

# World of Warcraft TCG Comprehensive Rules version 1.0

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# 1. Fundamentals

## 100. Starting the game

- 100.1 Each player needs a deck of cards and a way to represent counters and tokens. The minimum deck size for Constructed play is 60 cards. The minimum deck size for Sealed Pack play is 30 cards. There is no maximum deck size. Deck sizes don't include hero cards.
- 100.2 Some tournaments allow players to have an optional side deck. Players must start each match with their main deck, but may swap cards between side deck and main deck between games in a match. For Constructed play, a side deck is exactly 10 cards and can include any cards that could be included in the main deck. For Sealed Pack play, a side deck is all cards in a player's card pool that are not being played in the main deck.
- 100.3 As a game of Constructed play starts, each deck (including the side deck, if applicable) can include a total of only four copies of any card with the same name. Decks for Sealed Pack play can include any number of cards with the same name.
- 100.3a Decks can include any number of cards with the unlimited tag. This is an exception to 100.3.
- 100.4 Each player starts the game with a hero in play. Players then use a random method to determine who will be the first player to take a turn. Before starting the first turn, each player shuffles his or her deck and then presents it to an opponent, who cuts and/or shuffles it. Each player then draws an opening hand of seven cards.
- 100.5 Once per game, after drawing an opening hand but before starting the first turn, each player may mulligan. To mulligan, a player shuffles his or her hand back into his or her deck and draws seven new cards. The first player decides whether or not to mulligan, and then the next player clockwise, and so on. After all players have decided whether to mulligan, the first turn starts.

## 101. Winning and losing

- 101.1 Players win the game if no opposing players remain in the game.
- 101.1a A player loses the game if his or her hero is destroyed. A player also loses the game if he or she is required to draw a card from an empty deck. These are both pre-priority checks (407.5). If all remaining players lose the game simultaneously, the game is a draw.
- 101.1b A player may concede at any time to remove him or herself from the current game.
- 101.2 A player that loses the game is removed from the game, and vice versa. All cards that player owns are removed from the game. Any links that player controlled are interrupted. Cards that player controlled but doesn't own revert to the last controller they had that is still in the game; if no such player exists, those cards are removed from the game. Continuous modifiers that player controlled no longer apply.

## **102. Contradictions**

- 102.1 If the text of a card specifically contradicts these rules, that card takes precedence (but see 102.3).
- 102.2 If a modifier says that [something] can't happen, and another modifier or rule tries to make [something] happen, that "can't" modifier takes precedence. If an action can't be performed, any cost involving that action can't be paid. "Can't" modifiers are not replacement modifiers (716). Events that can't happen can't be replaced.
- 102.3 If a card can't be destroyed, but destruction of that card can't be stopped due to the rules of uniqueness (410.2), the rules of uniqueness take precedence.

## **103. Numeric values**

- 103.1 Players asked to choose "any number" can choose zero or any positive integer. Players can never choose an infinite numeric value.
- 103.2 Negative values are treated as zero for all purposes except raising or lowering them. Undefined values that would be numeric are treated as zero.

## **104. Simultaneity**

- 104.1 If simultaneous events require simultaneous choices from one or more players, the turn player makes all of his or her choices first, then the next player clockwise, and so on. After all choices have been made, those events happen simultaneously. If multiple triggered effects are waiting to be added to the chain, see 708.1. If multiple modifiers apply simultaneously, see 718.

## **105. Ready and exhausted**

- 105.1 Unless otherwise specified, cards enter play ready (upright) and stay ready until exhausted. To exhaust a ready card, turn it sideways. To ready an exhausted card, turn it upright. As a ready step starts, the turn player readies all cards in play that he or she controls.

## 2. Card parts

### 200. Name

- 200.1 A card's name is found above its art. If a link, modifier, or cost refers to the name of its source, it's referring only to that source and not to any other card with that name.

**Example:** *You have two allies in your party, both Tracker Gallen. Each has +2 ATK, not +4 ATK, because each effectively reads, "This card has +1 ATK for each ally in your party."*

*Tracker Gallen, Alliance, 2, Ally—Night Elf Hunter, 0 ATK, 2 Health  
Tracker Gallen has +1 ATK for each ally in your party.*

**Example:** *You have two allies in your party, both Kena Shadowbrand. One is exhausted with 1 damage on it, and the other is ready with 2 damage on it. You can't use the power of the ready Kena by activating her and putting 1 damage on the exhausted Kena, because each effectively reads, "[Activate], Put 1 damage on this card."*

*Kena Shadowbrand, Alliance, 3, Ally—Gnome Warlock, 1 ATK, 3 Health  
[Activate], Put 1 damage on Kena Shadowbrand >>> Draw a card.*

- 200.2 If a link or modifier checks whether a player controls a card named [name], or has a card named [name] in his or her party, it's referring to a card in play with that name.

**Example:** *You have two allies in your party, both Orgrimmar Grunts. Each has +1 ATK. When calculating the ATK bonus, you count only the cards named Orgrimmar Grunts in your ally row.*

*Orgrimmar Grunts, Horde, 2, Ally—Orc Warrior, Unlimited, 1 ATK, 1 Health  
Orgrimmar Grunts has +1 ATK for each other ally named Orgrimmar Grunts in your party.*

### 201. Cost

- 201.1 A card's cost is the value in its upper left corner. That value is the number of resources a player must exhaust to play that card. If a link or modifier looks for a card's cost, it uses the value printed in the upper left corner of that card.
- 201.2 A quest has an exclamation point instead of a cost. Quests can't be played; they can only be placed as resources (408.1). The cost of a quest is 0 (103.2).

### 202. Type line

- 202.1 A card's type line is below its art and contains that card's type and any number of tags. A tag is either a keyword that has associated rules (like "Instant") or an expression that has no associated rules but can be referenced by other cards (like "Fire Totem"). For example, a "Horde ally" is an ally with the "Horde" tag in its type line.
- 202.2 The right side of a card's type line may contain one of the following:

- The unlimited keyword (100.3a)
- The unique keyword or a tag followed by a number in parentheses (410)

## 203. Text box

- 203.1 A card's text box is below its type line. A card's text may include game text (powers and keywords), reminder text, and/or flavor text. Reminder text is italicized text in parentheses that clarifies the preceding game text. Flavor text is italicized text below the game text that has no effect on game play.
- 203.2 A paragraph break in the text—represented by “<p>” in these rules—denotes a new power. However, some powers represented by keywords may be grouped together to save space.

## 204. Collector number

- 204.1 A card's collector number is printed below its text box and consists of a set abbreviation (for example, “Azeroth” for *Heroes of Azeroth*) followed by that card's number within that set. The color of a card's collector number represents that card's rarity: white for common, green for uncommon, blue for rare, purple for epic, and orange for legendary. Neither the collector number nor its color has any effect on game play.

## 205. ATK

- 205.1 Each ally and weapon card has an attack value (ATK) in its lower left corner. The icon around that value illustrates that card's damage type:



**Arcane**



**Fire**



**Frost**



**Holy**



**Melee**



**Nature**



**Ranged**



**Shadow**

- 205.1a As a combat concludes between an attacker and a defender, each deals combat damage to the other in an amount equal to its ATK and of the type specified by its damage type (603.1).
- 205.1b Striking with a weapon adds both its ATK and damage type to its controller's hero this combat (303.2).

## 206. Health

- 206.1 Each character card has a health value in its lower right corner. If a card accumulates damage greater than or equal to its health (fatal damage), it's destroyed during pre-priority processing (407.5).

