WORLD OF WARCRAFT

TRADING CARD GAME

Heroes of Azeroth

OFFICIAL RULEBOOK

Deckbuilding
Quick Reference

There are only a few rules you need to follow when building your deck:

- Your deck must include at least 60 cards, not counting your starting hero. Your hero starts the game in play, and it isn't considered a part of your deck.

- You can't include more than four copies of a single card in your deck unless that card has "unlimited" in its type line. You may include any number of unlimited cards in your deck.

- Some ability cards can only be used by a hero who has a certain talent spec. Those cards will have "[Talent Spec] Hero Required" in bold in their text box.

- **You can include only cards that share one or more trait icons with your hero in your deck**. Some neutral cards don't have any trait icons. You can put those cards into any deck.

Table of Contents

Introduction

Welcome to the World of Warcraft™ trading card game!

In this game, you control a hero in the world of Azeroth. As you play, your hero can invite allies to join your party, complete quests, find weapons and armor, and play abilities and talents directly from the World of Warcraft online game.

The World of Warcraft TCG draws from the rich lore of the Warcraft universe. Two factions are battling for supremacy over Azeroth—the Horde and the Alliance—and each time you play, you choose a hero from one of these factions to represent you.

This TCG was created by loyal World of Warcraft fans and the best trading card game designers in the world. We hope you enjoy it!

Game Overview

Trading card games (TCGs) are different from other games in two ways. First, the cards in a TCG can change or go beyond the game's basic rules. **The card is always right**. That means you should always do what the card says—even if the rules say something different.

Second, you get to choose the cards you want to play in your deck. You decide which hero to play, what items and abilities you will use, which allies you will invite into your party, and what quests you will perform. In this game, you have total control over the power of your deck.

Object of the Game

In the World of Warcraft TCG, you control a hero. Your hero is the leader of your party who fights alongside your allies. The cards that you play will allow you to equip your hero with weapons and armor, use spells and talents, invite allies into your party, and complete quests.

The object of the game is to defeat your opponents before they defeat you. Over the course of the game, your hero and allies will deal damage to your opponents' heroes and allies, and that damage is permanent unless it is healed. If your hero takes damage equal to or greater than his or her health, you're out of the game.

You're also out of the game if you run out of cards in your deck and can't draw another card, so you must defeat your opponents before that happens.

Deal 27 damage to this hero, and you win.

What's in the Starter Box?

Each starter box contains:

- A deck of 30 cards, wrapped together with a hero card and two UDE Points cards. The deck has been preconstructed to go with its hero card. You'll play your first few games with this deck and its hero. There are 9 different starter decks, one for each class.

- Two booster packs of additional cards. Feel free to open them up, but don't mix them with the preconstructed deck yet.

- Three random oversize hero cards. You can use these cards in games, or just collect them.

About This Rulebook

The rest of this rulebook is divided into three parts: game rules, advanced concepts, and the glossary. The game rules will tell you everything you need to know to start playing the World of Warcraft TCG. You can reference the glossary or advanced concepts section whenever you wish.

For comprehensive tournament rules, visit www.ude.com/wow.

Traits

What a hero can do in the World of Warcraft TCG is determined by his or her traits. Your hero has five traits: faction, talent spec, professions, race, and class.

⚙ **FACTION**: The war between the Horde and the Alliance has settled into a tenuous peace. While open warfare may be over, the hostility is not, and skirmishes often break out between the two sides.

The Alliance: The Alliance is made up of four races: the noble humans of Stormwind, the mysterious night elves of Darnassus, the mighty dwarves of Ironforge, and the gnomes, refugees of the irradiated city of Gnomeregan. They are bound by ties of loyalty dating back to the Second War, when they fought side by side to defeat the Horde. In addition, the draenei will be featured in the TCG's second set.

The Horde: The races of the new Horde came together under Warchief Thrall in the wake of the Second War and the flight to Kalimdor. The Horde is made up of the bloodthirsty orcs, the Darkspear trolls, the noble tauren, and the Forsaken, undead who broke free of their enslavement to the Lich King. You'll also find a sneak peek of the blood elves in the first set.

⚙ **TALENT SPEC**: Each hero specializes in a talent tree. Your hero's talent spec is located on the hero card as shown here:

Talent Spec · Professions

Hero · Night Elf Hunter — Engineering
Marksmanship — Leatherworking

⚙ **PROFESSIONS**: Each hero has two professions, which will be important in future World of Warcraft TCG expansions. Future sets will include cards like Glimmering Mithril Insignia for Blacksmiths and Smoking Heart of the Mountain for Enchanters.

⚙ **RACE**: In future World of Warcraft TCG expansions, there will be cards that can be used only by members of a certain race. For example, the Undead will have a Cannibalize card.

⚙ **CLASS**: All nine classes are represented in the TCG.

Druid: Keepers of the natural order of the world, druids can shape-shift into different animal forms. They harness the power of nature to heal their allies and harm their enemies. Druids have powerful spells to help themselves and their friends, such as Mark of the Wild and Innervate. In this first TCG set, Druids will have access to bear form. More forms will be added with each set.

Hunter: Hunters are deadly marksmen who share a special bond with the beasts of Azeroth. Hunters have access to powerful offensive cards like Aimed Shot, Aspect of the Hawk, Multi-Shot, and Rapid Fire. There are four Hunter Pets in this first TCG set and many more in upcoming sets.

Mage: Masters of the arcane arts, mages have access to powerful direct damage and area of effect spells that can disable many enemies at once. Their offense from this first TCG set includes cards such as Fire Blast, Frostbolt, Flamestrike, and Pyroblast. Mages can utilize tricks like Blink, Counterspell, Frost Nova, and Polymorph to outlast their opponents despite their lower starting health.

Paladin: These upholders of the Light are powerful fighters and solid healers. Their unwavering pursuit of justice makes them stalwart defenders of the Alliance. Paladins are very powerful as heroes or as allies in your party. Paladins have offensive capabilities with cards such as Blessing of Might, Hammer of Justice, and Retribution Aura, and defensive capabilities with cards such as Blessing of Protection, Cleanse, Devotion Aura, and Divine Shield.

Priest: The priests of Azeroth are spread across many races and faiths, but all share powerful healing abilities. Those who lean toward shadow have great power to melt faces, while those who specialize in holy pursuits are incredible healers. In this first TCG set, Priests have access to a wide range of offensive, defensive, and utility cards, including Dispel Magic, Flash Heal, Mind Blast, Mind Control, Prayer of Healing, Psychic Scream, and Shadowform.

Rogue: Masters of stealth and subtlety, rogues are deadly assassins. They complement their skills in combat with a seemingly endless arsenal of tricks. Rogues in the TCG have access to Poisons, stealth, Combo cards, and Finishing Moves. Cards in the first set include Backstab, Cold Blood, Crippling Poison, Expose Armor, Premeditation, and Sinister Strike.

Shaman: Shamans have an arsenal of weapons at their disposal along with healing spells and totems that buff the entire party. In this first TCG set, Shamans have cards such as Chain Lightning, Earthbind Totem, Ghost Wolf, Purge, Windfury Totem, and the mighty Frost Shock.

Warlock: Warlocks channel demonic energies to destroy their enemies with curses, DOTs, and the most powerful debuffs in the game. Warlocks have access to four useful Pets in the first TCG set, with more upcoming in future sets. Some key Warlock spells from the first set include Life Tap, Rain of Fire, Shadow Bolt, Fear, and Curse of Agony.

Warrior: The masters of melee combat. As tanks or damage dealers, warriors are most at home in the thick of battle. Warriors have access to the most weapons, armor, and shields. They are the best tanking class, which is represented by the protector ability in the TCG. Some Warrior cards in the first set include Battle Shout, Charge, Demoralizing Shout, Execute, Last Stand, Mortal Strike, Shield Bash, and Sunder Armor.

Parts of a Card

World of Warcraft TCG cards have:

- A **card name**

- A **play cost** in the upper left corner, which tells you how many resources you must exhaust to play the card from your hand.

- **Trait icons**, which are used when you construct your deck. (See the "Traits" and "Deckbuilding" sections for more information.)

