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Topic: Information

## **WoW Honor System and what it means**

### **From;**

<http://forums.worldofwarcraft.com/thread.aspx?fn=wow-pvp&t=123729&s=new&tmp=1#new>

### **Quote:**

First off, I will state that I am 100% for the pvp / honor system.

This goes out to all the players who are on a PvP rampage will soon realize that the points they actually get are not the points they expected to get and reality will start to creep in when your honor points are distributed at the end of the week.

Honor points and what percentile you fall into amongst everyone else will help determine your rank in the system. So someone's 50 kills solo doing 100% damage versus someone else's 250 kills in a raid doing partial damage will see a big difference in their pvp points.

### **It's not just about PvP kills**

Eventually the corpse camping, graveyard and INN camping, ganking a player over and over in a raid will begin to slow down when people realize the only truly effective way to gank and get rewarded BIG for it is to....gank and move on.....gank and move on....next zone....gank and move on.

You can only gank the same person so many times in the same day before you eventually get zero points for it.

The sooner the crowd realizes that, the sooner the carebears and cry babies will stop flaming the system.

PvE and RP servers are open 24/7 and are welcoming new members.

PvP servers are hot and are currently way misunderstood atm with this new patch.

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And one other note to remember. Only the truly determined pvp'rs will be able to hold such titles like commander etc. You will literally have to pvp your rear end off all week to stay in the top percentile. So when that day comes and you can get a 90g epic pvp mount, and then you lose the rank you had to obtain it the following week. You won't be able to ride that mount, use that weapon or whatever until you pvp your way back UP to the rank it is needed to use it.

This fact alone will really start to see who is really excited about the honor system.

---EDITED reply to a question regarding points----

This is Blizzards exact wording on how they rank and distribute points to each player versus an honorable kill

### Honorable Kills

The way we calculate honor is fairly detailed, and a lot goes on under the hood while we crunch numbers to arrive at your final ranking for the week. However, what players will see when they kill an appropriate-level target is a simple message. We can't actually display your honor score from a kill when it happens because we don't determine the final value of a kill until the end of the day. Also, your honor points for the week are a percentage of the total honor points available based on your contribution to your team's overall effort for that week.

If you are grouped with others, then all players in your party also gain an Honorable Kill. In fact, it works just like experience points. And just like experience points, you'll get a group bonus for your Honorable Kill as well. At this point, the way we determine whether your opponent counts as an Honorable Kill works similarly to how we determine whether you will get experience from a monster. If you would get experience for killing a monster of the same level as the opposing player (i.e. their level number is not colored gray to you), then you'll get an Honorable Kill.

In some cases, you might end up joining with other groups to slay one or more enemy players. In those instances, we will not be using tapping rules to prevent other groups from earning an Honorable Kill as well. If multiple groups team up to kill a player, all groups will earn a percentage of honor based on how much damage they dealt to the defeated player. For example, imagine that an enemy player is killed by two other players. Player A was solo and did 35% of the damage, while player B was in a group and did 65% of the damage. Player A would get 35% of the honor from the kill, and Player B's party would get 65% of the honor. That honor would then have a group honor bonus applied to it before being divided amongst the group. Rest assured that even players that did not engage the enemy player (perhaps because they were healing instead of fighting) will get honor points; as long as you are in a group that helped kill an opposing player, you'll get honor.

The amount of honor you gain is based mainly on three factors: 1) your target's level, 2) your PvP rank, and 3) your level. Then, at the end of the week, we gather all your Honorable Kills and Dishonorable Kills, and then apply certain modifications based on relevant data. For instance, we track repeat kills, and the system will reward you less and less honor with each successive kill of the same opponent on the same day. You'll gain full points for your first kill, but you get far less points with each kill after that, to the

point were you will eventually get zero if you continue to prey on that player. We also add a bonus to your score for participation in strategic objectives, such as conquering a Battleground or killing an enemy NPC leader, such as Thrall or King Bronzebeard. The exact number of strategic leaders has yet to be determined, but at the least, the four racial leaders for the Horde and Alliance will count as strategic objectives. For those out to kill the human leader, keep in mind that neither King Anduin nor Jaina actually qualifies as a strategic objective; it's the king's protector, Highlord Bolvar Fordragon, who is the true leader you must kill in order to gain bonus honor points for your faction.

Those who stood still in a raid last night and got 50 kills for doing nothing but standing there, will literally get very little actual honor points. They did zero damage to target and depending on how many people was in a raid, will see very little return in way of honor points. So keep in mind, its your lvl versus your enemy, how many is in your group, how much damage you did and how many times you killed that same player in the same day.

I am confident that of the 50 kills in a raid, many of not nearly ALL of those were repeat kills. Raids may be fun from time to time. But small 1 man or 5 man gank parties is the way to really climb the ranks in my humble opinion.

ALSO

### **"Tracking PvP Rankings"**

At the end of the week, we will total everyone's honor points including modifications, and then compare everyone's scores against each other. Based on this, we arrive at 14 rankings for all PvP participants. Your final honor score for the week is thus a percentage of the total honor pool that is established for that week. The honor pool is set at a minimum value, and can be increased through the successful achievement of the strategic objectives outlined before. Because we will recalculate all ranks weekly, players can move up or down in rankings based on activity or inactivity. We will not reset players' points each week, so players don't start at zero and on equal footing each time we recalculate honor scores, but rankings will start to shift if a player begins to engage in more quality PvP action or begins to withdraw from PvP play. We anticipate that it will be quite some time before players eventually climb up to the higher ranks, as the system naturally requires players to amass large quantity of quality kills in order to break through to the highest levels. This could take several weeks, if not months, to happen.

This helps explain that you must be an active pvp'r to keep up or achieve a higher rank each week , that is unless if everyone else around your level is a slacker /grin

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