## 207. Traits

207.1 Each hero has five kinds of trait: class, faction, profession, race, and talent spec. A hero's **race** is on the upper left of its type line. A hero's **talent spec** is on the lower left of its type line. Each hero has two **professions** on the right of its type line.

207.1a A hero's **class** is represented by one of the following icons in its upper right corner:



**Druid**



**Hunter**



**Mage**



**Paladin**



**Priest**



**Rogue**



**Shaman**



**Warlock**



**Warrior**

207.1b A hero's **faction** is represented by one of the following icons in its upper left corner:



**Alliance**



**Horde**

207.1c If a card has one or more trait icons, a player can include that card in his or her deck only if it shares at least one trait icon with his or her hero. Cards with no trait icon can be included in any deck.

207.1d If a card has a trait icon next to a power in its text box, that card has that power only if its controller's hero has that trait icon.

***Example:** If its controller's hero belongs to the Alliance, Thunderhead Hippogryph has elusive. If its controller's hero belongs to the Horde, Thunderhead Hippogryph has ferocity.*

*Thunderhead Hippogryph, 4, Ally—Hippogryph, 3 ATK, 3 Health*



*: Thunderhead Hippogryph has elusive.*



*: Thunderhead Hippogryph has ferocity.*

207.1e Some cards have bold text that reads, “[trait] hero required.” A player can include such a card in his or her deck only if his or her hero has that [trait].

## 3. Card Types

### 300. Overview

- 300.1 A card's type is printed on its type line. There are seven card types: ability, ally, armor, hero, item, quest, and weapon. Allies, heroes, and totems are collectively called characters. Armor, items, and weapons are collectively called equipment.
- 300.2 If card text refers to a "[card type]," it's referring to a card of that type in play. If card text is referring to a card in some zone other than play, it will refer to a "[card type] card" in that zone.

*Example: You control Kryton Barleybeard, who reads, "(2), Destroy Kryton Barleybeard >>> Put target ability into its owner's hand." His power must target an ability in play.*

### 301. Heroes

- 301.1 Each player starts the game with a ready hero in play. Each hero has a health value (206) but no printed ATK. Each hero has two trait icons and a type line with several printed traits (207).
- 301.2 Each hero is double-sided and starts the game face up with its smaller art visible. Each hero has a payment power (701), the cost of which involves flipping the hero face down. A face-down hero is identical to a face-up hero, except it loses its printed payment power.

### 302. Allies

- 302.1 As an ally card resolves, it enters play in its controller's ally row. Each ally has both an ATK (205) and a health value (206).
- 302.2 A player can propose an ally as an attacker or use its activated (☛) powers only if it has been in his or her party continuously since the start of his or her most recent turn. Only allies have this restriction. Protecting with a character (602.2) is not using an activated (☛) power. A player can protect with an ally regardless of how long it has been under his or her control.

### 303. Weapons

- 303.1 As a weapon card resolves, it enters play in its controller's hero row. Each weapon has an ATK (205) in its lower left corner and a strike cost in its lower right corner.
- 303.2 To pay the cost of striking with a weapon, a player must both exhaust that weapon and exhaust resources equal to its strike cost. A player may strike with a weapon only while he or she has priority during the defender window of a combat step while his or her hero is in combat. A player can strike with a weapon whether that hero is ready or exhausted.
- 303.2a Striking with a weapon follows the applicable rules for adding links (706) and adds a strike effect to the chain. As a strike effect resolves, it creates a strike modifier that gives its controller's hero both of the following for the duration of the combat step:
- +X ATK, where X is the ATK of that weapon as that effect resolves.
  - The damage type of that weapon.

303.2b Once created, strike effects and strike modifiers exist independently of their source weapon. Strike effects resolve normally and strike modifiers continue to apply for their duration even if their source weapon leaves play or changes controllers.

303.2c A player can strike with only one weapon per combat, but he or she can strike with that weapon multiple times if it can be readied somehow during that combat. If a player strikes with a weapon multiple times, his or her hero gains an additional +X ATK this combat from each strike modifier, where X is the ATK of that weapon as that modifier was created.

303.3 A player can strike with a weapon or use its activated (🔌) powers regardless of how long it has been under his or her control.

## 304. Armor

304.1 As an armor card resolves, it enters play in its controller's hero row. Each armor has a defense value (DEF) in its lower left corner.

304.2 If a preventable damage packet (403.3) would be dealt to a hero, that hero's controller may exhaust any number of his or her ready armor. Each armor exhausted prevents damage from that packet equal to its DEF (717.5). This doesn't use the chain.

304.3 A player can use an armor's activated (🔌) powers or exhaust it to prevent damage to his or her hero regardless of how long that armor has been under his or her control.

## 305. Items

305.1 As an item card resolves, it enters play in its controller's hero row.

305.2 A player can use an item's activated (🔌) powers regardless of how long it has been under his or her control.

## 306. Abilities

306.1 An ability is either ongoing (306.2) or non-ongoing. As a non-ongoing ability card resolves, it creates one or more modifiers. Then, if it's still on the chain, it's put into its owner's graveyard.

### 306.2 Ongoing abilities

306.2a An ongoing ability can be identified by the ongoing keyword in its text box. The text before the ongoing keyword may contain additional costs or play restrictions. Any other text before that keyword follows the applicable rules for adding links (707). The text after the ongoing keyword describes the ability's ongoing powers. These powers function only while the ability is in play. They don't follow the rules for adding links.

306.2b A player can use an ability's activated (🔌) powers regardless of how long it has been under his or her control.

306.2c An ongoing ability is either attaching (306.3) or non-attaching. As a non-attaching ability card resolves, it enters play in its controller's hero row.

### 306.3 Attaching abilities

- 306.3a An attaching ability can be identified by a sentence starting with “attach to,” followed by an attach description.
- 306.3b If an ability’s attach description is targeted, its target must be chosen as it’s played as normal (707.1d). As that ability card resolves, it enters play attached to its target.
- 306.3c If an ability card’s attach description is not targeted, its controller must choose a card with that description as it resolves. That ability enters play attached to the chosen card. If no such card can be chosen at that time, that ability card is put into its owner’s graveyard.
- 306.3d An attached ability is positioned underneath the card to which it’s attached. Any number of abilities can be attached to a card, including multiple abilities with the same name.
- 306.3e The card to which an ability is attached is illegal if it’s no longer in play or is a totem (306.4). An illegally-attached ability card is detached and put into its owner’s graveyard during pre-priority processing (407.5).
- 306.3f If a modifier says to attach an ability to another card, it must be attached to another card with one of the card types specified in that ability’s attach description. If it can’t be, that ability stays where it is.

***Example:** You control Inventor’s Focal Sword and an ally with Polymorph attached. You use the Sword’s power, targeting Polymorph. As that effect resolves, you must choose a different ally to attach Polymorph to. You can’t choose a hero or totem because the only card type specified in Polymorph’s attach description is an ally. If a different ally can’t be chosen at that time, Polymorph stays where it is.*

*Inventor’s Focal Sword, 3, Weapon—Sword, Melee (1), 1 ATK, 2 Strike (2), [Activate] >>> If target ability is attached to a hero or ally, attach it to another hero or ally.*

*Polymorph, Mage, 2, Ability—Arcane  
Attach to target ally.*

*Ongoing: Attached ally can’t attack or protect, loses all powers, and is a Sheep.*

### 306.4 Totem abilities

- 306.4a A totem ability can be identified by the totem keyword in its type line. Each totem has a health value (206) but no printed ATK. Totems can’t gain ATK or be proposed as attackers. Totems can be proposed as defenders (601). Totems aren’t allies, but can be targeted (706) as though they were allies while they are in play. An ability attached to a totem is detached and put into its owner’s graveyard during pre-priority processing (407.5).

