

World of Warcraft TCG Introductory FAQ

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1. General

Can I attack with more than one character at a time?

Can I attack an exhausted or untargetable character?

Can I attack a hero directly even if there are allies in its party?

When does a character attack? Defend? Protect? When do attackers and defenders enter combat?

Can an elusive character protect? How about an ally I just played? Can a character protect itself?

When can I strike with a weapon? Can I strike with a weapon while my hero is exhausted?

Do exhausted defenders deal combat damage? Are elusive characters dealt combat damage?

See *Combat*.

When can I use a power? When can I complete a quest?

Unless otherwise specified, you can use a power or complete a quest any time you could play an instant card, including during opponents' turns.

When can I attack with an ally? When can I use an ally's activated (⚔) powers?

You can propose an ally as an attacker or use its activated (⚔) powers only if it's been in its current party continuously since the start of its controller's most recent turn. Only allies have this restriction.

An ally with ferocity can be proposed as an attacker regardless of how long it's been in its current party, but its activated powers remain restricted as above.

Can I flip an exhausted hero? Can I turn a face-down hero face up again?

You can flip an exhausted hero, but you can't turn a hero face up again unless a card explicitly says you can. Your hero doesn't turn face up during your ready step.

Can I complete an exhausted quest?

Yes. In addition, you can exhaust a ready quest to help pay its own completion cost.

Can I exhaust a resource for a resource point to spend later?

No. Resources can't be exhausted to pay future costs.

Can I exhaust armor to prevent non-combat damage (such as damage dealt with an ability)?

Yes. Armor can be exhausted to prevent any kind of preventable damage that would be dealt to a hero.

Can I exhaust more than one armor to prevent a single packet of damage?

Yes. You can exhaust any number of armor until you reduce a packet of damage to 0.

Is armor damaged by the damage it prevents?

No. Only characters can accumulate damage.

Can a character accumulate damage greater than its health?

A character can be *dealt* damage in excess of its health, but damage can't be *put* on a character in excess of its health. For example, if Kemistra has 6 damage, her power can't be used. However, if she's targeted with Mind Blast, she's still dealt the full 2 damage, and so her controller discards two cards.

Acolyte Kemistra, 5, Alliance, Ally—Human Warlock, 3 [Shadow] ATK / 7 Health (Illidan-117U)
(1), Put 2 damage on Kemistra >>> Draw a card.

Mind Blast, 5, Priest, Ability—Shadow (Azeroth-80R)
Your hero deals 2 shadow damage to target hero or ally. Its controller discards a card for each damage dealt.

Can I control more than one card with the same name?

Unless otherwise specified, you can control any number of cards with the same name, including attachments. Cards with the Unique tag are an exception. If you control two or more Unique cards with the same name, you must immediately destroy all but one of them. You choose which one to keep.

What's the difference between destroying, discarding, and interrupting a card?

- Destroying a card puts it from play into a graveyard. Only cards in play can be destroyed.
- Discarding a card puts it from hand into a graveyard. Only cards in hand can be discarded.
- Interrupting a card puts it from the chain into a graveyard. Only cards on the chain can be interrupted.

What's the difference between an ally and an ally card?

If text refers to an *ally*, it's referring to an ally card (or ally token) in play. If text is referring to an ally card in one or more zones, at least one of which is a non-play zone, it will refer to an *ally card* in those zones. For example, Withdraw can target only an ally in play.

Withdraw, 3, Instant Ability (Azeroth-172C)
Put target ally into its owner's hand.

What's the deal with Totems?

- A Totem is an ability with "Totem" on its type line, so a Totem that loses its powers is still a Totem.
- Totems aren't allies, but they can be attacked and targeted as though they were allies while in play.
- Totems proposed as defenders can be protected as usual. Totems that gain protector can protect as usual.
- Totems have no printed ATK, can't gain ATK, and can't be proposed as attackers.
- Attachments attached to Totems are destroyed immediately as part of pre-priority processing.