- A **type line** between the art and the text box, which tells you what type of card it is. A card's type line may have one or more **tags** (such as "Pet" or "Axe") that other cards may reference.

- A **text box** under the type line, which tells you the card's powers.

- A **collector number** that tells you the card's number within the set and what set it's from. The color of the collector number also tells you the card's rarity: white for common, green for uncommon, blue for rare, purple for epic, and orange for legendary.

Play Cost

Name

Type Line

Trait Icons

Collector Number

Card Power

Deathdealer Breastplate

5

Armor — Mail   Chest (1)

Your weapons have +2 ATK.

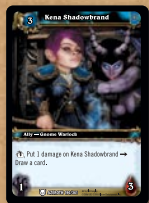*The business of death is like any other, and in Azeroth, demand is always high.*
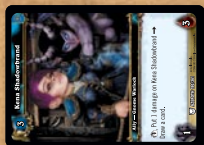
1

AZEROTH 283/361

Basic Game Terms

1. Ready and Exhaust

When a card enters play, it starts out in the ready position, as shown here.

Ready

Exhausted

At the start of each of your turns, you ready all of your cards in play.

When you want to use a card in play, you usually exhaust it. To exhaust a card, turn it sideways as shown. You can only exhaust a card that's ready.

2. Resources

Resources are like currency in this game. You exhaust resources to pay the costs of various actions, such as inviting allies into your party or using your hero's abilities.

On each of your turns, you may choose any card from your hand to place (put into play) as a resource. To place a resource, put it into play in your resource row. (See the "Game Zones" section for more information.) Quests can be placed face up; other cards can only be placed face down.

3. Costs

A cost is anything you must pay to play a card, use a power, or perform any other game action.

Resource costs on a card or power are represented by a number within the resource cost symbol. You pay a resource cost by exhausting that number of resources. For example, a card that you must exhaust two resources to play will have a ❷ in its upper left corner, and a power that you must exhaust two resources to use will have a ❷ as part of its cost.

4. Powers

The text in a card's text box tells you that card's powers. Read the text and follow the instructions to use the card's power. Many powers have costs to use them.

Saltwater Snapjaw

Ally — Turtle

❸ ➜ Prevent all damage that would be dealt to Saltwater Snapjaw this turn.

Many sought a mount that would bring its own armor to war. Landro delivered.

AZEROTH 273/361
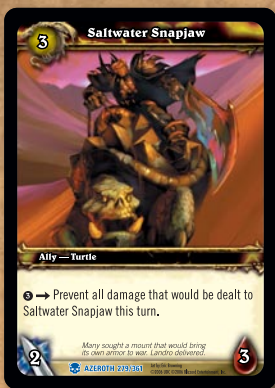
5. Target

If a card tells you to target something, you must choose one target. If a card tells you to target more than one thing, you must choose that number of targets.

Example: You play an ability that reads, "Exhaust target ally." You play the card and choose one ally your opponent controls. Your opponent exhausts that ally.

You must choose the target as you play that card. If there is no legal target (a target in play that fits the description given on the card), you can't play that card.

Once you choose a target, you can't change your mind, even if something happens to the target you picked.

6. Uniqueness

Some cards have the "unique" keyword on their type line. Any time you control more than one unique card in play with the same name, you must put all but one of them into their owners' graveyards. **You choose** which one to keep. This happens as soon as more than one copy of the same unique card are in play on your side.

Some cards have a tag on their type line followed by a number in parentheses. That number tells you how many cards with that tag you can control at the same time. Any time you control more than that number of cards with that tag, you must immediately put all but that number of them into their owners' graveyards. You choose which to keep.

> **Example**: Searing Totem has the Fire Totem (1) tag as shown here. This means you can have only one Fire Totem in play. Any time you have more than one Fire Totem in play, you must immediately put all but one of them into their owners' graveyards. You choose which one to keep.

Only heroes, unique cards, and cards with restricting tags (as shown above) have limits on how many you can have in play on your side. For example, you can have more than one copy of the ally Grint Sundershot in play at the same time, because Grint Sundershot does not have the "unique" keyword.

Some cards have the tag "Two-Handed" followed by a weapon type (such as Axe) on their type line. You can't have both a Two-Handed weapon and a card with the "Off-Hand" tag (usually an item, weapon, or armor) in play at the same time. Any time you control a Two-Handed weapon and an Off-Hand card, you must immediately put one of them into its owner's graveyard. You choose which one to keep.

Note that all Two-Handed weapons have the "Melee (1)" tag, so you can't control both a Two-Handed weapon and another Melee weapon at the same time. However, you can control both a Melee weapon and a Ranged weapon at the same time. Dual-wielding will be introduced in upcoming sets.
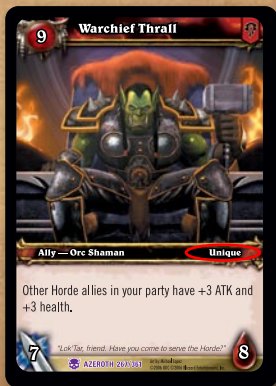
Game Zones

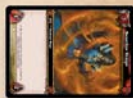*Y*our cards can be in any one of six game zones. Each player has a deck zone, a hand zone, a graveyard zone, and a removed from game zone. All players share the chain zone and the play zone.

While you're playing a game, your zones will look something like this:

Ally   **Ally**

Hero   **Weapon**   **Armor**   **Ongoing Ability**

Graveyard   **Deck**   **Quest**

Resources

- You shuffle your **deck** and allow your opponent to cut it before each game starts. During a game, cards in your deck are face down, and you can't look through any player's deck.

- Your **hand** is where you hold the cards you draw. Only you get to see the cards in your hand.

- Your **graveyard** is where your "dead" cards go. Cards that have been destroyed or discarded go into your graveyard. Cards in a graveyard are face up, and you can look through any player's graveyard.

- The **chain** is where cards and effects go after you play them but before they have an impact on the game. You don't need to know more about the chain until you get to the advanced concepts section.

- The **play zone** is where most of the game's action happens. Allies, weapons, armor, items, resources, and ongoing abilities enter play here. Each player has an ally row for allies; a hero row for weapons, armor, items, ongoing abilities, and his or her hero; and a resource row for resources. To see where the different types of cards belong in the play zone, look at the diagram on the facing page.

- The **removed from game zone** is where players put cards that have been removed from the game. The removed from game zone isn't the same as the graveyard, so cards in the removed from game zone aren't accessible by cards like Resurrection, for example.

Card Types

1. Hero

Your hero card represents <u>you</u>, the leader of your party.

Each hero has a health value printed in the lower right corner, which tells you how much damage the hero can take. If your hero takes damage greater than or equal to his or her health (fatal damage), you're out of the game.

Your hero can attack and defend against opposing heroes and allies, but to deal damage in combat, you usually must strike with a weapon. Your hero can also use armor and items to help in combat.

Each hero card has a type line with several traits on it. You can find your hero's race, talent spec, and class on the left side of the type line. Your hero's professions are on the right side of the type line. Each hero also has a faction trait icon in the upper left corner and a class trait icon in the upper right corner.

Each hero card is two-sided. You start the game with the side that has the trait icons on it face up. During the game, you may use your hero's power, which causes the hero to be flipped over to the side that has full artwork.

Hero Card Front

Hero Card Back
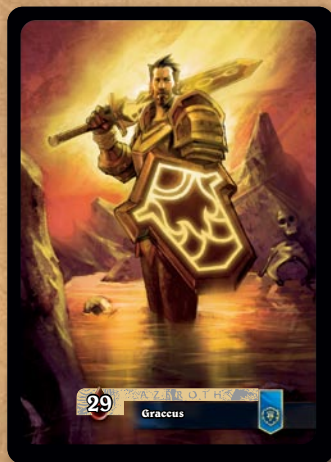
2. Ally

At the start of the game, your party contains only your hero, but as the game progresses you may invite allies to join your party. Allies can attack and defend against opposing heroes and allies, and many of them have powers that you can use during the game.

- ⚙ You can attack with an ally or use its 🔄 powers only if it has been in your party since the start of your turn.

When you play an ally, it enters play in your ally row.

Each ally card has:

- ⚙ A play cost in the upper left corner, which tells you how many resources you must exhaust to play the card from your hand.