***Example:** Your opponent controls a hero, an ally, and a totem. You play Chain Lightning. You can target the totem, because totems can be targeted as though they were allies while they are in play. However, if you target the hero or the ally, you can’t choose to do 2 or 1 damage to the totem as the link resolves because totems aren’t allies.*

*Chain Lightning, Shaman, 5, Ability—Elemental  
Your hero deals 3 nature damage to target hero or ally. Your hero may deal 2 nature damage to another hero or ally. Your hero may deal 1 nature damage to another hero or ally.*

## 307. Quests

- 307.1 Quests can't be played. They can only be placed as resources (408.1).
- 307.2 Each quest has a completion power (702) that can be completed only while that quest is face up in play. A quest can be exhausted to pay its own completion cost. A player can complete a quest regardless of how long it has been under his or her control.

*Example: During your first turn, you place A Donation of Wool face up in your resource row. Later that turn, you can exhaust it and flip it face down to pay the cost of its own power. It continues to be a resource that you can exhaust to pay resource costs.*

*A Donation of Wool, Quest  
Pay (1) to complete this quest.  
Reward: Draw a card, then discard a card.*

## 4. Game Concepts

### 400. Control and ownership

- 400.1 A player **controls** his or her hero, each card or token he or she puts into play, and each link he or she adds to the chain. A triggered effect is controlled by the player who controlled its source as it triggered. No more than one player can control the same thing at the same time. Cards in zones other than play or the chain have no controller. For control of damage packets, see 403.4c. For control of modifiers, see 712.5.
- 400.2 Cards in all zones are **owned** by the player in whose deck they started the game. If text refers to a card belonging to a player (for example, “one of your weapons”), that text is referring to the controller of that card, who may or may not be the owner.
- 400.3 Some modifiers change the controller of a card in play. A card that changes controllers is still the same card. The new controller moves the card to his or her ally, hero, or resource row, if applicable. Modifiers to that card still apply within their durations, unless such a modifier is dependent on who controls the card. Similarly, restrictions on the number of times a payment power can be used still apply to that card. Any attached cards stay attached but don't change controllers. As such a modifier ends, control of that card reverts to the last controller it had that is still in the game; if no such player exists, that card is removed from the game.

### 401. Costs

- 401.1 A cost is anything a player must pay to add a link to the chain or perform any other game action. A player can't pay a cost unless he or she has the means to pay all of that cost. If a cost requires multiple actions to be taken, they can be taken in any order. If an action can't be taken, any costs involving that action can't be paid.
- 401.2 Numeric costs are always positive integers or 0. Costs can never be negative. A cost of 0 still needs to be paid—it does not cause a link to be added to the chain automatically.
- 401.3 Some links have an alternate cost. Alternate costs can be identified by the words “rather than.” These are not replacement modifiers on the original cost.

#### 401.4 Resource costs

- 401.4a A card's resource cost is the number in its upper left corner. This is the number of resources a player must exhaust to play that card. If a link or modifier looks for a card's cost, it will use that card's printed resource cost.
- 401.4b A resource cost can also appear in a card's text box. Such a resource cost is represented by a number in a circle (and by a number between parentheses in these rules).

*Example:* You must exhaust two resources to play a card with a 2 in its upper left corner or to use a payment power with a cost of ② (represented by (2) in these rules).

#### 402. Counters and tokens

- 402.1 A **counter** is a small object placed on a card in play. A counter either represents damage or is associated with the modifier that created it. Counters remain on a card until they are removed by a modifier or by pre-priority processing (407.5) after that card leaves play. Named counters with the same name are indistinguishable from each other. Named counters will usually be referenced by a modifier and serve either as a marker or a way to keep track of some quantity.
- 402.2 An ally **token** is an object that represents an ally that was put into play by a modifier. A token has ATK, health, and a tag as specified by that modifier. If a token has a name and/or powers, they are also specified by that modifier. If no name is specified, a token's tag is its name. A token's cost is always 0. A player puts a token into play in his or her ally row, and that token behaves like any other ally. However, if a token leaves play, it ceases to exist as part of pre-priority processing (407.5) after triggering powers or modifiers that trigger off it leaving play (703.3a).

#### 403. Damage

- 403.1 Damage on a character is represented by damage counters and is permanent unless it's healed (404) or that character leaves play. A character can accumulate damage greater than its health. Damage greater than or equal to a character's health is called fatal damage. A character with fatal damage on it is destroyed during pre-priority processing (407.5).
- 403.2 Damage can be either dealt to or put on a character. Damage that would be dealt to a character can be replaced or prevented. Damage that would be put on a character can't be replaced or prevented.
- 403.3 Damage is dealt in packets that are created either during combat conclusion or by modifiers. Each modifier that would deal damage to one or more characters creates a separate packet for each such character.

*Example:* You have one opponent, and he or she controls two allies and a hero. You play Frost Nova, which reads, "Your hero deals 1 frost damage to each opposing hero and ally." As it resolves, its modifier creates three packets of 1 frost damage each.

*Example:* You have attached two Fireballs to an opposing hero. Both powers trigger at the start of your turn, and each modifier creates a packet of 1 fire damage.

*Fireball, Mage, 4, Ability—Fire*

*Attach to target hero or ally, and your hero deals 4 fire damage to it.*

*Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.*

403.4 Each packet of damage has the following attributes:

403.4a An **amount** of damage that the packet will deal. This is a positive integer that can be raised by replacement modifiers and/or lowered by prevention modifiers. If it's lowered below 1, the packet ceases to exist and deals no damage.

403.4b A **destination** character, to which the damage will be dealt unless it's completely prevented.

403.4c A **source** character and **controller**, which are determined as follows:

- For combat damage, the source character is the attacker or defender that dealt the damage. The controller of a packet of combat damage is the player who controlled the source character as the packet was created.
- For non-combat damage, the source character is the character specified by the modifier that created the damage. The controller of a packet of non-combat damage is the player who controlled that modifier.

***Example:** You have one opponent, and he controls two allies and a hero. You play Frost Nova, which reads, "Your hero deals 1 frost damage to each opposing hero and ally." As it resolves, its modifier creates three packets of 1 frost damage each. Each of those packets is dealt **by** your hero (source character) and is **controlled** by you (controller).*

403.4d A **damage type**, which is one of:

- For combat damage, the damage type of the source character. If none is specified, combat damage has type melee.



- For non-combat damage, the damage type is specified by the modifier that created the damage. If none is specified, non-combat damage is typeless.

403.4e In addition, a packet may have one or more of the following optional attributes:

- A **combat damage** flag, if the damage was dealt during combat conclusion.
- An **unpreventable** flag, if the damage can't be prevented. If any amount of a packet can't be prevented, the entire packet can't be. Unless otherwise specified, a packet can be prevented.

***Example:** You control Mason's Fraternity Ring, which reads, "Your hero has +1 ATK while attacking." You attack with your hero and strike with Annihilator, increasing your hero's ATK to 4. As combat concludes, your hero deals a packet of 4 unpreventable combat damage.*

*Annihilator, 2, Weapon—Axe, Melee (1), 3 ATK, 2 Strike  
Combat damage dealt by your hero with Annihilator can't be prevented.*

- An **association** with an ability or equipment. Combat damage is dealt **with** a weapon if it was dealt by a hero after striking with that weapon that combat, even if the packet size is not equal to that weapon's ATK. Non-combat damage is dealt **with** a card if that card was the source of the modifier that created it.