Example: You can target a Totem with *Bloody Welcome* and ready up to two of your resources as usual. You can't target a Totem with *Call the Spirit* because it's only targetable as an ally while it's in play. You can't ready a Totem by completing *Sunfury Briefings* because a Totem isn't an ally and *Sunfury Briefings* doesn't use the word "target." Similarly, *Frost Nova* deals no damage to Totems. You can attach *Spell Suppression* to a Totem, but the attachment is destroyed immediately.

Bloody Welcome, 2, Hunter, Instant Ability—Marksmanship (Legion-34C)
Your hero deals 3 ranged damage to target ally. If that ally entered play this turn, ready up to two of your resources.

Call the Spirit, 2, Ability (Azeroth-157C)
Put target ally card from your graveyard into hand.

Frost Nova, 4, Mage, Instant Ability—Frost (Azeroth-55R)
Your hero deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack this turn.

Spell Suppression, 1, Mage, Ability—Arcane (Drums-40C)
Attach to target ability, ally, equipment, or resource. <p> Ongoing: Attached card loses and can't have powers.

Sunfury Briefings, Quest (Betrayal-246C)
Aldor Reputation <p> Pay (5) to complete this quest. <p> Reward: Ready an ally in your party.

What does and doesn't use the chain?

Playing a card or placing a resource adds that card to the chain. Using a power, completing a quest, proposing a combat, or striking with a weapon (collectively called “playing an effect”) all add an effect to the chain. Cards or effects on the chain are also called links.

Exhausting a character to protect or exhausting an armor to prevent damage doesn't use the chain. Damage isn't added to the chain (although links that deal damage are added to the chain as usual). Paying the cost of adding a link doesn't use the chain and happens before any player gets priority again.

Example: You destroy Durdin to pay the cost of using his power. You're the next player to get priority. As you do, Durdin is already in your graveyard and his effect is on the chain.

*Durdin Hammerhand, 3, Alliance, Ally—Dwarf Paladin, 3 [Melee] ATK / 3 Health (Dark Portal-162C)
Destroy Durdin >>> Exhaust target hero or ally.*

What is priority?

A player's option to add a link to the chain is called priority. The player with priority may add a link or pass.

Priority is like a baton that gets passed from player to player. Only one player can hold it at a time. If you're holding it, you have priority, and nobody can take it away from you without your permission (regardless of whose turn it is or what's on the chain). There are only four rules for passing the baton:

- 1) As a priority window opens, the turn player gets priority.
- 2) If the player with priority chooses to play a card or effect, that player gets priority again.
- 3) If the player with priority chooses to pass, priority passes left.
- 4) If all players pass in succession:
 - while the chain isn't empty, the topmost link resolves, and then the *turn player* gets priority, regardless of whose link just resolved or what else is still on the chain. Note that only the topmost link resolves; the chain doesn't resolve “all at once,” so players can respond between links resolving.
 - while the chain is empty, the current priority window closes and the game advances.

Can I interrupt an effect by destroying its source?

No. Once an effect is on the chain, destroying its source won't interrupt it. For example, if you activate Tim to target a hero, but Tim is destroyed in response, his effect still deals 1 damage to that hero as it resolves.

*Tim, 3, Alliance, Ally—Human Mage, 1 [Arcane] ATK / 1 Health (Dark Portal-192C)
Elusive <p> [Activate] >>> Tim deals 1 arcane damage to target hero or ally.*

What happens at the start of a turn?

As a turn starts, the turn player readies all of his cards in play. This doesn't use the chain, and no player gets priority before this happens. This means that no player can play a card or effect after a turn starts but before the turn player readies his cards. Next, a priority window opens and any waiting triggered effects (including start-of-turn effects) are added to the chain. After that window closes, the turn player draws a card.

What happens at the end of a turn?