- ⚙ An attack value (or ATK) in the lower left corner, which tells you how much damage the ally deals in combat. There's also a symbol around the ATK that tells you what kind of combat damage the ally deals. While the kind of combat damage dealt has no impact on the game, other cards may refer to it.

These are the eight damage symbols:

Arcane	Fire	Frost	Holy	Melee	Nature	Ranged	Shadow

- ⚙ A health value in the lower right corner, which tells you how much damage the ally can take. An ally that takes fatal damage (damage equal to or greater than its health) is destroyed and goes to its owner's graveyard.

Cost · Name · Type Line · Restriction · ATK · Health

12

3. Weapon

Weapon cards can only be used by your hero and only if your hero's class matches one of the class icons on the weapon card. Weapons and other equipment in the TCG use the "common sense" method of class restriction. Therefore, Warriors won't be able to use equipment intended for casters, and vice versa. For example, in the TCG Warriors can't equip a Mooncloth Robe or an Inventor's Focal Sword. Likewise, a Mage can't equip a Krol Blade or Heartseeker.

Your hero starts the game with no ATK, but while your hero is in combat, you may strike with a weapon to increase your hero's ATK for the combat. You can only strike with one weapon during a combat, but you can strike with that weapon multiple times if you can find a way to ready it. If you strike with a weapon multiple times in the same combat, you add its ATK to your hero's each time you strike.

Your hero doesn't have to be attacking to strike with a weapon. You can also strike with a weapon if your hero is defending. If you have two weapons (one Melee and one Ranged, for example), you can strike with one while your hero is attacking. Then, when your hero is attacked, you can strike with the other weapon.

Even if your hero is exhausted, you can still strike with a weapon.

If your weapon leaves play after you've struck with it, your hero gets to keep the ATK bonus for the duration of the combat.

When you play a weapon card, it enters play in your hero row. To strike with a weapon in play, pay its strike cost and exhaust it. You can strike with a weapon on the same turn that you play it. You can use a weapon's 🔄 powers on the same turn that it enters play.

Play Cost

ATK

Strike Cost

The Cruel Hand of Timmy

Weapon — Mace   Melee (1)

When your hero deals combat damage with The Cruel Hand of Timmy to a hero, that hero's controller destroys one of his resources.

The hand's cruelty is a reflection of the cruelty Timmy had endured in his short life.

AZEROTH 317/361

Each weapon card has:

- A play cost in the upper left corner, which tells you how many resources you must exhaust to play the card from your hand.

- A strike cost in the lower right corner, which tells you how many resources you must exhaust to strike with the weapon.

- An ATK in the lower left corner, which tells you how much ATK the weapon gives your hero for the combat when you strike with it. There's also a symbol around the ATK that tells you what kind of damage a hero deals when he or she strikes with the weapon.

4. Armor

Armor cards can only be used by your hero and only if your hero's class matches one of the class icons on the armor card.

Armor can be used to prevent damage that would be dealt to your hero. When you play an armor card, it enters play in your hero row. To use an armor in play, you exhaust it.

You can use an armor's 🔄 powers on the same turn that it enters play.

Each armor card has:

- A play cost in the upper left corner, which tells you how many resources you must exhaust to play the card from your hand.

- A defense value (or DEF) in the lower right corner. Any time damage would be dealt to your hero, you may exhaust an armor to prevent damage equal to its DEF.

To learn more about using armor, see "Armor" in the "Damage" section.

DEF

5. Item

Item cards can only be used by your hero and only if your hero's class matches one of the class icons on the item card.

Items are the gear your hero can have in addition to weapons and armor. Rings, Trinkets, and Potions are examples of items.

When you play an item card, it enters play in your hero row.

You can use an item's ⬆ powers on the same turn that it enters play.

Each item card has:

- ⚙ A play cost in the upper left corner, which tells you how many resources you must exhaust to play the card from your hand.

- ⚙ A power in its text box.

Noggenfogger Elixir

Item — Potion

Destroy Noggenfogger Elixir ➡ Choose an ally in your party and roll a die.

1–2: That ally can't be destroyed this turn.
3–4: Ready that ally.
5–6: That ally can't be attacked this turn.

AZEROTH 309/361

6. Ability

Abilities are cards that represent your hero's special skills and magical spells.

Each ability card has a play cost in the upper left corner, which tells you how many resources you must exhaust to play the card from your hand.

Most abilities go to your graveyard when you play them, but abilities with the "ongoing" keyword in their text box enter play. The text after the word "ongoing" tells you what the ability's powers are while it's in play.

Ongoing Power

Circle of Life

Ability — Restoration

Ongoing: When an ally is destroyed, its controller may search his deck for an ally card with the same name and put it into play exhausted.

*"If one of us should fall in battle, our brothers and sisters shall rally tenfold!" — Moonshadow*

AZEROTH 9/361

Ability cards can only be played during the action phase on **your turn** unless they have the "instant" tag on their type line. Instant abilities can be played **any time**, including during your opponent's turn.

If an ongoing ability tells you to attach it to a card in play, you put the ability underneath that card as the ability enters play. When a card leaves play, each ability attached to that card goes to its owner's graveyard.

- More than one ongoing ability can be attached to the same card—even abilities with the same name.

Attached
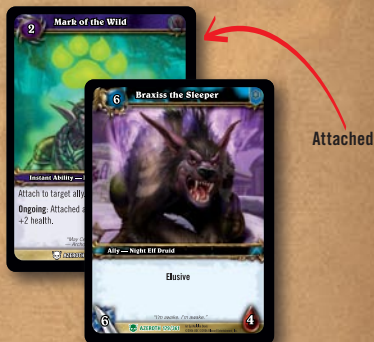
7. Quest

Quests enter play only as resources. When you choose a quest card to place as a resource, you can put it into play face up. While a quest is face up in your resource row, you can pay costs with it like you would with a face-down resource (by exhausting it), and you can also use its powers.

> **Example**: You have a quest face up in your resource row that reads, "Pay ❸ to complete this quest. **Reward**: Draw a card." If you exhaust three resources and flip this quest face down, you draw a card. (Note that you can exhaust the quest itself to pay part of the resource cost.) Once flipped, a quest stays face down in your resource row. You can still use it as a resource to pay costs, but you can't use its power again because it's no longer face up.

Quest Power

Once you complete a quest, you must flip the card face down to show that it's been completed.

Quests have an exclamation point instead of a play cost in the upper left corner.

Setup

*Y*ou should play your first few games with the hero and preconstructed deck that came in the starter box. Remember, don't mix the cards in your booster packs with the preconstructed deck yet.

The only other things you need to play are counters to represent damage and other card effects. You can track counters on a card with dice, beads, or other small items. Use counters to keep track of how much damage your hero and each of your allies has taken. Remember that damage on a hero or ally is permanent unless the damage is healed or the ally leaves play.

Each player starts by putting his or her hero into play. Then, flip a coin to decide who goes first.

After shuffling, each player draws an opening hand of seven cards.

Starting with the first player, each player who doesn't like his or her opening hand can mulligan. To mulligan, shuffle your opening hand of cards into your deck and then draw a new opening hand of seven cards. Each player can mulligan only once each game, and only at the start of the game.

> **Example**: Your opening hand contains seven ability cards, each with cost 5 or greater. You know that if you keep that opening hand, you probably won't be able to do anything for the first few turns of the game, so you decide to mulligan.

After each player has settled on an opening hand, the first player's turn starts.

Turn Sequence

Players take turns, going clockwise from the first player. Each player's turn is divided into three phases, and some phases are divided into steps.

Start Phase

Ready Step   Draw Step

Action Phase

Combat Step(s)

- Play Cards
- Use Powers
- Place a Resource
- Make Attacks

End Phase

Wrap-Up Step

1. Start Phase

Your start phase is when you get ready for a new turn. It's divided into two steps: the ready step and the draw step.

Ready Step
At the beginning of your ready step, you ready (turn upright) all your cards in play.

Draw Step
At the beginning of your draw step, you draw a card.

On the first player's first turn, he or she doesn't draw a card.

2. Action Phase

During your action phase, you may perform any of four actions in any order: play a card, use a payment power, place a resource, and propose a combat.