***Example:** Your hero has a +2 ATK modifier. You attack an ally with your hero, then strike with Thrash Blade, increasing your hero's ATK to 4. Before combat concludes, your opponent flips Graccus to prevent the next 3 damage that would be dealt to the defender. Your hero still deals 1 combat damage to that ally and deals that combat damage with Thrash Blade, so Thrash Blade's power triggers. Your opponent can't specify that he wants to prevent "both points of Thrash Blade damage."*

*Thrash Blade, 4, Weapon—Sword, Melee (1), 2 ATK, 2 Strike*

*When your hero deals combat damage with Thrash Blade for the first time on each of your turns, ready Thrash Blade and your hero.*

***Example:** You have one opponent, and he controls two allies and a hero. You play Frost Nova, which reads, "Your hero deals 1 frost damage to each opposing hero and ally." As it resolves, its modifier creates three packets of 1 frost damage each. Each of those packets is dealt **by** your hero (source character) **with** Frost Nova and is **controlled** by you (controller).*

- 403.4f A modifier that replaces a packet specifies what attributes of that packet it modifies. Any attributes not specifically modified remain unchanged in the modified packet (716.2).

## 404. Destroy

- 404.1 To destroy a card or token is to put into its owner's graveyard from play. A character with fatal damage on it is destroyed during pre-priority processing (407.5). Not all events that put a card into a graveyard from play are destroy events. If a cost involves putting a card into a graveyard from play, and that action is replaced, that part of the cost is still satisfied. Similarly, if a card says, "destroy [a card]. If you do," and the action of putting that [card] into a graveyard from play is replaced, the "if you do" is still satisfied. This is an exception to 709.2f.

## 405. Healing

- 405.1 To heal an amount of damage from a character is to remove that many damage counters from it. If a modifier heals N damage from a character with less than N damage on it, it removes all damage from that character, and the excess healing is wasted.

***Example:** An ally in your party has 5 health and 1 damage on it. An opponent targets it with Lightning Bolt, which reads, "Your hero deals 4 nature damage to target hero or ally." In response, you target it with Flash Heal, which reads, "Your hero heals 4 damage from target hero or ally." Your link resolves first and removes the damage counter, and then your opponent's link resolves and adds 4 damage counters. Your ally is not destroyed.*

- 405.2 If a modifier heals damage from a character with no damage on it, nothing happens. Doing so doesn't trigger powers or modifiers that trigger off damage being healed.

***Example:** An ally in your party has 4 health and no damage on it. Again, your opponent targets it with Lightning Bolt, and you respond with Flash Heal. Your link resolves first but does nothing, because your ally has no damage on it. As your opponent's link resolves, it adds 4 damage counters to your ally, which destroys it before the next player gets priority.*

## 406. Playing cards

- 406.1 To play a card is to choose a card from hand and add it to the chain. Playing a card follows the applicable rules for adding links (707). Cards can be played only from hand unless otherwise specified. A player can play an instant card any time he or she has priority. A player can play a non-instant card only during his or her non-combat action phase (502.1) while he or she has priority and the chain is empty.
- 406.2 Playing a card is different from placing a resource (408.1), although both add a card to the chain. Quests (307) can't be played—they can only be placed as resources.

## 407. Priority

- 407.1 A player's option to add a link to the chain is called priority. Only one player can have priority at a time. That player may add a link or pass priority clockwise to the next player. If that player chooses to add a link, he or she gets priority again after adding that link. Adding a new link while a link is already on the chain is also called responding to that link.
- 407.2 A player with priority can choose to do any of the following:
- Play an instant card
  - Use a power
  - Complete a quest
- 407.2a During a defender window, while his or her hero is in combat, that player can also:
- Strike with a weapon
- 407.2b During his or her non-combat action phase, while the chain is empty, that player can also:
- Play a non-instant card
  - Place a resource
  - Propose a combat
- 407.3 Playing a card or placing a resource adds that card to the chain. Using a power, completing a quest, striking with a weapon, or proposing a combat adds an effect to the chain.
- 407.4 A priority window is a game interval during which players get priority. As a priority window opens, the turn player is the first to get priority. Any time all players pass priority in succession:
- 407.4a If the chain is not empty, the topmost link of the chain tries to resolve (709), and then the turn player gets priority.
- 407.4b If the chain is empty, the current priority window closes, and the game advances. It doesn't close as the chain empties, but only after successive passes while the chain is empty.

- 407.5 Any time a player would get priority, **pre-priority processing** takes place first. This first involves a series of pre-priority checks (407.6). Next, any waiting triggered effects (708.1) are added to the chain. Then, that player gets priority
- 407.6 The following checks are all made simultaneously. If one or more checks result in actions taking place, those actions take place simultaneously (104.1), and then all checks are rechecked repeatedly until no actions take place. None of this uses the chain.
- 407.6a All characters with fatal damage on them or 0 health are destroyed. If a hero is destroyed, its controller loses the game.
- 407.6b All players who have been required to draw a card from an empty deck lose the game.
- 407.6c All players are checked for uniqueness violations (410).
- 407.6d All illegally-attached ability cards are detached and put into their owners' graveyards. The card to which an ability is attached is illegal if it's a totem or is no longer in play.
- 407.6e All counters on cards in non-play zones are removed, and all tokens in non-play zones cease to exist (402).

## 408. Resources

- 408.1 On each of a player's turns, that player may choose one card from his or her hand and place it as a resource. Placing a resource is optional.
- 408.1a A player can place a resource only during his or her non-combat action phase while he or she has priority and the chain is empty. Placing a resource follows the applicable rules for adding links (707) and puts a resource card on the chain. As a resource card resolves, it enters play in its controller's resource row.
- 408.1b Only quests may be placed face up or face down. Other card types can be placed only face down. A face-down resource card is effectively blank—it has no name, type, tags, or text—both while on the chain and in play.
- 408.2 Players must exhaust resources they control to pay resource costs. Resources can be exhausted to pay resource costs whether those resources are face up or face down. Resources can't be exhausted to pay future resource costs.

***Example:** Your opponent plays Lobotomize, targeting your resource. In response, you may exhaust that resource to pay a resource cost (for example, the resource cost of an instant card or a payment effect). However, you can't exhaust that resource to "spend later."*

*Lobotomize, Rogue, 5, Ability—Combat*

*Destroy target resource. If your hero is stealthed, put the top card of your deck into your resource row face down and exhausted.*

## 409. Searching

- 409.1 To search a zone is to look through all of the cards in that zone. If a modifier tells a player to search a deck, the owner of that deck shuffles it after that player has finished searching. If a modifier tells a player to search a deck and another zone for a card, and that player finds that card in that other zone, that player has the option of looking through that deck (after which it's shuffled by its owner) or not (in which case it's not shuffled).
- 409.2 A player searching a non-public zone can fail to find any cards that he or she is told to find by a modifier. The player doesn't have to say whether the failure to find was by choice or by absence.

## 410. Uniqueness

- 410.1 A uniqueness violation occurs if a player controls cards in play that can't all be legally controlled by the same player simultaneously. Uniqueness is checked during pre-priority processing (407.5).
- 410.2 If a uniqueness violation occurs, the violating player must choose a violating card and destroy it. Such destruction can't be stopped, even if that card can't be destroyed. If the violation persists, that player must destroy another violating card, and so on, until the violation is repaired. If multiple uniqueness violations occur simultaneously, the turn player repairs all of his or her violations first, then the next player clockwise, and so on.
- 410.3 There are three different types of uniqueness violation:
- 410.3a Some cards have the unique keyword to the right of their type line. If a player controls two or more unique cards in play with the same name, those cards violate uniqueness.
  - 410.3b Some cards have a tag followed by a number in parentheses on their type line. If a player controls more than that number of cards in play with that tag, those cards violate uniqueness.  
  
