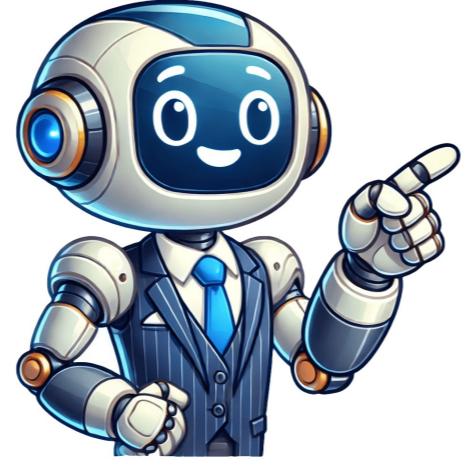


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Categoria Tpicos Caso tenha problemas de instalao ou atualizao, conexo com os reinos ou travamentos. 1 Fale sobre World of Warcraft. 2 641 Discusso de jogabilidade para World of Warcraft. 0 Discuta sobre todos os aspectos relacionados com as Arenas e Campos de Batalha de World of Warcraft. 0 443 Para todas as suas necessidades de discusso de classe. 0 0 419 86 96 124 10 Theres Classic era, Hardcore, Season of Discovery, Anniversary & Hardcore Anniversary. Whats the difference? 8 Likes Yes, it can be difficult to figure it all out after being away for a while.Classic Era - the Vanilla WoW experienceHardcore - Vanilla WoW, but if you die you are doneSoD - has things like runes to transform gameplay to be more interestingAnniversary - fresh Vanilla WoW, but they may progress to The Burning CrusadeAnniversary Hardcore - fresh Vanilla WoW, but if you die you are doneI'll add that returning recently to a Classic Era server, its been established since 2019 and the economy is really out of whack. They also use GDKP which is banned on the Anniversary servers. 17 Likes P.S. Dont listen to the trolls. Its ok to ask questions. 13 Likes I really appreciate your time. Though I think I might pass on trying Classic though. I know its easier said than done to ignore the trolls, but I always feel bad if I ever annoy or upset others. Thank you very much though! 4 Likes more to this great list.Catalcym Classic / Will become MoP ClassicThis is the progressive classic realm, where you play the game all over again.The expansions are released periodically. 4 Likes Martini:I really appreciate your time. Though I think I might pass on trying Classic though. I know its easier said than done to ignore the trolls, but I always feel bad if I ever annoy or upset others. Thank you very much though!Seeing rude jerks drive nice people away is one of the worst parts of these forums.They would be so much better if the trash was taken out.Please dont ever feel bad at all for asking questions.Anyway, no problem with you passing if thats what you want to do. Hopefully, you have fun with whatever you do next. 6 Likes Dont think too much of it. Complaints and opposing opinions are so frequent around here that aggression is second nature to people who spend extended time here Classic Era - Vanilla no changesHardcore - Vanilla but you die its permanentSeason of Discovery - Vanilla with a lot of sandbox changes, its funAnniversary - Era with a few nice QoL changes like dual specHardcore Anniversary - See above 3 Likes Imperialeaf:Classic Era - the Vanilla WoW experienceHardcore - Vanilla WoW, but if you die you are doneSoD - has things like runes to transform gameplay to be more interestingAnniversary - fresh Vanilla servers, but they may progress to The Burning CrusadeAnniversary Hardcore - fresh Vanilla WoW, but if you die you are doneI just want to know if they plan of opening up permanent anniversary classic bc and permanent wrath classic anniversary realms. Because I see no point in playing anniversary classic if that doesnt happen. 2 Likes Greetings.Recently, we have experienced unprecedented distributed-denial-of-service (DDoS) attacks that impacted many Blizzard game servers, including Hardcore realms, with the singular goal of disrupting players experiences. As we continue our work to further strengthen the resilience of WoW realms and our rapid response time, were taking steps to resurrect player-characters that were lost as a result of these attacks. Unlike the many other ways characters can die in Hardcore, DDoS attacks are an intentionally malicious effort made by third-party bad actors, and we believe the severity and results of DDoS attacks specifically warrant a different response.In the future, Blizzard may elect at our sole discretion to revive Hardcore characters that perish in a mass event which we deem inconsistent with the integrity of the game, such as a DDoS attack.Our broader stance on character restorations or death appeals has not changed. To be clear, we do not intend to revive characters which have died due to server disconnects, lag spikes, gameplay bugs, or any other reasons.Blizzard Customer Support cannot assist with issues related to characters who have died on Hardcore realms.Thank you, as always, for your feedback.Clay StoneAssociate Production Director, WoW Classic 186 Likes Well there goes the rules for HC smh death is permanent unless you are a streamer. If this didnt happen to onlyfans blizzard wouldnt have done anything.DDoS attacks are horrible but its the risk you take when you play HC. 159 Likes Fine with me too. Dont care if you love or hate OF they did not deserve to go down like that. 119 Likes This is a great decision. W Blizz 85 Likes Its the correct exception to the rule. Thanks! 