You may place only one resource a turn, but you may perform each of the other actions as many times as you'd like.

a. Play a Card

To play a card, take it from your hand, pay its play cost (the number in the upper left corner) by exhausting that number of your resources, and follow the instructions in its text box.

Once you've done that:

- If the card is a weapon, armor, or item, it enters play beside your hero.
- If it's an ally, it enters play in your ally row.
- If it's an ability that attaches to a card, it enters play underneath that card.
- If it's an ongoing ability that doesn't attach to a card, it enters play in your hero row.
- If it's a non-ongoing ability (an ability that doesn't have the "ongoing" keyword), it goes to your graveyard.

b. Use a Payment Power

A payment power is any power on a card that has an arrow symbol (➡) in its text. The text before the ➡ is the cost to use the payment power, and the text after the ➡ is what happens when you do. To use a payment power, pay its cost and then do whatever the text after the ➡ says to do.

Unless the card says otherwise, you can use a payment power as many times as you'd like, as long as you can afford to pay the cost each time.

Some payment powers have an activate symbol (🔄) as part of their cost. To pay that cost, exhaust the card that the power is on. These powers are called activated powers. Remember, you can use an ally's activated power only if that ally has been in your party since the start of your turn. You can use an armor, item, or weapon's activated power on the same turn that it enters play.

c. Place a Resource

You may place one resource on each of your turns. To place a resource, take any card from your hand and put it face down into your resource row. If the card is a quest, you may choose to put it into your resource row face up. If you do, you can use its powers once it's in play.

d. Propose a Combat

Your hero and allies can attack your opponents' heroes and allies. You'll learn about how combat works in the "Basic Combat" section.

3. End Phase

After you're done playing cards, using payment powers, placing a resource, and proposing combats, you move into your end phase.

During your end phase:

- ♻ You can no longer place a resource, propose combats, or play cards other than instants.
- ♻ Any player may play instants or use powers.

Once all players have performed the actions they want to do, you move into your wrap-up step. During your wrap-up step, if you have more cards in hand than the maximum hand size (seven cards), you must discard until you have only the maximum hand size.

After a player's wrap-up step is over, the next player begins his or her start phase.

Basic Combat

1. The Combat Step

In a basic combat, five things happen in order:

1. **Propose:** You choose a ready hero or ally in your party to be the proposed attacker and an opposing hero or ally to be the proposed defender.

2. **Attack:** Your proposed attacker exhausts (turns sideways) and attacks.

3. **Defend:** The proposed defender starts defending.

4. **Damage:** The attacker and defender deal combat damage to each other equal to their ATKs. This is the only damage that counts as combat damage.

5. **Conclude:** The combat step ends.

There are other things that can happen in a combat if the attacker or defender is a hero or if the defending player controls a hero or ally that can protect, but for now, let's look at an example of a combat between two allies.

> **Example**: You propose an ally in your party to attack one of your opponent's allies. Your proposed attacker has 2 ATK and 3 health, and the proposed defender has 1 ATK and 2 health. You exhaust your attacker. When the combat concludes, your attacker deals 2 combat damage to the defender, and the defender deals 1 combat damage to your attacker. The defender is destroyed because it has taken fatal damage. Your attacker gets a damage counter to show that it has taken 1 damage, but it is not destroyed, because it has 3 health.

2. Combat with a Hero

If your hero is the attacker or defender, there are two things you can do in addition to the steps listed above:

- **Strike with a weapon**: After the defender starts defending, you can strike with a weapon to add its ATK to your hero's ATK for the rest of the combat. To strike with a weapon, pay its strike cost and exhaust it. You can only strike with a weapon before combat damage is dealt. You may only strike with **one weapon** per combat, but you can strike with it multiple times if you find a way to ready it.

> **Example**: You propose your hero to attack one of your opponent's allies. Your hero exhausts. The defender has 1 ATK and 2 health. Your hero has 25 health and 6 damage counters on it. Your hero has a ready weapon with 2 ATK, so you pay that weapon's strike cost and exhaust it to give your hero +2 ATK for the combat. When the combat concludes, your hero deals 2 damage to the defender, and the defender deals 1 damage to your hero. The defender is destroyed because it has taken fatal damage. You add 1 damage counter to your hero, for a total of 7.

- **Use armor:** When your hero is going to take combat damage, you can exhaust your armor to prevent damage to your hero equal to the armor's DEF.

3. Protecting in Combat

If your opponent attacks your hero or one of your allies, and you have a ready hero or ally that can protect (which usually means it has the "protector" keyword in its text box), you can choose to have that hero or ally step in for the proposed defender. This represents the ability for classes to "tank." Many Warriors have this ability, as well as some Shamans, Paladins, and Druids (while in bear form).

When the proposed defender would start defending, you may exhaust the hero or ally with protector, and it becomes the defender for the combat instead of the proposed defender.

> **Example**: Your opponent proposes Kor Cindervein as an attacker, a basic Paladin ally with no special powers. Your opponent proposes your frail Druid ally, Voss Treebender, as the defender. Since you want to keep Voss Treebender alive, you exhaust Guardian Steelhorn, a Warrior with the protector ability. Guardian Steelhorn becomes the new defender, keeping your Druid alive to fight another day.

Keywords

Some words have special meaning in the World of Warcraft TCG. These keywords often appear on cards in bold text. Some cards with keywords also have reminder text in italics, mainly for the benefit of newer players.

- **Bear Form**: Some Druid abilities give your hero bear form. While in bear form, your hero has protector. When you play a non-Feral ability or strike with a weapon, you must destroy any ability cards in play that give your hero bear form.

  > **Example:** You play Bash, an ability that puts your hero into bear form. You keep the Bash card in play to remind you that you are in bear form. Later, you strike with your Twig of the World Tree, a weapon. As soon as you strike with the weapon, you must put the Bash card into your graveyard, since you've shifted out of bear form.

- **Elusive**: An elusive hero or ally can't be attacked. However, it can still attack as usual. It can also be targeted by abilities as usual.

- **Ferocity**: An ally with ferocity can attack on the same turn that it joins a party. However, even an ally with ferocity can't use activated powers unless it has been in your party since the start of your turn. An ally with ferocity can still use regular payment powers that don't require an activation.

- **Instant**: You can play a card with the "instant" keyword any time—even during your opponent's turn. Many abilities and a few allies have this keyword.

- **Long-Range**: Some weapons give your hero long-range. While a hero with long-range is attacking, defenders deal no combat damage to it.

- **Ongoing**: An ongoing ability enters play instead of going to the graveyard. The text after the word "ongoing" tells you what the ability's powers are while it's in play.

- **Protector**: A hero or ally with protector can defend in place of a proposed defender in combat. (See "Basic Combat.")

- **Stealth**: Some Rogue abilities give your hero stealth. While a stealthed hero is attacking, opposing heroes and allies can't protect. As soon as your hero deals damage, you lose stealth and must destroy any card that gives you stealth.

- **Totem**: A Totem is a special kind of Shaman ongoing ability. A Totem has a health value in its lower right corner. Totems can be attacked in combat or targeted by anything that would normally target an ally. For example, a card can target a Totem to exhaust it or return it to its owner's hand.

  However, Totems are **never** considered to be allies or heroes. If a Totem ever has an attachment, the attachment is immediately destroyed. Totems can't gain ATK or health.

- **Unique**: Any time you have more than one unique card in play with the same name, you must immediately put all but one of them into their owners' graveyards. You choose which one to keep. You are allowed to have four copies of each unique card in your deck.

- **Unlimited**: When a card has the "unlimited" keyword, you can put any number of them into your deck. For example, you could have 60 Orgrimmar Grunts cards in your deck instead of the normal maximum of 4.
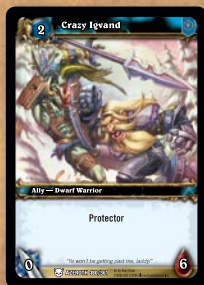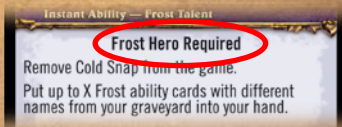
Deckbuilding

With a TCG, you get to decide what cards you want to have in your deck. Once you've played some games with the preconstructed deck, you can get more cards to build a deck of your own.