*Example: Searing Totem has the Fire Totem (1) tag. This means you can control only one Fire Totem in play at a time. Any time you control two or more Fire Totems in play, you must destroy all but one of them. You choose which one to keep.*
  - 410.3c Some cards have the two-handed tag. Other cards have the off-hand tag. If a player controls both a two-handed card in play and an off-hand card in play, those cards violate uniqueness.

## 411. Zones

- 411.1 Cards can be in any one of six game zones: chain, deck, graveyard, hand, play, and removed-from-game. Each zone exists even if there are no cards in that zone. All players share the chain and play zones. Each player has his or her own deck, graveyard, hand, and removed-from-game zone. If a card is put into a deck, graveyard, hand, or removed-from-game zone, it's put into its owner's instance of that zone
- 411.1a The chain and deck zones are ordered top-to-bottom. Players can't alter the order of cards (or effects) in these zones but can rearrange cards in all other zones.
  - 411.1b If a card changes zones, it's no longer the same card. Any modifiers affecting it in the previous zone do not continue to affect it in the new zone unless they specify that they do. A card that changes controllers while in play is still the same card.

## 411.2 **Deck zone**

- 411.2a The deck zone is where each player puts his or her deck. Cards are drawn from the top of each deck. Cards in decks are face down and so are not public information. Unless a card says otherwise, players can't look through decks or rearrange their order. The number of cards in each deck is public information.
- 411.2b Any time a player shuffles a deck, he or she must then offer it to an opponent to cut and/or shuffle. Any time a player searches a deck, that deck's owner shuffles it after that search.
- 411.2c If multiple cards are simultaneously put on the top or bottom of a deck, the owner of those cards may arrange them in any order. That player doesn't reveal the order of those cards.

## 411.3 **Hand zone**

- 411.3a The hand zone is where players hold the cards they draw. Hands are not public information, but each player may look at his or her hand at any time. The number of cards in each hand is public information.
- 411.3b The default maximum hand size is seven cards. During a wrap-up step (503.2), if the turn player has more cards in hand than his or her maximum hand size, that player must discard down to that maximum hand size.

## 411.4 **Graveyard zone**

- 411.4a The graveyard zone is where players put cards that have been destroyed, discarded, or interrupted, as well as non-ongoing ability cards that have resolved. Cards in graveyards are face up and so are public information.

## 411.5 **Chain zone**

- 411.5a The chain zone is where players put cards being played, resources being placed, and effects they control. A link is any card or effect on the chain. Putting a card or effect on the chain adds a link to the chain (707). Links are always added to the top of the chain, on top of any links already on the chain. Players can't rearrange the order of links. All links are public information, except resource cards being placed face down.

## 411.6 **Removed-from-game zone**

- 411.6a The removed-from-game zone is where players put cards that have been removed from the game. Putting a card in the removed-from-game zone is also called "removing [it] from the game." Cards in removed-from-game zones are face up, and so are public information.

## 411.7 **Play zone**

- 411.7a The play zone is where allies, equipment, resources, and ongoing abilities enter play (710). Each player controls three rows in play: a resource row for resources; an ally row for allies; and a hero row for equipment, non-attaching ongoing abilities, and his or her hero. Attaching abilities don't occupy rows but are attached to other cards in play. A player's hero, allies, and totems are collectively called his or her party. Any player may look at any face-up card in play. A player may only look at face-down resources that are in his or her resource row.

## 5. Turn sequence

### 500. Overview

- 500.1 Players take turns, going clockwise from the first player. Each player's turn has three phases. In order, they are start, action, and end. Each start phase has two steps. In order, they are ready and draw. Each action phase may have any number of combat steps. Each end phase concludes with a wrap-up step. There are no priority windows (407.4) between phases or between turns.
- 500.2 As a turn, phase, or step starts, any powers or modifiers that trigger at the start of that turn, phase, or step trigger. Triggered effects are added to the chain during pre-priority processing (407.5). Powers or modifiers that trigger at end of turn trigger at the start of that turn's end phase.
- 500.3 Some modifiers give a player an extra turn. That turn is added immediately after the current turn. If multiple extra turns are created during a single turn, each is added individually, and the one most recently created is taken first.

### 501. Start phase

#### 501.1 Ready step

501.1a As a ready step starts, the turn player readies all cards in play he or she controls. This doesn't use the chain. Next, a priority window opens. Any effects that triggered during the previous turn's wrap-up step or at the start of the current turn are added to the chain as part of pre-priority processing, and then the turn player gets priority. As that window closes, the ready step ends.

501.1b There are no priority windows before the ready step, or between the ready and draw steps.

#### 501.2 Draw step

501.2a As a draw step starts, the turn player draws a card. This doesn't use the chain. Next, a priority window opens, and the turn player gets priority. As that window closes, both the draw step and start phase end.

501.2b The first player skips the start phase of the first turn, so he or she doesn't draw a card.

### 502. Action phase

502.1 As an action phase starts, a priority window opens, and the turn player gets priority. During a player's action phase, outside of a combat step, that player is said to be in his or her **non-combat action phase**. A player can do the following only during his or her non-combat action phase while the chain is empty:

- Play a non-instant card (406).
- Place a resource (408).
- Propose a combat (601). As a proposal effect resolves, the current priority window closes and a combat step starts.

502.2 Any time all players pass in succession during a player's non-combat action phase while the chain is empty, the current priority window closes, and the action phase ends.

## 503. End phase

503.1 As an end phase starts, a priority window opens. Any effects that triggered at the end of the current turn are added to the chain, and then the turn player gets priority. As that window closes, the wrap-up step starts.

### 503.2 Wrap-up step

503.2a There are no priority windows during a wrap-up step, so nothing can be added to the chain. Any effects that trigger during a wrap-up step are added to the chain at the start of the next turn's ready step (501.1). During a wrap-up step, the following things happen in order:

- If the turn player has more cards in hand than his or her maximum hand size, that player must discard down to that maximum hand size. The default maximum hand size is seven cards.
- Modifiers that last until end of turn expire.
- The wrap-up step, end phase, and turn end, and then the next player clockwise starts his or her turn.

## 6. Combat

### 600. Overview

600.1 During a player's action phase, that player may propose any number of combats, proposing and concluding each of them one at a time.

600.2 Some modifiers say that a character "must attack if able." This means that for the duration of such a modifier, that character's controller can't pass priority while the chain is empty during his or her non-combat action phase if he or she could legally propose a combat with that character.

600.3 Some modifiers say that a character "can't attack unless its controller pays (N)." This is an additional cost to adding an effect to the chain proposing that character as an attacker. If a character is affected by both a "can't attack unless its controller pays (N)" modifier and a "must attack if able" modifier, that character is unable to attack (and consequently need not attack) unless its controller chooses to pay (N).

## 601. Combat proposal

- 601.1 A player may propose a combat only during his or her non-combat action phase while he or she has priority and the chain is empty. Proposing a combat follows the applicable rules for adding a link (707) and adds a proposal effect to the chain.
- 601.2 To propose a combat, a player must choose one character in his or her party to be the proposed attacker and one opposing character to be the proposed defender.
- 601.2a To be a legal proposed attacker, a character must be ready and must be able to attack the proposed defender. In addition, it must have been in the turn player's party continuously since the start of his or her current turn and/or have ferocity.
- 601.2b To be a legal proposed defender, a character must be controlled by an opponent of the turn player and must not be elusive or otherwise unable to be attacked by the proposed attacker.
- 601.2c If a character is affected by a modifier that says it "can attack only [a certain character] if able," it can be proposed as an attacker only if that [character] is proposed as the defender. However, if such a proposal would be illegal (because the proposed defender is elusive, for example), any other legal character can be proposed as the defender.
- 601.2d If a character is affected by two or more modifiers that say it "can attack only [a certain character] if able," it can be proposed as an attacker only if one of those [characters] is proposed as the defender. However, if all such proposals would be illegal, any other legal character can be proposed as the defender.

