

With the bucket system, the classes should be relatively even in power level and winrate. As has been seen, there's usually 1, if not 2 or 3, classes that rise to the top, and another 3 that float to the bottom, playable, but decidedly worse. With this said, here's my rough predictions on how the classes will be once Boomsday hits.

1: Rogue. Blizzard can't nerf Rogue anymore than they have, and they're still the best class in Arena, especially post-Class Card reduction. They benefit most from the current iteration of Arena, and got three good cards that all fit into what Rogue wants to do. They will remain the kings of Arena for a while.

2: Hunter. Definitely going out on a limb Hunter more than any other class got a decisive theme in this expansion, which fits what Hunters want to do, and most importantly, they got a lot of extra face damage with the Goblin Bombs + plenty of cards to activate them. As a Hunter, you lost most of your games because you ran out of time, because your opponent was able to heal up or prevent you from doing that last 6 or so face damage, and having the bombs + Bomb Toss is such a massive boost that I think it pushes Hunter back to a top tier class in the right hands.

3: Warlock. Warlock benefits the most from a Zoo style with a bunch of cheap sticky minions, and that's what the expansion gave them. Even if their class cards are mediocre, Warlock's hero power is perfect for this expansion, except when facing Hunter or Rogue who can deal a lot of face damage real fast. Plus, if you do get to T10, Omega Agent is going to be as strong of a card as there is in Arena.

4: Paladin. As much as Hunter, Paladin got real strong mech synergy this expansion, and the whole flooding the board and buffing theme fits perfectly into what Paladin already wants to do. The problem is that, outside Annoy-o-Module, they don't really have an impact with their Magnetic cards, so they will still need Vinecleavers/Steeds/Silver Swords as finishers.

5: Druid. Druid, like Paladin, likes wide sticky boards and likes activating their tokens with mass-board attack buffs. Boomsday plays perfectly into that, and while Treant synergy may not be a thing, they still have activators and spreaders, and a finisher in Mulchmuncher if you do pick up a couple Treants. Or, you just go full anti-aggro and walls, which is still possible for Druid.

6: Mage. Mage got some real poor cards in Boomsday. Yet, their hero power is still real strong, and they have access to a lot of board clears and things that ping a lot of other things. If they have the right deck, they can stall out until they play something big like Astromancer or keep up with their Elemental outlast the opponent style they had in Witchwood.

7: Shaman. Shaman does mass board buffs a lot worse than Druid. That said, if they do get the Flametongues and Bloodlusts, there is a ton of potential for strong decks. I just don't think that'll be reliable enough to work.

8: Warrior. More because of what Priest got than anything. Warrior got two real strong cards that counter the meta in Dyn-o-matic and Supercollider, and they have the massive offering bonus in tact for their top tier cards. I think Warrior has more than enough tools to get to the point they can drop bombs or just hit you in the face and overwhelm you, and they may do bad cause they're Warrior, but they will still do good enough to be out of the gutter.

9: Priest. Priest just got so little from Boomsday. Their success is going to depend on micro-adjustments, and in a heavily neutral minion meta, Priest was never that great of a class. They need their super-powerful class cards to do well, and I think board states are going to be so weird that it's going to negatively impact them in Boomsday.