/cast [target=healer] Master's Call (No slows / roots)
```

An advanced setup can require 3 macros for the same spell in a 3v3 environment.

```
/cast [target=self] Roar of Sacrifice <- keybound to Alt-1
```

```
/cast [target=player1] Roar of Sacrifice <- keybound to Alt-2
```

```
/cast [target=player2] Roar of Sacrifice <- keybound to Alt-2
```

You can take inspiration from this and use it for anything!

Generally, you should use these macros because it's quicker and more efficient than clicking your raid-frames. This allows you to stay focused on other aspects of the game, and not looking for your teammates' raid frame.

Further examples:

```
/cast [target=player] Void Shift (Shadow Priest Health bar swap)
```

```
/cast [target=player] Blessing of Sanctuary (Ret Paladin CC removal)
```

The list goes on. You should not have more than 1-2 of these spells macroed with Specific targets. You risk to bloat your keybinds.

Generic Tips - Gameplay Basics

This is a list that shall teach you the basic concepts of Arena.

- **Move with your mouse.** Make sure your keybinds allow you to cast spells and move at the same time.
- **Keep an eye on your surroundings.** Gaining awareness is the key to success. You should always try to have the enemy raid frames (Gladius) in an easy area to access with your eye, not too far off your own partners' raid frames. Remember: do not tunnelvision! In order to increase your rating, you need to gain awareness. If the enemy is on high HP and your partners are dying, chasing the enemy behind a pillar is the wrong choice. You should pull back and assist your partners, and you will be able to do this automatically if you are aware of your surroundings and the current situation of the arena match.
- **Prepare your macros:** make sure you have an optimal setup of Focus/specific target macros. It might be best to practice these in Battlegrounds.
- **Lexic:**

CC: This indicates 'Crowd Control'. "I'm CCed" or "I'm CCing the healer" are usual expressions related to Crowd Control.

Peel / Peeling: Attack the enemy who is currently pressuring one of your partners. This shall help your partner. In the current state of the game, doing damage is often the best peel you can use. However, as a warrior you can use Storm Bolt or Intimidating Shout. CC is also an amazing peel.

Imagine you are a warrior and your Priest is full stunned by a Rogue, who is using Vendetta (big offensive cooldown) on your healer. If you are in voice communication with the priest, you can call him not to use his Trinket or Pain Suppression. You can in fact Fear the rogue. If he trinkets, you can Storm bolt him. He will lose 2-4 seconds of pressure and your healer may survive without using anything.

Kite / Kiting: drag an enemy behind a pillar, attract him in a convenient place or lure him away from his healer. This is an essential tactic against melees, especially if you are a caster or a healer running away from a melee cleave (Warrior/DK/Healer etc).

Fake casting: pretending to finish off a cast and stopping it during the cast time, hoping that the enemy wastes his interrupt (Counterspell, Kick, Pummel, etc). Interrupts are tracked on the Omnibar addon, and when you see the icon with a cooldown, it means the interrupt has been used. If you can still cast, you have

successfully fake casted the enemy.

- This will allow you to cast without problems while the interrupt is on cooldown.

Keep in mind that some players do not ever interrupt you on purpose, making you 'fake cast to death'. In order to be efficient with Fake Casting, you shouldn't always fake! This is usually a mind game with the enemy. After 30-40 seconds in an arena game, you will likely know how the enemy uses his interrupts. If you notice he is very quick at interrupting, you need to fake him right after you start casting. If he is purposefully not interrupting you, you can fake him at the end of your cast, or not fake him at all. This will confuse him.

Baiting Kicks: baiting a kick / interrupt is the opposite of Fake casting, but serves a similar purpose. If you and your partners are all on full HP; do not fake cast! Just cast and hope the enemy kicks you. If he does, by the time you can cast again, you will (or your partner) be on 50-60% hp. You will have time to recover. If you never try to bait a kick, you may fake too much and not cast anything - you may find yourself on 60% hp with the enemy still having his interrupt ready. That is going to be a large problem for you as you fake casted too much.

Your partners can also bait kicks for you. If you are a healer and play with a mage or druid, they can bait the kick by using Cyclone / Polymorph unnecessarily. Even if your team is not going for a kill and no cooldowns have been used, the enemy may think you are going to do that and they will instinctively interrupt a CC like Cyclone and Polymorph. Let them do it! As a healer, you will be free to cast, and your partners will be able to DPS again soon. This is amazing vs long cooldown kicks such as Counterspell from Mages.