***Example:** You control Sarmoth, and a friendly player controls Warrax. During an opponent's turn, that friendly player targets that opponent's Graccus with Mocking Blow. After Mocking Blow resolves, Graccus is affected by two modifiers: Mocking Blow's and Sarmoth's. This turn, Graccus must attack if able and can attack only Sarmoth or Warrax. The turn player chooses the proposed defender as usual.*

*Mocking Blow, Warrior, 1, Instant Ability—Arms  
Your hero deals 1 melee damage to target hero or ally. This turn, that character must attack if able and can attack only your hero if able.*

*Sarmoth, Warlock, 3, Ally—Voidwalker Demon, Pet (1), 1 ATK, 5 Health  
Opposing heroes and allies can attack only Sarmoth if able.*

- 601.2e If any characters involved in the proposed combat break any rules governing combat legality, the proposed combat is illegal and can't be proposed.
- 601.3 As a proposal effect tries to resolve (709), the legality of the proposed combat is rechecked. If it's still legal, that effect resolves, the current priority window closes, and a combat step starts. Otherwise, the proposal effect is interrupted (711). If a proposal effect is interrupted, the proposed attacker stops being a proposed attacker, the proposed defender stops being a proposed defender, and the turn player gets priority in his or her action phase with the chain empty.

## 602. Combat step

- 602.1 As a combat step starts, the proposed attacker exhausts, becomes an attacker, and starts attacking. The turn player becomes the attacking player. None of this uses the chain. Then, a priority window opens, called the **attacker window**. Any effects that triggered when the attacker attacked are added to the chain, and then the turn player gets priority.
- 602.2 As an attacker window closes, any player friendly to the controller of the proposed defender (including that controller) may exhaust a character in his or her party that can protect. If that happens, the proposed defender stops being the proposed defender, and that exhausted character becomes the proposed defender. This does not use the chain and is the only time and manner in which a character can protect. This is called the **protection point** of a combat step. A character exhausted this way is said to be protecting for the rest of the combat.
- 602.2a If the attacker is stealthed, characters can't protect. This is an exception to 602.2.
- 602.2b Only one character can protect each combat. A character can protect regardless of whether or not it can be attacked by the attacker. A proposed defender can't protect itself.
- 602.3 Next, the proposed defender becomes a defender and starts defending against the attacker. The attacker also starts attacking the defender. The defender's controller becomes the defending player. None of this uses the chain. Then a priority window opens, called the **defender window**. Any effects that triggered when the protector protected or the defender defended are added to the chain, and then the turn player gets priority. As the defender window closes, **combat conclusion** starts.
- 602.4 Weapon strike costs can be paid only while a defender window is open. The attacker window and defender window are normal priority windows in all other respects. Any player with priority (407) may add links to the chain while either window is open.
- 602.5 A character stops being an attacker or defender if it leaves play, changes controllers, or is removed from combat. This doesn't cause the combat step to end. A combat step always proceeds to conclusion whether or not the attacker is still attacking or the defender is still defending.

## 603. Combat conclusion

- 603.1 No player gets priority during combat conclusion. If both an attacker and a defender remain, the attacker deals a packet of combat damage equal to its ATK to the defender, and the defender simultaneously deals a packet of combat damage equal to its ATK to the attacker.
- 603.1a If the attacker has long-range, defenders can't deal combat damage. This is an exception to 603.1.
- 603.1b Each packet can be replaced (716) and/or prevented (717) by applicable modifiers.
- 603.2 If there is no attacker and/or no defender remaining, no combat damage is dealt. If an attacker remains but no defender remains, that attacker does not ready.

603.3 As the last part of combat conclusion:

603.3a If an attacker remains, it stops being an attacker and stops attacking. If a defender remains, it stops being a defender, stops defending, and, if applicable, stops protecting. The attacking player stops being the attacking player, and the defending player stops being the defending player. Modifiers with the duration “this combat” end.

603.3b Next, the combat step ends, and a priority window opens in the turn player’s action phase. Any effects that triggered during combat conclusion are added to the chain, and then the turn player gets priority.

## 7. Powers, links, and modifiers

### 700. Powers

700.1 The text in a card’s text box describes its powers. There are four types of powers: payment, completion, triggered, and continuous. Activated powers are a subset of payment powers and have the activate (⚡) symbol as part of their cost. Paragraph breaks in the text of a card, represented by “<p>” in these rules, denote a new power. However, some powers represented by keywords may be grouped together to save space.

700.2 Some powers function in zones other than play. Such modifiers will specify what zones they function in. Unless a power specifies that it functions in another zone, or unless it can only function in another zone, powers function only on cards in play.

700.3 Some modifiers cause a card in play to lose its powers. Such a card effectively has a blank text box for the duration of such a modifier. As a lost power returns, any continuous modifiers that power is generating get a new timestamp (718). A lost power that returns will be the same power as it initially was if its source card is the same as before (701.4).

### 701. Payment powers

701.1 A payment power can be identified by the arrow in its text, represented by “>>>” in these rules. The text to the left of the arrow is the cost of that power. The text to the right is the effect that using that power adds to the chain.

701.2 A player may use a payment power any time he or she has priority, as long as he or she can pay its cost. A player may use a payment power multiple times as long as he or she can pay its cost each time. Only a card’s controller can use its payment powers unless otherwise specified. Using a payment power follows the applicable rules for adding links (707) and adds a payment effect to the chain.

701.3 An activated power is a payment power that has an activate (⚡) symbol as part of its cost. To pay that part of the cost, exhaust the card with that power. A card can’t be exhausted to pay a cost if it’s already exhausted. A player can use an ally’s activated powers only if it has been in his or her party continuously since the start of his or her most recent turn.

- 701.4 A card's restrictions on the number of times a payment power can be used apply only to that card and that power, and not to any other cards with the same name. Such restrictions apply for the specified interval, as long as that card is the same card and that power is the same power.

*Example:* You control *Elder Moorf*, which reads, "(1) >>> Target ally has +2 ATK this turn. Use only once per turn," and you use his power. That same turn, you play a second *Elder Moorf*. The new *Elder Moorf* is a different card, so you can use his power once this turn also.

- 701.4a A card that changes zones is no longer the same card. As a result, a card that leaves a zone and then returns is not the same card upon its return. A card that changes controllers or flips face down in play is still the same card. A lost power that returns will be the same power as it initially was if its source card is the same as before.

*Example:* You control *Elder Moorf*, which reads, "(1) >>> Target ally has +2 ATK this turn. Use only once per turn," and you use his power. Later that turn, your opponent plays *Polymorph* on your *Elder Moorf*, causing him to lose his power. Later that same turn, you play *Dispel Magic* on the *Polymorph*. You can't use *Elder Moorf's* power again this turn, because it's still the same power, and you've already used it once this turn.

*Dispel Magic*, Priest, 1, Instant Ability—Discipline  
Destroy target ability.

*Polymorph*, Mage, 2, Ability—Arcane  
Attach to target ally.

Ongoing: Attached ally can't attack or protect, loses all powers, and is a Sheep.