77 Likes Good call. This should not be done for frivolous reasons but targeted DDoS cannot be tolerated and has numerous externalities that affect other players caught in the crossfire. Goes a long way to restoring trust in the service. Good job. 48 Likes Jeff K would be so proud of you guys 10 Likes Honestly whether or not you like the special treatment to streamer, this was probably the best case. The server population had dipped so hard. 3 layers max all day long. I hope this brings some people back. 21 Likes Huge W.In before Consequences and his army of alts come crying 25 Likes Its not just streamers, a ton of other characters got hit as collateral damage. Normal players shouldnt have to plan their play schedule around streamer raids on the risk that they might be targeted. 49 Likes Geez, talk about streamer privilege. Can we at least rename Hardcore to Weenie Hut Jr? 64 Likes Giga cringe. Streamers = publicity = the only reason HCs playerbase is higher than average. As per usual blizzard chasing the \$\$\$, while normal servers are plagued with bots and rmt 55 Likes This is a good move.I dont play hardcore, I dont care about the streamers, but I can absolutely empathize with them. Its completely garbage way to go out. 26 Likes I mean there is a huge difference in you having a crappy connection, and some man child with a mental illness wanting to cause malicious harm to people for laughs. Because you never went through puberty are are still living in moms basement at 40 32 Likes This is weird appeasement for toxic streamers. There is no difference between a server disconnect and a ddos disconnect for the players outside of the streamer guild, but they dont get any appeal? This is an incredibly dumb and privileged decision. 61 Likes They should fix the bots too but its a separate issue and good theyre doing the right thing here. 7 Likes why no response when [HOME DEPT] got d/c'd in BWL? how about max? Pandering to streamers is pathetic 52 Likes Your company is a sham. What about the other deaths from your ddos attacks? Thousands of people lost their characters to these attacks in the past, yet when your precious streamers cry you finally act? 54 Likes Page 2 Huge W. They clearly stated all those impacted so this is huge. I see people saying streamer Bennies but as tl said not doing this is bad for business and as a bonus if you lost your toon to one of the ddos attacks your getting a revive. 11 Likes this is a stupid take.letting hackers decide when you or anyone else dies is not a real option. 13 Likes All affected also means other people caught in the crossfire from these events, not just the streamers.You cant just tolerate hackers dictate when people can play and let them build clout targeting popular gamers. 15 Likes 6 Likes When will there be a Black Lotus change? Make them boonable or make them drop from high level herbs. he/she is referring to the attacks I believe that happened in 2023?they did not rez anyone 3 Likes This. Presumably this applies to everyone, not only streamers. 6 Likes Wait, so no revival when your servers d/c and cause player death, but full revival for DDoS? 13 Likes Chatyang:All affected also means other people caught in the crossfire from these events, not just the streamers.Only when streamers are targeted, though. Not for any other DCs which are also Blizzards fault. This means that its only to appease streamers. 29 Likes Surely this this is for everybody including the people who died because of the retail world first races 2 Likes This includes everyone who has died in the ddos attacks right? Not just a certain group of people? 10 Likes Ive lost a few late 50s to other DDoS attacks and get told so sad by CS but then again Streamer privilege 28 Likes No offense, but do you think you are important enough to have a target coordinated DDoS attack against you?Nopeme neither.There is a difference between a random DC and an active targeted malicious attack designed to affect a certain group of people and anybody caught in the crossfire. 10 Likes I agree past things where there was a malicious attack should have been corrected at the time too, but if this is what it takes for them to get over their hard-line and pay more attention and start doing something in response to DDoS so be it. 9 Likes They wont lol Soda cried and cried and they caved 10 Likes Or they could, you know, implement DDoS protection to stop this? Why are we blaming the people that stream the game for this? 4 Likes It doesnt make a difference if the DC is from the server being unstable and a targeted attack. Either appeal them all or none. This is why hardcore should be a self imposed thing, not a circumstance are different. 1 for one am glad that all those caught in the crossfire may have a chance at continuing their journey. 