There are only a few rules you need to follow when building your deck:

- Your deck must include at least 60 cards, not counting your starting hero. Your hero starts the game in play, and it isn't considered a part of your deck.

- You can't include more than four copies of a single card in your deck unless that card has "unlimited" in its type line. You may include any number of unlimited cards in your deck.

- Some ability cards can only be used by a hero who has a certain talent spec. Those cards will have "[Talent Spec] Hero Required" in bold in their text box.

Instant Ability — Frost Talent

Frost Hero Required

Remove Cold Snap from the game.
Put up to X Frost ability cards with different names from your graveyard into your hand.

- **You can include only cards that share one or more trait icons with your hero in your deck**. Some neutral cards don't have any trait icons. You can put those cards into any deck.

You can put any number of Ironforge Guards in your deck since it has the "unlimited" keyword.

Landro Longshot is a neutral ally and may be used by Horde or Alliance heroes.
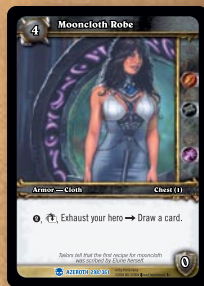
Mooncloth Robe can be used by Warlocks, Priests, and Mages.

- Some tournament formats may allow players to bring a ten-card side deck. If a side deck is used, it may contain any card that is normally allowed in your main deck. You can switch out cards from your side deck on a one-for-one basis after the first game of a match. In future sets and raid decks, interesting mechanics will be added that interact with your side deck.

- In future World of Warcraft TCG expansions, your hero's race and professions will determine additional cards that you can add to your deck.

Advanced Concepts: Introduction

Now that you've played the World of Warcraft TCG, you're ready to learn more about some advanced concepts in the game. These are in-depth explanations of certain rules that experienced players may find interesting and helpful.

The Chain and Responding

There are often times when you want to do something after your opponent plays a card but *before* that card affects the game. The chain allows you to do that.

The chain is the zone where cards and effects go after they are played but before they have an impact on the game. While a card or effect is waiting on the chain, you can do things that will impact the game before that card or effect does.

1. The Chain

Most actions you take in this game don't happen right away. First, they put a card or effect on the chain, where it waits to resolve. Only when that card or effect resolves does something happen. The chain keeps track of the order in which things happen in the game.

- ✪ Cards and effects resolve off the chain in reverse order. This means that if you put something on the chain after your opponent does, *your* card or effect will have an impact on the game first.

If the chain is empty and two players want to do something at the same time, the turn player (the person whose turn it is) gets to act first. In a multiplayer game, the person to the turn player's left gets to act next, and so on.

If the chain has a card or effect on it and two players want to do something at the same time, the player who added the last thing to the chain gets to act first, then the person to that player's left, and so on.

2. Responding

Whenever a card or effect goes on the chain, players get a chance to respond to it with payment powers or instants of their own. If no one wants to respond, the card or effect resolves and has its impact on the game right away. If someone does respond, the chain determines the order in which things happen.

The player who put the last card or effect on the chain gets to respond first with as many actions as he or she wants. Once that player is done, the other player (or, in a multiplayer game, the person to his or her left) gets a chance to respond.

When there are no more responses to the last card or effect on the chain, it resolves and has its impact on the game. Then the next-to-last card or effect on the chain moves up and is ready to resolve. Players can respond to it with the same process, and so on for the entire chain. Once the chain is empty, if no one adds to it, the game moves on.

LAST PLAYED

FIRST PLAYED

Example: It's the action phase of your turn. You play Shield Bash, an ability that reads, "Your hero deals 1 damage to target ally." The ally you target has 3 health and 2 damage counters on it already, so the 1 damage your hero will deal as the ability resolves will be enough to destroy the ally. Your ability card goes on the chain, and you tell your opponent that you're done adding to the chain for now.

Your opponent responds by targeting the same ally with Primal Mending, an instant ability that reads, "Your hero heals 2 damage from target ally." That ability goes on the chain on top of yours, and then your opponent gives you the chance to respond.

You choose not to respond, so the last thing added to the chain (your opponent's healing ability) resolves first, removing the 2 damage counters.

You both get another chance to respond to your first ability, but neither one of you chooses to respond. Your ability resolves, and your hero deals 1 damage to the ally. When everything is done resolving, the ally has 1 damage counter on it.

3. Resolving and Interrupting

When a card or effect resolves, it does what its text says it does (or as much as it can) and then leaves the chain. The only exception is when that card or effect has one or more targets and none of those targets is legal when it tries to resolve. When that happens, the card or effect is interrupted.

A card or effect that's interrupted is simply stopped, with no other impact on the game. An interrupted card is put into its owner's graveyard.

> **Example**: You play an ability that says, "Your hero deals 2 damage to target ally. Draw a card," targeting one of your opponent's allies. In response, your opponent uses an ability that destroys the ally you targeted. When your ability tries to resolve, none of its targets is legal, so the ability is interrupted, which means you don't draw a card and the ability goes into your graveyard.

Damage

1. Sources and Types of Damage

The source of damage is whatever dealt it. Heroes and allies are the source of combat damage they deal, and other cards or effects that deal damage will tell you what the source of that damage is.

Damage can also have one or more tags that tell you what kind of damage it is. Most cards and effects that deal damage will tell you what kind of damage they deal. The symbol around an ally's ATK tells you what kind of combat damage that ally deals, and the symbol around a weapon's ATK tells you what kind of combat damage a hero deals with that weapon. While the kind of combat damage dealt has no impact on the game, other cards may refer to it.

Some cards or powers cause your hero to deal damage directly. This is not the same as combat damage.

Some cards or effects say, "Put 1 damage on a hero or ally." Putting damage on a card this way isn't the same as "dealing" damage to it, but it does count toward a hero or ally taking fatal damage.

2. Healing Damage

Damage on a hero or ally is permanent unless it is healed or the ally leaves play. If damage is healed from a hero or ally, simply remove that many damage counters from it.

You can't heal damage that hasn't been dealt, and once a hero or ally has taken fatal damage, it's too late to heal it.

> **Example**: An ally in your party has 2 health and no damage on it. Your opponent plays a card that reads, "Your hero deals 2 damage to target ally," and you have a card in your hand that reads, "Your hero heals 1 damage from target ally." However, playing that card in response won't do anything, because your ally has no damage on it. As your opponent's card resolves, 2 damage counters are added to your ally, which destroys it immediately. You don't have a chance to heal fatal damage once it has been dealt.

3. Preventing Damage

Some cards and effects prevent damage from being dealt to a hero or ally. When one of these resolves, the damage that would be dealt is prevented until the card or effect has prevented its described amount of damage or its duration ends (whichever comes first).

Cards or effects that prevent damage are always applied *after* anything that replaces damage with a new amount.

> **Example:** Your opponent controls an ability that reads, "If your hero would deal damage, it deals that amount of damage plus 1 instead." That opponent attacks your hero with his hero, striking with a weapon with 2 ATK. You use a power that reads, "Prevent the next 2 damage that would be dealt to your hero this turn." During the damage step, the damage is first increased to 3, and then 2 of that damage is prevented. Your opponent's hero deals 1 combat damage to your hero.

If the damage that would be dealt is greater than the amount that the card or effect prevents, the hero or ally takes damage equal to the difference.

> **Example**: Your opponent plays a card that reads, "Your hero deals 1 damage to target hero or ally" and targets your hero. In response, you use a power that reads, "Prevent the next 2 damage that would be dealt to your hero this turn." Your effect resolves first and prevents the damage. Later that turn, your hero is attacked by an ally with 2 ATK. As that combat concludes, 1 damage is prevented by your effect, and the ally deals 1 combat damage to your hero.

If a card or effect says, "Put X damage on a hero or ally," you can't use damage prevention to keep it from happening, because "putting" damage on a card that way is different from "dealing" damage to it.

4. Armor

Using armor is a special way to prevent damage to your hero. Any time damage would be dealt to your hero—both inside and outside of combat—you can exhaust an armor card to prevent damage equal to its DEF. Armor can prevent all types of damage, including damage from abilities.