## 702. Completion powers

- 702.1 Completion powers appear only on quests. A completion power can be identified by the keyword "Reward" in its text. The text preceding that keyword is the completion cost of that power. The text following that keyword is the effect that completing that quest puts on the chain.
- 702.2 A player can complete a quest any time he or she has priority, as long as he or she can pay its cost. Only a quest's controller can complete it unless otherwise specified. Completing a quest follows the applicable rules for adding links (707) and adds a completion effect to the chain. As part of paying its completion cost, a quest is flipped face down and continues to be a resource. A card can be flipped whether it's ready or exhausted.
- 702.3 Completion powers function similarly to payment powers, but are not payment powers because they don't have an arrow (>>>).

## 703. Triggered powers

- 703.1 A triggered power can be identified by a sentence starting with the words “when” or “at.” It waits for its trigger event to occur, at which point it triggers. It triggers off every instance of its event, including multiple events happening simultaneously. It can trigger at any time, even during intervals when no player has priority. Triggered powers create triggered effects (708).
- 703.2 Some triggered powers have an if-condition after the trigger event, set off by commas. Such powers are called “double-check” powers. A double-check power triggers only if its condition is true. Its effect is interrupted if its condition is no longer true on resolution.

**Example:** *You control Lei of Lilies. Its power won't trigger if you have fewer than four cards in hand at the start of your turn. If you have fewer than four cards in hand as its triggered effect tries to resolve, it will be interrupted.*

*Lei of Lilies, 4, Item, Neck (1)*

*At the start of your turn, if you have four or more cards in your hand, your hero heals 1 damage from itself.*

- 703.3 Triggered powers use the game state immediately after an event to determine whether they could have triggered off that event and whether or not they did. Powers that trigger off a card leaving play are an exception to this rule (703.3a).

**Example:** *You have Watcher Mal'wi in your graveyard. Your opponent has an ally card with 1 health in his graveyard. You use Kaal Soulreaper's power to put both ally cards into play. The game state immediately after both enter play is used to determine which triggered powers exist that could trigger off them entering play. As a result, Watcher Mal'wi's power triggers and deals 1 ranged damage to the opposing ally, destroying it.*

*Kaal Soulreaper, Horde, 7, Ally—Orc Warlock, Unique, 5 ATK, 6 Health*

*(7), Remove Kaal Soulreaper from the game >>> Players put all ally cards from their graveyards into play.*

*Watcher Mal'wi, Horde, 4, Ally—Troll Hunter, 3 ATK, 3 Health*

*When an opposing ally enters play, Watcher Mal'wi deals 1 ranged damage to it.*

- 703.3a Powers that trigger off a card leaving play look back to the game state immediately before that card left play. This information is used to determine if any powers existed that triggered off that event and any other relevant information.

**Example:** *You and your opponent each control Masten Everspirit. One attacks the other, so both are dealt fatal damage during combat conclusion, and then both are destroyed during pre-priority processing. The game state immediately before both were destroyed is used to determine which triggered powers exist that could trigger off them being destroyed. As a result, both powers trigger.*

*Masten Everspirit, Horde, 5, Ally—Tauren Shaman, 4 ATK, 2 Health*

*When Masten Everspirit is destroyed, you may put him from your graveyard into your hand.*

- 703.4 Some triggered powers trigger when a card “becomes [something].” A card “becomes [something]” if it was not [something] and then became [something]. If a card already is [something] it can’t “become” [something] again until it first stops being [something].

*Example: Lord Grayson Shadowbreaker’s power triggers only when he transitions from ready to exhausted.*

*Lord Grayson Shadowbreaker, Alliance, 7, Ally—Human Paladin, 4 ATK, 7 Health Protector <p> When Lord Grayson Shadowbreaker becomes exhausted, he heals 2 damage from target hero or ally.*

## 704. Continuous powers

- 704.1 Any power that is not a payment, completion, or triggered power is a continuous power. Continuous powers generate continuous modifiers without using the chain. A continuous modifier generated by a card’s continuous power doesn’t have a specified duration and lasts as long as that card is in the appropriate zone and has the appropriate power. A paragraph break (<p>) in the text of a card in play denotes a separate power. Each continuous power generates a separate modifier.
- 704.2 Additional costs or play restrictions on a card are continuous powers that function in all zones from which that card can be played.

## 705. Links

- 705.1 A link is any card or effect on the chain. Doing any of the following adds a link to the chain:
- Playing a card (406)
  - Placing a resource (408)
  - Using a payment power (701)
  - Completing a quest (307)
  - Proposing a combat (601)
  - Striking with a weapon (303)
- 705.2 Playing an ally, equipment, or ability adds that card to the chain. Placing a resource also adds that card to the chain. If that resource is to be placed face down, it’s added to the chain face down. All other cards are added to the chain face up.
- 705.3 Using a power, completing a quest, proposing a combat, and striking with a weapon all add an effect to the chain. Triggered powers and modifiers can also add triggered effects to the chain.
- 705.4 The player that adds a link is the controller of that link. If an effect is triggered, the player who controlled the source of that effect as it triggered is the controller of that effect.
- 705.5 The source of a card on the chain is that card itself. The source of a non-proposal effect is the card that created that effect. The source of a proposal effect is the proposing player.

## 706. Targets

706.1 Some links require one or more targets. These are cards or players that must be chosen while adding the link. Each target will have a target description specified in the link's text. A target can't be chosen unless it meets the specified description. The same card can't be chosen as two or more targets of one link. A link can't target itself.

706.1a A link is targeted only if it has the word "target" in its text.

706.1b Some links give a targeted power to a card in play. The targets for such a power are not chosen as that link is added to the chain; they are chosen as that power is used.

***Example:** You play Face Smash. As you add it to the chain, you must choose the target ally that will gain the specified power. However, you don't choose the target ally that will be destroyed by that power until you use it.*

*Face Smash, 4, Alliance, Instant Ability  
Target ally has "[Activate] >>> Destroy target ally" this turn.*

## 707. Adding links

707.1 To add a link to the chain, a player must go through the following steps in order. A player can't start to add a link if there is a modifier that prevents that player from adding that link.

707.1a The player announces the card or effect, reveals its source if that source is not currently revealed, and then puts the link on the top of the chain. The source of the link remains revealed while the link is being added. Resources being placed face down are not revealed, and so are an exception to applicable parts of this rule.

707.1b If the link is modal, the player chooses which mode to use. The phrase "choose one:" indicates that a link is modal. After this phrase, each mode is separated by a semicolon.

707.1c If the link has a variable cost represented by an X, the player chooses the value of X.

707.1d If the link has targets, the player must choose those targets. If the link is modal, the player only chooses targets for the chosen mode. The chosen targets must be legal. If the link has a variable number of targets, the player must first decide how many targets there will be and then choose those targets. If a link divides damage among multiple targets, the player must specify a division such that each target is assigned 1 or more damage. A link can't be added unless legal choices can be made for all of its targets.

707.1e The player calculates the total cost for the link, first substituting an alternate cost if one is used, then adding any additional costs, and then subtracting any cost reductions. Cost additions are cumulative, as are cost reductions. If the cost is below zero after subtracting cost reductions, it's treated as zero (103.1). The player then must pay costs in any order.

707.1f After the above steps are completed, the link becomes added, triggering any applicable powers or modifiers that trigger off a card being played, or a weapon striking, and so on. Then, the player that added the link gets priority.

**Example:** To play *Shield Bash* from your hand, first announce and reveal it, then choose a target hero or ally, and then pay either the resource cost (exhaust three resources) or the alternate cost (exhaust a Shield). You don't check whether you targeted a hero or choose an ability card to interrupt until the link resolves.

*Shield Bash, Warrior, 3, Instant Ability—Protection*

You may exhaust one of your Shields rather than pay *Shield Bash's* cost.