7 Likes If it takes streamer publicity for them to soften on the policy thats fine. Often changing policy requires severe outlier events to shine a light on the issue. They should be more open to taking action when people die as a result of malicious activity. They should absolutely not take action if its just random stuff or peoples local internet goes out etc. 7 Likes Mogrislover-malicious harm? lolol are you dumb? This is literally a video game stop coping.What exactly do you call going out of your way & paying out of pocket to wipe out literal weeks of progress someone else put into something?Thats malicious harm.The context of it being within a video game doesnt change that. 3 Likes Corie:If you cant see the difference then you are just arguing out of hate for a certain group.It makes no difference at all. Either are the fault of Blizzard servers, but this only matters when streamers are involved. Bias isnt cool. 11 Likes Oh, so streamers get resurrected cool. 17 Likes These events can also cause millions of dollars of damage to Blizzard, as this was going to do through social media attention alone, much less the subs, lost game time, etc. Good on them to address it. Soooooo, theyre going back to 3/12/2025 when the DDoS attacks first started, right? Because this character died in the first DDoS attack during RWF and was transferred to Dreamscythe and hasnt been touched since. 19 Likes And yet when there was HC self imposed rules, the people that ran it barely approved of appeals due to D/C.The problem here is that earlier today the EU servers also got DDoSd during a raid and a guild there lost 38/40 raiders. I havent seen clips but its still a point where an illegal activity was done. And yet think of the hundreds that arent streamers also getting the revive.At the end of the day, there was no way this was going to appeal to one side. If Soda got the appeal, those enforcing the rules were going to complain. But if the appeal got declined, there were going to a drop in subscriptions as not all of them play retail or other versions of WoW. They gotta find ways to keep players invested or joining/rejoining. They wont get back to their peak in Wrath/Early Cata but raising the sub numbers still matters as a company. Alrighty, I need you to calm down and get off your foolish high horse. The targeted attack is a good thing because it drew attention to the ongoing DDoS attacks over the past two weeks or so. Theyre restoring the characters for everyone affected during that time. While the attack targeted a specific group which is OnlyFangs, many players who just want to enjoy the game are getting caught in the crossfire, hell, I almost died myself but we got lucky and were able to lag our way to the inn and log out in Badlands.I have a feeling that youll become best friends with another annoying troll named Consequences, who has been consistently trolling in the forums. I wouldnt be surprised if he knows the individuals involved or even participated in the DDoS attacks himself, or just has a deep hatred against streamers and normal players who lost their characters during the DDoS, because his number of posts has been steadily increasing. 6 Likes Page 4 Nearly everyone approved of appeals in concept. What they didnt approve of is one guild running the appeals system and corruptly approving internal appeals that people knew werent legitimate. This isnt the same as Blizzard is a largely neutral arbiter. 1 Like Depends. Are you a streamer? If not, sorry, your character is done. 26 Likes Doing the right thing is crazy? 4 Likes Honestly wouldnt be surprised if someone like consequences was involved in the DDoS network. The name is on the nose and whoever it was is obviously obsessed with the WoW community. 5 Likes Huge W for all reasons in the blue post. 3 Likes Meanwhile were still waiting for a follow up response about the Black Lotus problem from 5 weeks ago 3 Likes Its crazy that they are doing this after their previous response to mass disconnects or server instance crashes was to basically insult the players for asking. 10 Likes It only makes sense to do this. If they dont make this move then it shows a serious flaw and allows the bad actors to win. The DDoS attacks would only increase because they would be proven effective. Now whats the point? Theyll just get their characters back anyway. Great move. 6 Likes Zugermeister:Well there goes the rules for HC smh death is permanent unless you are a streamer. If this didnt happen to onlyfans blizzard wouldnt have done anything.DDoS attacks are horrible but its the risk you take when you play HC.Could always count on at least someone to have this take xD 1 Like Ah the alt army is here to cry and make things up What about all of the people playing retail who lost high level M+ keys due to this? 4 Likes Yeah naw. DDoS or not, they shouldnt get special treatment just because they were streaming. Not to mention the whole AT OUR DISCRETION just leads many to believe who only read the article and none of the comments, that all you need to do is be a streamer and in the cool kids club in order to get special treatment. Yeah it sucks, but thats the point of hardcore, you are playing against the odds and one mistake it all it takes to mess up and go back to square one.If people can understand this in other games, why not here? is there no stakes at all now if youre a streamer? 18 Likes but its the risk you take when you play HC.No it isnt.There is no expectation whatsoever that you should just have to deal with the game randomly disconnecting hundreds of people and killing them, targeted specifically during raids.You are just salty that you died due your own misplays. 