As an end phase starts, a priority window opens and any waiting triggered effects (including end-of-turn effects) are added to the chain. As a result, all players get a chance to respond to effects that trigger at end of turn before that turn wraps up.

After that window closes, the wrap-up step starts, during which no players get priority. The turn player must discard down to his maximum hand size (usually seven cards), modifiers that last until end of turn expire, and then the turn ends.

2. Combat

2.1 Proposing

- To propose a combat, choose a ready hero or ally in your party to be the proposed attacker, and anything it can attack to be the proposed defender. Only one attacker and one defender can be proposed in a single combat. This doesn't target anything. The proposed attacker doesn't exhaust yet.
- A hero can be proposed as an attacker whether or not its controller has a weapon. A hero can be proposed as a defender even if there are allies in that hero's party. A character can be proposed as a defender even if it's exhausted.
- You can propose a combat any time you have priority during your non-combat action phase while the chain is empty. Proposing a combat puts a proposal effect on the chain.
- Next, you get priority to add to the chain (which you rarely will do). After you pass, other players get priority. This is their chance to interrupt your proposal by exhausting your proposed attacker, or playing cards that say the proposed attacker can't attack or the proposed defender can't be attacked.
- If your proposal effect is no longer legal as it tries to resolve, it's interrupted and you get priority in your action phase. Otherwise, a **combat step** starts. Non-instant cards can't be played during a combat step.

2.2 Attacking

- As a combat step starts, the proposed attacker exhausts and becomes an attacker. As it does, it *attacks*, and starts *attacking* (but is not yet attacking anything). No characters are attacking before this time.
- Next, the **attack window** opens. As it does, any effects that triggered when the attacker attacked (such as Voss Treebender's) are added to the chain, and then the turn player gets priority.

Voss Treebender, 1, Horde, Ally—Tauren Druid, 2 [Nature] ATK / 1 Health (Azeroth-266C)
When Voss Treebender attacks, you may exhaust target hero or ally.

2.3 Protecting

- After the attack window closes, any player opposed to the attacker may exhaust a character in his party that can protect the proposed defender against the attacker. If he does, the proposed defender stops being the proposed defender and that protector becomes the proposed defender. None of this uses the chain.
- This is called the **protect point**, and is the only time a character can protect. For example, you can't protect against damage dealt with an ability or power.
- A character *protects* and starts *protecting* as it exhausts during the protect point. No characters are protecting before this time, even if they have the protector keyword.
- Only one character can protect each combat. A character can protect whether or not it can be attacked by the attacker. A proposed defender can't protect itself.
- Protecting with a character is not using an activated (🔑) power, so an ally can protect regardless of how long it's been in its current party.

2.4 Defending

- Immediately after the protect point, the proposed defender becomes a defender (whether it protected or was proposed as a defender).
- As it does, it *defends* and starts *defending* against the attacker (and the attacker starts attacking it). The attacker and defender also *enter combat* with each other at this time, and are *in combat* with each other from this time onwards. No characters are defending or in combat before this time.
- Next, the **defend window** opens. As it does, any effects that triggered when a character defended, protected, or entered combat are added to the chain, and then the turn player gets priority.

Example: *If Himul attacks Sanva, Himul's triggered effect is added to the chain as the attack window opens, but Sanva's waits until the defend window opens, after the protect point.*

*Himul Longstrider, 2, Horde, Ally—Tauren Shaman, 3 [Frost] ATK / 2 Health (Drums-170C)
War Stomp (When this ally attacks or defends, you may exhaust target opposing hero or ally.)*

*Sanva, 7, Horde, Ally—Tauren Shaman, 6 [Frost] ATK / 6 Health (Drums-192C)
War Stomp (When this ally attacks or defends, you may exhaust target opposing hero or ally.)*

Example: *You attack Baranka with Saurfang. Immediately after the protect point, both powers trigger. Saurfang's effect is added to the chain first because it's your turn, so Baranka's resolves first. As it does, both Baranka and Saurfang are destroyed.*