To LoS: this term indicates 'line of sight'. 'Lossing' someone means you are stopping his casts against you because you are not in his line of sight. This can be good when you are 'lossing' the enemy cooldowns (for example, a Boomkin with Incarnation); it can be bad if you are 'lossing' your partner's heals: he wants to heal you but he cannot, as you are not in his line of sight.

DR: DR stands for Diminishing Return. When you use Polymorph on a target, any following polymorph will have a diminished duration of 33%, until the target becomes immune to that CC. Diminishing Returns last for 20 seconds. When you stun a target, for example, the stun will be full again if you stun the target after 20 seconds. Stunning a target again after 19 seconds will begin the countdown to 20 again, and the DR will not reset. DON'T DO THIS! Pay attention to Gladius and wait a few seconds to ensure a full CC.

- **Positioning:** if you play a DPS class, do not overextend just to chase the enemy. You may be getting kited! This will only create problems. The only moment in which you can overextend is to secure a kill. A kill is secure if the enemy is on low hp, you have cooldowns available and you know the enemy has no defensive cooldowns or way to escape.

If you are a healer, you should always play next to a pillar. Set your focus on the potential enemy Mage / Warlock and pay attention to their Polymorph / Fear casts. If you are close to a pillar or any line of sight location, you will be able to LoS the enemy CC during the cast. They will lose time casting their CC for nothing.

- **Cooldowns:** BFA Arena is strongly based on Cooldowns and dealing as much damage as possible.

If the enemy ret paladin is using Avenging Wrath against you (wings), you are most likely not going to survive unless you use a strong defensive cooldown.

Remember: don't overlap Defensive cooldowns!

As an example, If you are a Hunter, you shouldn't use Aspect of the Turtle, if you are able to Kite the paladin and maybe receive a Pain Suppression (-40% damage) from your priest. If your Holy paladin uses Hand of Sacrifice on you, you shouldn't use an immunity either. In these situations, communicating and asking your partner if you are fine is extremely good. Your healer will often say 'you're safe, go offensive' or 'I got you' - if you hear these words and you trust your healer, do not use defensives. He has likely used a healing cooldown and wants to keep you up.

The key to winning arenas is trading cooldowns well, eventually having cooldowns while your enemy doesn't have them. If you are able to force a Resto Shaman's Ascendance without using your major DPS cooldowns, you are currently ahead and you will secure a kill soon. If the enemy has just popped Ascendance, you may hold on to your cooldowns and wait for Ascendance to expire. This means you will have extra damage while the healer has no extra healing.

This concept can be applied to Holy paladin Wings, Pain suppression, etc.

- **Quick tips:**

If the enemy is an Orc playing with Relentless (CC reduction PvP talent), you should avoid to stun him, unless forced to. Orcs' racial and relentless make stuns VERY short.

If you are a holy paladin and playing with short HoJ (30-40 seconds CD) in 3v3, you should make sure to HoJ the non-orc target in a 3v3 situation. The orc can be CCed by your partner with a Polymorph, Trap, Cyclone, etc.

If the enemy is using Adaptation as PvP talent, you should CC him whenever you can, possibly with spamable CC. However, enemies will very rarely use Adaptation if you play with a Rogue/Mage/Warlock (classes that can spam CC and trigger Adaptation at will).

If you do not have spamable CC and the enemy is using Adaptation, you should burn the enemy's adaptation by throwing in your CC, without using any cooldowns. You should use cooldowns when you have your CC back, before the Adaptation is ready again (1minute cooldown). This can be tracked on Gladius. Example: You are a paladin and the enemy healer is a resto druid with Adaptation. You HoJ him right away and let him burn his adaptation. After that is done, your hunter can land a full trap, maybe (it will be full without breaks!). Generally, though, you should just drag the match and do some damage, waiting for your HoJ to be back.

In fact, if you wait 30-40 seconds you will have a full HoJ + Trap, unbreakable, as the enemy has no Adaptation ready. That's when you use your Avenging Wrath.

There is a lot more to learn. Our coaches shall help with that. Remember, practice makes perfect. Everyone started on zero rating and you will become better with time.

Thank you for reading. We wish you good luck with your Selfplay / Coaching service! Enjoy and let us know if you have any problems with your team - Blazingboost's customer service is obliged to help and assist you.

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