Unlike other cards and effects that prevent damage:

- Using armor is optional. You exhaust an armor only if you want to use it.
- If an armor prevents damage that's less than its DEF, the leftover DEF is wasted.

> **Example**: Your hero would be dealt 2 damage, and you control a ready armor with 3 DEF. If you exhaust the armor, it prevents the 2 damage, and the remaining 1 DEF is wasted. That armor won't prevent any additional damage later in the turn unless you ready it and use it again.

Keep in mind that you can only exhaust armor for DEF *while* you're taking damage. You can't exhaust armor in response to an opponent playing an ability that destroys it, for example.

Multiplayer Rules

You can play the WoW TCG with more than two players. Once you know the rules for a two-player game, you can start playing multiplayer. Just keep the following things in mind:

- When a player is eliminated, all of his or her cards are removed from the game. This includes abilities that are attached to other players' cards.

- Players take turns, going clockwise from the first player. Only the first player skips drawing a card on his or her first turn.

- Characters in your party can attack **any** opposing hero or ally. Opposing characters are controlled by players who aren't on your team.

- For team games, all heroes on the same team must be from the same faction (Horde or Alliance).

- For team games, players should alternate their seating. For example, a three-on-three game between Team A and Team B should have the seating go A, B, A, B, A, B. In other words, you will be seated with players from the opposing team on either side of you.

- When a card refers to "your party," it's talking about characters only you control. The term "friendly" refers to heroes and allies on your team.

- A hero or ally with protector can protect **any** friendly hero or ally.

Sealed Pack Formats

Whether you're seeing some of the cards for the first time or looking for that last rare to complete your deck, one of the most fun things about any TCG is cracking open new packs of cards. In the WoW TCG, there are two Sealed Pack formats: Sealed Deck and Booster Draft. These formats combine the fun of tearing into new packs with the challenge of deckbuilding and playing with your new cards. When you play Sealed Deck or Draft, you get to play with *all* of your new cards, not just the ones that you're going to put into your Constructed decks.

You can play Sealed Deck with any number of your friends. To play, each person will need six boosters. Open your six boosters, look through the cards that you got, and decide what hero you want to be. You can be any hero in the game. Once you've chosen your hero and built a deck of at least 30 cards to go with it, you're ready to play. The cards that don't make your sealed deck will become your side deck if you choose to play with one or if side decks are allowed at your tournament.

When you build your deck, make sure you have a good mix of quests and other cards. Also keep in mind that the fewer cards you have in your deck, the more likely you are to draw your best ones, so you should stick as close to the 30-card minimum as you can.

To do a Booster Draft, you'll need between four and eight people, and each person will need four packs. Everyone sits down around a table, and then each player opens one booster, picks a card from it to go into his or her deck, and passes the rest of the cards to the player on the left. You repeat this process for each booster that's passed to you, taking one card to add to your deck and passing the rest on. Once all the cards from the first set of packs have been drafted, the process is repeated for the second set of packs, then the third, and then the fourth. Alternate the direction that you pass cards for each set. Once all the cards have been drafted, you choose your hero—like in Sealed Deck, it can be any hero in the game—and build a 30-card (minimum) deck from the cards you drafted. The cards that don't make your draft deck will become your side deck.

While you're drafting, in addition to following the guidelines for building a sealed deck, make sure you decide early on which hero you're going to be. You don't just want to take the best card out of every pack; you want to take the card that's going to be the best in your deck, so it's important to know what traits you'll be able to play. You also want to get a healthy mix of card types and card costs, because regardless of how good each of your cards is on its own, you probably won't win if your deck is made up of eighteen armor cards and only four allies, or if everything in your deck costs 5 or more.

Playing Sealed Deck or Draft is a great way to familiarize yourself with all the cards in a set. Because you've got a limited number of cards to work with, you'll find yourself playing with (and playing against) a lot of cards that you might not have considered including in a Constructed deck. This increases your chances of knowing what tricks your opponents might have put into their decks, and it also lets you find new cards and combos to put into Constructed decks of your own.

Glossary

ACTIVATE: This is a cost of some payment powers. To activate a card, you exhaust it (turn it sideways). Allies can't use powers that have the activate symbol ⟳ on the same turn that they enter play. You must have controlled the ally from the start of the turn in order to use its activated powers. You can use an armor, item, or weapon's activated power the turn that it enters play.

ALLY TOKEN: Some abilities or quests will tell you to put an ally token into play. You can use anything to represent a token, because it isn't considered to be a card. An ally token is just like a regular ally while it's in play. A token has cost 0 and can exist only in the play zone—if it moves to another zone, it ceases to exist.

ATK: This is the attack value of a card. A card's ATK is the number in its lower left corner. An ally's ATK is how much combat damage it deals, and the symbol around the ATK tells you what kind of damage it is. If you strike with a weapon, its ATK is added to your hero's ATK. The symbol around the weapon's ATK tells you what kind of combat damage your hero deals when you strike with the weapon. Most weapons deal melee or ranged damage.

ATTACH: If an ongoing ability tells you to attach it to a card, you put the ability underneath it when the ability enters play. If a card leaves play, each ability that is attached to it goes to its owner's graveyard. More than one ongoing ability may be attached to the same card—even abilities with the same name. For example, several copies of Mark of the Wild could be attached to the same ally.

ATTACKER: An attacker is a hero or ally that's attacking. A hero or ally becomes an attacker as it exhausts to attack, and it stops being an attacker if it is removed from combat or the combat ends.

BEAR FORM: Bear form is a keyword that a Druid hero can have. While a Druid is in bear form, it can protect. Ability cards will tell you when your hero is in bear form. Those ability cards stay in play and provide powers until you strike with a weapon or play any ability other than a Feral one.

CHAIN: The chain is the zone where cards and effects go before they resolve. The chain keeps track of the order in which things are added to it. The order that things resolve off the chain is "last on, first off."

CHARACTER: A character is a hero or ally.

COMBAT: During your action phase, you can propose a combat with a ready hero or ally in your party. A hero or ally can attack any opposing hero or ally, unless the opposing hero or ally is elusive.

COMBAT DAMAGE: Combat damage is damage that's dealt by an attacker or defender during the conclusion of a combat. Any other damage is not combat damage, even if it is dealt during a combat step. For example, striking with your Arcanite Reaper causes combat damage; attacking with your Hunter Pet causes combat damage; and attacking with an ally causes combat damage. Damage dealt from a Fire Blast ability is never combat damage, even if you play the card during the combat step.

CONTROL: You control your hero and all allies, items, weapons, armor, abilities, and resources in play on your side. You also control effects and cards that you put on the chain and any abilities that you attach to a card in play, even if the attached card is controlled by another player.

COUNTER: A card or effect may tell you to put one or more counters on a card in play. It will also tell you what those counters do. You should also use counters to keep track of damage on your allies. You can track counters on a card with dice, beads, or other small items, but you should be careful not to get different kinds of counters confused with each other.

DAMAGE: Damage is dealt to heroes and allies through combat, abilities, and powers. Damage that is dealt to a hero or ally stays on it until the damage is healed or that hero or ally leaves play. You should track the amount of damage on each of your allies with counters. When an ally has fatal damage on it, it is put into its owner's graveyard. When a hero has fatal damage on it, its controller is out of the game.

DEF: This is the defense value of an armor card. An armor's DEF is the number in its lower right corner. The DEF tells you how much damage the armor prevents when you exhaust it.

DEFENDER: A defender is a hero or ally that's defending. A hero or ally defends when it enters combat with an attacker, and it stops being a defender if it is removed from combat or the combat ends.

DESTROY: When a card in play is destroyed, it is put into its owner's graveyard.

EFFECT: An effect is simply a placeholder on the chain—it isn't a physical object. When an effect resolves, it makes something happen in the game.

ELUSIVE: Elusive is a keyword that a hero or ally can have. If a hero or ally is elusive, it can't be attacked.

EMPTY CHAIN: The chain is empty if there are no cards or effects waiting to resolve.

ENTER PLAY: When an ally, item, weapon, armor, or ongoing ability resolves off the chain, it "enters play."

EQUIPMENT: An equipment card is an armor, item, or weapon.

