



World of Warcraft® Miniatures Rules Primer

The Deluxe Edition and its full rulebook will be available in stores in December 2008. In the meantime, you can learn the rules for pets, totems, forms, buffs, and debuffs with this rules primer. Check out our website (www.WoWMinis.com) for the full rulebook if you have any other questions.

If you need to remove a miniature from the board, please note its current **clock**, **health**, and **board position** before doing so.

On its turn, a character may do any of the following:

- Take one action (optional)
- Move up to 2 spaces (optional)
- Play one instant ability (optional)

These may be done in any order. At the end of a character's turn, if it has not advanced its clock by at least 1 tick, add 1 tick to that character's clock.

Pet Cards

When you play a pet card, place a pet token in an empty space adjacent to the character that summoned it. Then, set the pet's clock to match the summoner's personal clock (use a spare UBase™ or dice to track the pet's clock and health). A character may control only **one** pet at a time. If a character summons a second pet, the first pet leaves the board.

In most ways, pets are just like other characters. They act in tick order, and any card that refers to a character is also referring to a pet. Pets follow all character rules **except for the following**:

- Pets do not respawn, though they can be replayed once their cards are ready.
- Pets cannot control VP locations and they do not score victory points for VP locations.
- Opponents score no victory points for destroying a pet.
- Pets do **not** block line of sight, and any character can move through a space occupied by a pet. However, no character may end its movement for the turn in the same space as a pet.

When a pet is destroyed, it's removed from the board and loses its clock. It will not return to play unless its card is played again. If the character that summoned a pet is destroyed, the pet is also removed from the board. The pet does not return to play automatically when that character is respawned.

Totem Cards

When you play a totem card, place a totem token on the same space as the character that summoned it. The totem card will tell you how much health a totem has.

A totem is destroyed when it takes damage greater than or equal to its health. When a totem is destroyed, remove its token from the board. A totem will not return to play unless its card is played again.

Totems can be targeted and attacked like characters, though they are **not** considered characters for any other purpose. Totems work differently from characters in the following ways:

- Totems can't be healed.
- Totems aren't affected by **AOE** (area of effect) attacks.
- Totems may only be damaged by effects that target them.
- Totems aren't influenced by hill and forest/ruin terrain.
- Totems don't have clocks and can't move on their own.
- Any number of totems can occupy the same space.
- Characters can move through totems. An allied or enemy character can end its movement for the turn on the same space as a totem.
- Totems do not block line of sight.

Totems are not linked to the characters that summoned them. If a character is destroyed, its totems remain in play. A character can summon any number of totems, even if they have the same name.

Form Cards

A form card (Bear Form, Cat Form, and Shadowform) will often modify a character's armor, resist, health, attacks, and other abilities.

A character can be in only **one** form at a time. When you play a form card, exhaust it and then remove it from the character's Action Bar. The character has now shifted into that form. That character may choose to shift out of a form as an instant. When a character shifts out of a form, return the form card to that character's Action Bar in the ready position.

If a character in a form is destroyed, that character is considered to have shifted out of that form, which means you return the form card to that character's Action Bar in the ready position.

Since the Bear and Cat forms grant new attacks, they overwrite all other payment abilities (abilities with a tick cost or other payment) printed on the user's character card. The character can't use its Action Bar cards as long as it's in either of those forms. Shadowform does not grant a new attack, so the character is free to use any of its abilities (including cards in its Action Bar). Ongoing abilities on a character card are **not** lost when in a form.

Buff and Debuff Cards

- Buffs may only be attached to allied characters (including pets).
- Debuffs may only be attached to enemy characters (including pets).
- Place a token on the target's character card to show that it has been buffed/debuffed.

Attacks that target multiple defenders

When making attacks against multiple defenders, all defenders are targeted at the same time.

When attacking multiple targets, the attacker makes one roll. That roll is applied to each defender. No matter how many defenders there are, this is treated as a single attack.

Defenders roll Defense Rolls separately, but damage is applied at the same time, after each defender has rolled their Defense Roll.

Area of effect (AOE) abilities target a space; they don't target any characters. An **AOE** ability can target a space whether or not it's occupied.

A character's AOE ability affects not only the targeted space, but also two spaces adjacent to that space and each other (for a total of three affected spaces, all adjacent to each other). The two additional spaces are chosen by that character's controller and are affected whether or not they're within range of that ability, and whether or not that character has unblocked LOS to either of them.

If the AOE ability is an attack, only one attack roll is made, and the results of that roll applied to each character occupying an affected space. No damage is applied to any such characters until all have defended.

Unless otherwise specified, AOE abilities can't damage allies or heal enemies.