*Grunt Baranka, 2, Horde, Ally—Orc Warrior, 2 [Melee] ATK / 2 Health (Dark Portal-212C)
Protector <p> When Grunt Baranka defends against an ally, destroy her. If you do, destroy all attacking allies.*

*High Overlord Saurfang, 8, Horde, Ally—Orc Warrior, Unique, 9 [Melee] ATK / 4 Health (Dark Portal-214E)
Protector <p> When an ally enters combat with High Overlord Saurfang, destroy that ally.*

2.5 Striking

- You can strike with a weapon only while a defend window is open and your hero is in combat.
- To strike with a weapon, pay its strike cost and exhaust it. You can strike with a weapon only if it's ready. However, you can strike whether your hero is ready or exhausted, because striking doesn't exhaust your hero.
- As your weapon's strike effect resolves, add that weapon's ATK and damage type to your hero.

2.6 Concluding

- After the defend window closes, the combat concludes. During **combat conclusion**, no player gets priority. The attacker and defender deal combat damage to each other, but only if both are still in play. Armor can be exhausted to prevent damage to heroes as usual. None of this uses the chain.
- Attackers and defenders deal combat damage during combat conclusion whether ready or exhausted. An elusive character that attacked or protected is dealt combat damage as usual.
- If both an attacker and defender have long-range as a combat concludes, the defender deals no combat damage and the attacker deals combat damage as usual.
- Finally, the combat step ends and an action phase priority window opens. Any effects that triggered during combat conclusion are added to the chain, and then the turn player gets priority.

3. Inspire: [card]

This is a keyword power that characters can have. It means:

As each other player's ready step starts, you may ready an exhausted [card] in play you control.

- This doesn't use the chain and happens at the same time that the other player readies his cards.

Example: You control two exhausted copies of Kaldel as your turn ends. As the next player readies, you may ready up to two of your exhausted allies because you control characters with two "inspire: ally" powers. This doesn't use the chain.

*Vindicator Kaldel, 2, Ally—Draenei Paladin, 3 [Holy] ATK / 2 Health (Legion-222C)
Aldor Reputation <p> Inspire: Ally*

- Only an exhausted card can be inspired. You can't choose to inspire a ready card or the same card more than once each turn.

Example: You control two copies of Glous and one exhausted quest as your turn ends. As the next player readies, you may ready that quest, and pay (1) less to complete it this turn. You can't choose a ready quest and pay (1) less to complete it this turn, nor can you choose that exhausted quest twice and pay (2) less to complete it this turn.

*Marksman Glous, 2, Ally—Draenei Hunter, 3 [Ranged] ATK / 2 Health (Betrayal-191R)
Aldor Reputation <p> Inspire: Quest <p> When a quest is inspired this way, you pay (1) less to complete it this turn.*

- Some powers allow you to inspire more than one card. If you control a character with such a power during another player's ready step, you may inspire any, all, or none of those cards.

Example: You control Orelis, a hero, and six resources. All are exhausted as your turn ends. As the next player readies, you may ready any, all, or none of Orelis, your hero, and one of your resources.

*Exarch Orelis, 6, Ally—Draenei Paladin, Unique, 5 [Holy] ATK / 7 Health (Betrayal-189E)
Aldor Reputation <p> Inspire: Ability, ally, equipment, hero, and resource*

4. Resistance

This is a keyword power that characters can have, preceded by a damage type. It means:

Prevent all damage of that type that this character would be dealt.

Example: You control Illia. Your opponent controls four Brodiens, of which three are elusive and one is untargetable. You play The More, the Scarier, choosing 4 and targeting Illia and the three elusive Brodiens. As it resolves, the three opposing allies are dealt fatal damage, but all fire damage that would be dealt to Illia is prevented. Next, you attack the remaining Brodien with Illia. As that combat concludes, the defender is dealt fatal damage, but all fire damage that would be dealt to Illia is again prevented.