EXHAUST: To exhaust a card in play, turn it sideways; once that's been done, the card is referred to as "exhausted." You can't exhaust a card that's already exhausted to pay a cost. The opposite of exhausted is "ready."

FATAL DAMAGE: Fatal damage is damage on a hero or ally that's greater than or equal to its health.

FEROCITY: Ferocity is a keyword that an ally can have. If an ally has ferocity, it can attack on the same turn that it enters play.

FRIENDLY: All the heroes and allies controlled by you and the players on your "team" are friendly. This can be very important for multiplayer games when several people are on the same team.

HEAL: When something heals damage from a hero or ally, it removes the described amount of damage from that hero or ally. You can only heal damage that has already been dealt. You can't use healing to raise a hero or ally's health above the value printed on its card. You can target an ally with a healing ability even if it is fully healed. Damage can only be healed if it's not fatal. For example, if an ally with 4 health has 4 or more damage on it, it can't be healed.

HEALTH: The number in the lower right corner of a hero, ally, or Totem card is its health. Any time an ally has fatal damage on it, it is destroyed and put into its owner's graveyard. When a hero takes fatal damage, its controller is out of the game.

IN COMBAT: A hero or ally is "in combat" while it is attacking or defending.

IN PLAY: Any card in the play zone is considered to be "in play." This includes heroes, allies, items, weapons, armor, resources, and ongoing abilities.

IN RESPONSE: See "Respond."

INSTANT: An instant card has the "instant" keyword in its type line. Any type of card can have the instant keyword. You can play an instant card in response to a card or effect on the chain, even during your opponent's turn.

INTERRUPT: A card or effect on the chain can be interrupted. An interrupted card or effect is removed from the chain and does nothing. If a card is interrupted, it is put into its owner's graveyard. Counterspell is an example of a card that interrupts.

LEAVE PLAY: A card leaves play when it moves from the play zone to any other zone. A card leaves play when it's destroyed, removed from the game, returned to its owner's hand, or put into the graveyard.

LEGAL TARGET: A legal target is any card that can be targeted and meets the description of what a card or effect can target. For example, if a card says "target hero or ally," any hero or ally is a legal target, but if a card says "target ally," only an ally is a legal target.

LONG-RANGE: Long-range is a keyword that heroes and allies can have. If a hero or ally with long-range attacks, it doesn't take combat damage from the defender.

MAXIMUM HAND SIZE: The maximum number of cards you can have in your hand when your turn is over. At the start of the wrap-up step, if you have more cards in your hand than your maximum hand size, you must discard until you have only that many cards. The starting maximum hand size is seven cards, but it can be changed by cards that you play.

MULLIGAN: At the start of each game and only once per game, you can decide to mulligan your starting hand of cards by shuffling those cards into your deck and then drawing a new hand of seven cards.

NEUTRAL: A neutral card is neither Horde nor Alliance, so it can go into a deck of either type.

ONGOING: Ongoing is a keyword that some abilities have. As an ongoing ability resolves, instead of putting it into your graveyard, you put it into play in your hero row or attached to another card.

OPPOSING: Cards in play that your opponents control are referred to as "opposing."

OUT OF THE GAME: You're out of the game if your hero takes fatal damage, or if you need to draw a card and you have no cards left in your deck.

OWNER: You are the owner of your hero and any card that started the game in your deck. If a card would be put into a hand or graveyard, it is put into its owner's hand or graveyard.

PARTY: Your party is made up of your hero and the allies in your ally row. Your party is **not** limited to five characters.

PAY: Cards and effects have costs that you must pay to play them. You can't pay only part of a cost, and you can't pay more of something than you have.

PAYMENT POWER: Some cards have payment powers. A payment power is identifiable by the arrow symbol in its text (➞). The text before the ➞ is the cost that you must pay to use the power, and the text after the ➞ tells you what happens when it resolves.

PLACE: Once on each of your turns, you may place a resource. To place a resource, choose a card from your hand and put it into your resource row. Quests can be placed face up in the resource row; other cards can only be placed face down.

PLAY: When you play a card, you put it on the chain, choose any targets it describes, and pay its costs.

PLAY COST: The number in the upper left corner of each card is its play cost, which tells you the number of resources you must exhaust to play the card.

GLOSSARY

POWER: When a card has text in its text box that has an impact on the game, that text is a power.

PREVENT: Some cards and effects can prevent damage that would be dealt to a hero or ally. Damage that is prevented is treated as though it were never dealt.

PROPOSE: To propose a combat, choose a ready hero or ally you control to attack with and an opposing hero or ally to defend.

PROTECT: Some heroes and allies can protect other members of their party. To protect, the hero or ally exhausts and becomes the defender in place of the proposed defender in a combat.

PROTECTOR: Protector is a keyword that some heroes and allies have. If a hero or ally is a protector, it can be exhausted to step in front of an attack that's been proposed against another character in its party. If it does, the protector becomes the defender for that combat. An ally can protect even on the same turn that it joins your party.

READY: A card in play is ready when it isn't exhausted (which means it hasn't been turned sideways). All cards enter play ready. Only ready cards can be exhausted to attack or pay costs. When you ready a card, you change it from the exhausted position to the ready (upright) position.

REMOVE FROM COMBAT: If an attacker or defender is removed from combat, it is no longer considered an attacker or defender. The combat will conclude as normal, but no combat damage will be dealt. If the defender is removed from combat, the attacker remains exhausted. If a hero or ally exhausts to protect and then the attacker is removed from combat, the hero or ally that protected remains exhausted.

REMOVE FROM THE GAME: To remove something from the game, take it from whatever zone it's currently in (hand, deck, play, etc.) and move it to the removed from game zone. This is different than putting something into your graveyard. The removed from game zone is normally an area on the table that's clearly separate from the play area. Cards that have been removed from the game are face up unless otherwise noted.

RESOLVE: When there are no responses to the last card or effect on the chain, it resolves and has its impact on the game, which is described by its text. An ability goes to its owner's graveyard after it resolves, unless it's an ongoing ability. An ongoing ability, ally, weapon, armor, or item that resolves will enter play in the play zone.

RESOURCE: You exhaust resources to pay the costs to play items, weapons, armor, allies, and abilities; use payment powers; and strike with weapons. You get to put one resource into play on each of your turns. Any type of card can be placed face down as a resource, but only quests can be placed face up.

RESOURCE COST: Resource costs on a card or power are represented by a number

within the resource cost symbol. To pay a resource cost, you exhaust that number of resources. For example, a card that you must exhaust two resources to play will have a 2 in its upper left corner, and a power that you must exhaust two resources to use will have a ❷ as part of its cost.

RESPOND: When a card or effect is on the chain, players can respond to it with cards or effects of their own. If a player responds, that response will have an impact on the game before the original card or effect. If a player says that he or she is doing something "in response," that player is acting before the most recent card or effect on the chain resolves.

REVEAL: If something tells you to reveal a card, you must turn that card face up so that all players can see it. Revealing a card doesn't move it out of the zone that it's in. Once a card is revealed, you put it back into its previous (hidden) position.

SEARCH: If something tells you to search your deck for a certain kind of card, you look through your deck for a card of that kind and then shuffle your deck afterward.

SIDE DECK: A side deck consists of additional cards outside a player's main deck. Players can swap cards between their side and main decks between games in a match. In Constructed play, a side deck is exactly ten cards. In Sealed Pack or Draft, a player's side deck is all cards that player received that didn't make his or her main deck.

STEALTH: Stealth is a keyword that a Rogue hero can have. If a hero is stealthed, other heroes and allies can't protect against its attacks. In future sets, Druids will be able to shift into cat form and use stealth.

STRIKE: While a hero is in combat, its controller may strike with a ready weapon by paying its strike cost and exhausting it. This adds the weapon's ATK to the ATK of the hero for the rest of the combat.

STRIKE COST: The strike cost of a weapon is the number in its lower right corner.

TAG: On a card's type line, along with its type, some cards have one or more tag words, like "Pet" or "Axe," that may be referenced by other cards. Some cards have a tag on their type line followed by a number in parentheses. That number is how many cards with that tag you can control at the same time.

TALENT: Each hero has a talent specialization along with its faction and class. "Talent" is also a tag that some abilities have. If an ability with a talent spec tag has "Fire Hero Required" (for example) in its text, that means only a hero with the Fire talent specialization can have that card in its deck.