4 Likes To be honest its the streamers dying that makes Blizzard take action and I am fine with it. They are definitely valuable to the company and they realize that in the future we wont be able to have amazing events like this. I died on Doomhowl on March 8th due to a ddos attack also. It would be lovely to get my account transferred and resurrected but I wouldnt be mad either ways. Im grateful for at least the free character transfer. Massive W, glad Blizzard could see reason here. 1 Like It would also reduce the chance of any future onlyfangs 3.0. Why bother running an event like this again when it can be wiped out with limited effort by some malicious actors? Like it or not Onlyfangs drives a huge number of players and social media attention to classic hardcore, which is good for the server community, auction house availability, etc. This event even brought people from other games like T1 and Grubby and had people crossing over into WC3 and other Blizzard games. Just good for Blizzard in general. They had to do something. 1 Like Just teleport everyone to town when the server gets overloaded on HC. Its such a simple solution. Im trying to be patient. Im trying to understand. But when the solution is so simple and obvious and has successfully been used by private servers, and yet you completely refuse to implement it it just makes you seem incompetent. You have to better than this. You just have to be. Theres no other way to put it. Be better. 8 Likes Or just have auto-logout on d/c/alt-f4 like many other hardcore games. It really doesnt matter that much. People can already bail on bad situations with petris. People die from misplays, overconfidence, and one shots much more often than drawn out deaths.But if the actually police DDoS and restore characters for that specific type of event alone that goes a long way to providing confidence in the game mode. 2 Likes All the folks lurking and trolling the forums over the weekend saying they wouldnt revive the characters lost are looking pretty stupid right about now. W Blizzard fix. 6 Likes Many attacks have taken place since the opening of the undermine raid in retail. Excluding the characters lost in each of those periods will be taken in offense. I hope your message here is inclusive of all recent ddos incidents. 4 Likes Page 5 Legally speaking you cannot state that you would revive hardcore characters that perish in a mass event then state you do not intend to revive characters that died due to server disconnects.Opens ambiguity because my character died during a separate mass event due to a service disruption, whether it was a separate DDoS attack or server performance issue that were no fault of mine. I would have loved to be compensated like this when it happened well over a year or so ago.If youre going to use your discretion bring everyone back whos still dead. 8 Likes do DDoS attacks now magically only target streamers and not entire servers? because the hundreds of times blizzard was DDoSd I had issues and im not a streamer.and last time I checked the streamers are on a server with everyone else and there are more non streamers than there are streamers, so idk sounds kind of like it benefits non streamers more. 4 Likes Kaivax:To be clear, we do not intend to revive characters which have died due to server disconnects, lag spikes, gameplay bugs, or any other reasons. Blizzard Customer Support cannot assist with issues related to characters who have died on Hardcore realms.Then you should probably change this policy. Because its awful. You cant maintain the quality of your service, so your customers should suffer? 5 Likes Legally speaking you can try finding a lawyer that take this case in a civil court. Enjoy getting your 60 bucks from the last couple of months back, surely that will cover the legal fees. 1 Like its in this type of thread that you realise why blizzard doesnt interact with this community very often. 5 thread spammed with wtf blizzard had company omgcompletely obvious right decision = thread spammed with hatred towards the people who benefit from the decisiondamned if you do, damned if you dont 7 Likes Theyre going to get some trolls but that wont matter compared to the enormous outpouring of support theyll get on social media.You can go on twitch right now and see the hype back. It was circling the drain 6 hours ago. 3 Likes @zugermeister are you the one responsible for the DOS attacks lol Soo streamers get special treatment because you dont want bad publicity and your loyal customers of 20 years can go kick rocks as usual. 22 Likes Yup, the revive would have never happened if it wasnt for streamers. 10 Likes Blizzard CS tweeting that there was a DDoS attack on Saturday (during the first OnlyFangs BWL attempt). I really hope Blizzard is going to address and resurrect those impacted from the recent declared DDoS attacks and not just the one yesterday, which would give the impression of streamers only. 9 Likes perma ban those 3 trolling idiots saying blizzard would never do a rollback bc we signed a contract huge W blizz x.DeathTime >= incidentTimeBuffer && x.x.DeathTime