*Brodien, 4, Alliance, Ally—Gnome Mage, 4 [Fire] ATK / 4 Health (Illidan-120U)
As Brodien enters play, choose whether he is elusive or untargetable.*

*Illia the Bitter, 5, Horde, Ally—Blood Elf Hunter, 6 [Ranged] ATK / 4 Health (Illidan-157C)
Fire Resistance (Prevent all fire or [Fire] damage that this ally would be dealt.)*

*The More, the Scarier, X, Mage, Ability—Fire (Illidan-51R)
Your hero deals X fire damage to each of X target allies.*

5. Finishing move

This is now a keyword power that cards can have, optionally followed by a [description]. If no [description] is specified, the default is "Combo." It means:

As an additional cost to play, remove X [description] cards in your graveyard from the game, where X is 5 or less.

6. Sabotage: [thing]

This is a keyword power that characters can have. Such a character can propose either a sabotage combat against a [thing] or a normal combat against a character. In both cases, the proposed defender must not be controlled by a player friendly to the proposed attacker. A character that “can’t attack” can’t sabotage.

As a sabotage combat concludes, no combat damage is dealt, and powers that trigger “when [the attacker] sabotages” do so, even if it has 0 ATK. If a character protects during a sabotage, it stops being a sabotage.

***Example 1:** You control Avelena and an opponent controls Stoneclaw Totem and Tyrennius. Avelena can’t attack Tyrennius because she’s able to attack the Totem. She may propose either a sabotage or a normal combat against the Totem. If she sabotages the Totem, then as that combat concludes, no combat damage is dealt and her power triggers, putting the Totem on top of its owner’s deck. However, if Tyrennius protects, that combat stops being a sabotage, and combat damage is dealt normally as it concludes.*

***Example 2:** You control Avelena and an opponent controls Tyrennius with Warrior Training attached. Avelena can’t propose a sabotage combat against Warrior Training because she is able to propose a (normal) combat against Tyrennius.*

Arcanist Avelena, 1, Ally—Blood Elf Mage, 1 [Arcane] ATK / 2 Health (Legion-230C)

Scryer Reputation <p> Sabotage: Ability <p> When Avelena sabotages an ability, put it on top of its owner's deck.

Stoneclaw Totem, 3, Shaman, Ability—Elemental, Earth Totem (1), 5 Health (Legion-100C)

Ongoing: Opposing heroes and allies can attack only Stoneclaw Totem if able.

When a hero or ally deals combat damage to Stoneclaw Totem, that character can't ready during its controller's next ready step.

Tyrennius Scatheblade, 2, Horde, Ally—Blood Elf Paladin, 3 [Holy] ATK / 2 Health (Legion-206C)

Protector

Warrior Training, 1, Warrior, Ability—Protection (Legion-124U)

Attach to target friendly ally. <p> Ongoing: Opposing heroes and allies can attack only attached ally if able.

7. Reputation

Some cards have bold text that reads, “Aldor Reputation” or “Scryer Reputation.” These are neither keywords nor powers; they are deckbuilding restrictions.

In Constructed tournaments, a player’s main deck and side deck can include cards of one reputation only if neither deck contains cards of any other reputation.

8. Traitors

Traitor heroes have the Traitor tag and no talent specialization. As a result:

- You can’t include cards with the Talent tag in Traitor hero decks.
- You can include **Traitor Hero Required** cards *only* in Traitor hero decks.

Each Traitor hero also has italicized text specifying the group responsible for that hero’s treachery (such as *Grimtotem*). This is purely for flavor and has no impact on game play.

9. Links

- Starter rulebook: entertainment.upperdeck.com/wow/en/howtoplay/default.aspx
- Comprehensive rules: ude.com/wow/rules
- Community forums: ude.com/wow/community