TARGET: If a card or effect tells you to target something, you must choose the target as you play the

card or effect. If there is no legal target, you can't play that card or effect. Once you choose a target, you can't change your mind, even if something happens to the target you picked. If a card or effect resolves and none of its targets is legal, it is interrupted. If at least one target is legal, it is not interrupted.

TOTEM: Totems are ongoing abilities that have the word "Totem" in their type line. Totems can be attacked in combat or targeted by anything that would normally target an ally. However, they are not actually allies, and they can't gain ATK or health.

TRAIT ICON: Your hero and many other cards have trait icons on them. If a card has a trait icon, you can include it in your deck only if it shares at least one trait icon with your hero. If a card has a trait icon next to a power in its text box, the card has that power only if your hero has that trait icon.
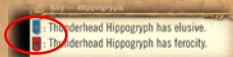
Different abilities based on
the faction of your hero.

Indicates a Horde
only quest.

TURN PLAYER: The turn player is the player whose turn it is.

UNIQUE: Some cards have the word "unique" in their type line. Any time you control more than one unique card with the same name, you must immediately put all but one of them into their owners' graveyards. You choose which one to keep.

UNLIMITED: Some cards (mostly allies) have the word "unlimited" in their type line. You can put any number of an unlimited card into your deck. For example, you can have 60 copies of Orgrimmar Grunts in your deck instead of the normal maximum of 4.

X: Sometimes, a cost will include an "X" amount. When you exhaust resources to pay that cost, you can exhaust any number. "X" is then equal to the number of resources you exhausted this way.

Upper Deck Entertainment TCG Credits

World of Warcraft TCG Engine Design: Mike Hummel, Brian Kibler, Danny Mandel

Additional Engine Design: Eric Bess, Ben Brode, Shawn Carnes, Ben Cichoski, Jeff Donais, Dave Hewitt, Ken Ho, Cory Jones, Paul Ross, Kate Sullivan, Morgan Whitmont

Heroes of Azeroth Design Lead: Danny Mandel

Heroes of Azeroth Development Lead: Brian Kibler

Heroes of Azeroth Design and Development Team: Eric Bess, Ben Cichoski, Mike Hummel, Ken Ho, Morgan Whitmont

Additional Design and Development (UDE): David Baumgartner, Morgan Bonar, Javier Casillas, Antonino DeRosa, Sean Dillon, Jeff Donais, Scott Elliott, William Estela, Justin Gary, Dave Hewitt, Dave Humpherys, Matt Hyra, Cory Hudson Jones, Adam Key, Anand Khare, Brandon Male, Cate Muscat, Russ Pippin, Justin Reilly, Paul Ross, Ben Rubin, Ben Seck, David Smith, Dan Scheidegger, Eric Schumann, Jess Stinnett, Kate Sullivan, Patrick Sullivan, Patrick Swift, Andrew Yip

Brand Management: Dave Hewitt (lead), Eric Schumann

Graphic Design: Brian Bateman (lead), Michele Mejia, Scott Reyes

Flavor Text: Brandon Male (lead), Michelle Aten, Jake Bales, Jeff Donais, Jeff Grubb, Mike Hummel, Brian Kibler, Regan Norris, Marc Schmalz, Geordie Tait, Eric Tice, Drew Walker

Editing: Cate Muscat (lead), Darla Kennerud

Rulebook: Paul Ross, Kate Sullivan, Cate Muscat

Art Direction: Mark Irwin, Jeremy Cranford

Production: Louise Bateman, Rudy Diaz, Mike Eggleston, Kim Forral, Angel Sanchez, Anita Spangler, Gordon Tucker, Wendy Wagner, Armando Villalobos

Project Management: Sean Dillon

Chairman and CEO, Upper Deck Company: Richard McWilliam

President and COO, Upper Deck Company: Bob Andrews

Director, Game Development Group: Jeff Donais

Director, Brand Management Team: Cory Jones

UDE Special Thanks: Farmer Brode, Captain Volume, Tony "Idea Man" Hsu, Dark Talisman, Lost Anarchy, Shock, The Girl Scouts, Ragnrok the Heavy, Euri's Gerbils, Stan!, Monkey

Blizzard Entertainment TCG Credits

Lead Developer: Shawn Carnes

Art Direction: Glenn Rane, Samwise Didier

Producer: Ben Brode

Additional Development: Sean Wang, Tony Hsu, Shane Cargilo

Additional Flavor Text: Ben Brode, Brandan Vanderpool, Tony Hsu, Ryan Pearson, Tim Daniels, Shawn Carnes, Evelyn Fredericksen

Playtesters: John Schwartz; Michele Arko; Nathan Brown; Samuel Schrimsher; Tim Daniels; Arec Nevers; David Sanchez; Bob Richardson; Kevin Jordan; Edward Hanes; John Mikros; Shane Cargilo; Matt Gotcher; Sam Lantinga; Eric Dodds; Tyler Hunter; Tony Hsu; Brian Smith; Brandan Vanderpool; Josh Hilborn; Justin Klinchuch; Shawn Carnes; Ben Brode; Thomas Blue; Victor Gonzalez, Jr.; Peiji Guo; Andrew Hsu; Andrew Matthews; Darian Vorlick; Jimmy Truong; Kris Zierhut; Lee Sparks; Richard Khoo; Serban Oprescu; Shane Dabiri; Ahmed Domyaty; Beni Elgueta; Don Grey; Joel Clift; Nathan Erickson; Paul Sardis; Sean Wang; Ryan Pearson; Joanna Cleland; Bob Fitch

Blizzard Special Thanks: Chris Metzen, Gloria Soto, Joanna Cleland, Lisa Pearce, Brian Hsieh, J. Allen Brack

WORLD OF WARCRAFT®
THE BOARD GAME

For 2 to 6 Players Ages 12 and up

The hugely popular massively multiplayer RPG is now on your tabletop!

World of Warcraft: the Board Game is a team-based fantasy adventure, crammed with over 135 sculpted plastic figures representing heroes and monsters from the world of Azeroth. A game for 2-6 players.

Available from your favorite hobby game store or www.fantasyflightgames.com.

WC03 $79.95
Available Now

FANTASY FLIGHT GAMES

www.fantasyflightgames.com

LICENSED BLIZZARD ENTERTAINMENT PRODUCT

Quick Reference Rules
For Experienced TCG Players

- Start game by putting your hero card into play. Bottom right number is your health total.

- Object of the game is to use your hero, allies, and abilities to kill enemy heroes.

- Opening hand is 7 cards. Draw 1 card per turn. First player doesn't draw.

- You may place any card face down as a resource. Place 1 resource per turn.

- You may place a quest card face up as a resource. When you complete a quest, flip it face down.

- Play ally, armor, weapon, item, and ability cards during your turn.

- Play armor, weapon, and item cards on your hero only, not on ally cards.

- You can attack with ally cards or with your hero. You may attack enemy allies or enemy heroes directly.

- Exhaust (turn sideways) your hero when it attacks.

- While your hero is attacking or defending, exhaust one of its weapons to strike with it.

- Exhaust (turn sideways) a piece of armor to prevent that much damage.

- Resolve each attack separately as a separate combat. You choose the defender.

- Characters with protector can step in front of attacks.

- Damage is permanent. Put damage counters on ally cards (dice, coins, etc.).

- Damage on allies and heroes can be removed by healing spells or effects.

- Decks are 60 cards. Maximum 4 copies per card, except for ones tagged as "unlimited."

- Alliance heroes can only use Alliance allies. Horde heroes can only use Horde allies. Either side can use neutral allies. Some quests are also limited to the Alliance or Horde faction.

- Heroes are restricted to using armor, weapons, items, and abilities with their class symbol on the card.

- Multiplayer works just like single player. Heroes and allies can attack or protect anyone.

TURN DIAGRAM

Start Phase

Ready Step

Draw Step

Action Phase

Combat Step(s)

- Play Cards
- Use Powers
- Place a Resource
- Make Attacks

End Phase

Wrap-Up Step

Druid Hunter Mage Paladin Priest Rogue Shaman Warlock Warrior