Your hero deals 1 damage to target hero or ally. If you targeted a hero, you may interrupt an ability card played by its controller.

- 707.2 If at any time during these steps, the player is unable to finish adding the link, the entire action is rewound and the game state reverts to the game state before the action was attempted. That player returns to having priority as he or she did before attempting to add the link.
- 707.3 Once an effect has been added to the chain, it exists independently of its source. Removing or modifying the source won't interrupt the effect. As an effect resolves, if its source is no longer in the expected zone, that source's last known information is used.

## 708. Triggered effects

- 708.1 As a player is about to receive priority, any waiting effects that have triggered but have not yet been added to the chain are added to the chain during pre-priority processing (407.5).
- 708.1a If multiple triggered effects are waiting, first the turn player chooses in what order his or her triggered effects go on the chain, and then they are added to the chain. Then, the next player clockwise chooses in what order his or her triggered effects go on the chain, and then they are added to the chain on top of the previous player's. Then, the next player clockwise, and so on.
- 708.1b No player gets priority until all waiting triggered effects have been added to the chain.
- 708.2 Adding a triggered effect to the chain follows the applicable rules for adding links (707), although triggered effects will never have costs. If a triggered effect requires targets, but legal targets for that effect can't be chosen, or if other choices made on announcement can't legally be made for it, the effect is removed from the chain before its announcement is finished and doesn't affect the game in any way.
- 708.3 Some triggered effects have optional parts. Adding such an effect to the chain is not optional—the options are chosen as it resolves.

**Example:** You play *Zygore Bladebreaker*. As he enters play, his power triggers, and you choose a target as that effect is added to the chain. As it resolves, you have the option to destroy that target. Later, your opponent attaches *Crippling Poison* to your hero. At the start of each turn, its triggered effect is added to the chain, and you have the option of paying (3) as it resolves. If you don't or can't pay (3), you must exhaust your hero.

*Crippling Poison, Rogue, 1, Instant Ability—Poison*

Attach to target hero or ally that was dealt combat damage by your hero this turn.

Ongoing: At the start of each turn, exhaust attached character unless its controller pays (3).

*Zygore Bladebreaker, Horde, 6, Ally—Orc Warrior, 4 ATK, 3 Health*

When *Zygore Bladebreaker* enters play, you may destroy target weapon.

## 709. Resolving links

- 709.1 If all players pass in succession and the chain is not empty, the topmost link tries to resolve.
- 709.2 The controller of a link tries to resolve it by following the instructions listed below. No player receives priority while these instructions are being followed.
- 709.2a If the link has targets (706), recheck the legality of those targets. A target is illegal if it no longer meets the link's target description. If all of a link's targets are illegal, interrupt it (711). If the link is a proposal effect, and the proposed combat is illegal (601.2), interrupt the link.
- 709.2b If the link has not been interrupted, resolve it. To do so, its controller must process its text in order. If a link tells a player to take an action, that player makes all choices for that action that were not already made.

**Example:** You control *Last Stand*, which reads, “At the start of your turn, destroy *Last Stand* unless you discard two cards.” As its triggered effect resolves, you choose whether to discard two cards. If you choose not to discard (or can't), you must destroy *Last Stand*.

**Example:** If you use *Gellrin's* power, which reads, “Remove *Gellrin* from the game >>> Target player turns one of his quests face down,” you choose a target player as you add the effect to the chain. As it resolves, that player chooses one of his quests to turn face down.

**Example:** If you play *Shield Bash*, you choose a target hero or ally as you add it to the chain. As that card resolves, your hero deals 1 damage to that target and you may choose an applicable ability card to interrupt if you targeted a hero.

*Shield Bash*, Warrior, 3, Instant Ability—Protection  
You may exhaust one of your Shields rather than pay *Shield Bash's* cost.  
Your hero deals 1 damage to target hero or ally. If you targeted a hero, you may interrupt an ability card played by its controller.

- 709.2c If some (but not all) of the link's targets are illegal as it resolves, it doesn't affect those targets. If some of the link is impossible to perform, only as much as possible is performed.
- 709.2d If a link is looking for information from the game, that information is checked only once, as the link resolves. If a link is looking for information from a card that is no longer in the expected zone, that link uses the last known information of that card from that zone.

**Example:** You control *Fireball* attached to an opposing ally with 5 health and 4 damage on it. At the start of your turn, *Fireball* triggers, and its effect is added to the chain. In response, you use *Kryton Barleybeard's* power to return *Fireball* to your hand. As *Fireball's* effect resolves, there is no “attached character,” so it uses the last known information of what its source was last attached to and deals 1 fire damage to that ally, destroying it.

*Fireball*, Mage, 4, Ability—Fire  
Attach to target hero or ally, and your hero deals 4 fire damage to it.  
Ongoing: At the start of your turn, your hero deals 1 fire damage to attached character.

*Kryton Barleybeard*, Alliance, 1, Ally—Dwarf Priest, 2 ATK, 1 Health  
(2), Destroy *Kryton Barleybeard* >>> Put target ability into its owner's hand.

709.2e If parts of a link's text have different durations, the link creates separate modifiers for each of those parts. A modifier can't have more than one duration. If a link's text has both one-shot and continuous parts, the link creates separate modifiers for each of those parts. If a link is modal, it creates modifiers only for the chosen mode.

709.2f Some links tell a player to perform one or more actions, followed by a sentence starting with "if you do." The latter checks whether those actions were actually performed. If they were not, that sentence's modifiers are not created. If one or more of the actions were replaced, those actions were not performed.

**Example:** *You complete Tooga's Quest. At the start of your next turn, you must remove Tooga from the game. This action is not optional. If you can't (because Tooga is no longer in play), you don't draw two cards.*

*Tooga's Quest, Quest*

*Reward: Put a unique Turtle ally token named Tooga with 1 ATK and 1 health into play. At the start of your next turn, remove Tooga from the game. If you do, draw two cards.*

709.2g As the last part of resolving a link, one of the following happens:

- A proposal effect leaves the chain, and a combat step begins.
- A non-proposal effect creates one or more modifiers and then leaves the chain.
- An ally, equipment, or resource enters play (710).
- An ongoing ability may create one or more modifiers and then enter play (710).
- A non-ongoing ability creates one or more modifiers. Then, if it's still on the chain, it's put into its owner's graveyard.

709.2h Then the turn player gets priority (407).

## 710. Entering play

- 710.1 A card enters play as it comes into the play zone from some other zone. A player puts a card into play by following the instructions listed below in order. No player receives priority while these instructions are being followed.
- 710.2 The player physically puts the card into play, processing any "enters play exhausted" and/or "enters play with counters" modifiers. All cards enter play ready unless otherwise specified.

***Example:** You control Circle of Life and Spirit Healer. An ally in your party is destroyed, so you choose to search for an ally card with the same name. That card enters play exhausted; it doesn't enter play ready and then exhaust. At the end of your turn, you choose to put the ally from your graveyard into play. If that ally has 2 health, it enters play with 1 damage on it; it doesn't enter play undamaged and then have 1 damage added to it.*

*Circle of Life, Druid, 8, 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.*

*Spirit Healer, Generic, 8, Ability*

*Ongoing: At the end of each player's turn, that player may put an ally card from his graveyard into play with damage on it equal to its health minus 1.*

- 710.2a Allies enter play in their controller's ally row.
- 710.2b Resources enter play in their controller's resource row. If a resource card was added to the chain face up, it enters play face up, and vice versa.
- 710.2c Equipment and non-attaching ongoing abilities enter play in their controller's hero row.
- 710.2d Attaching ongoing abilities enter play attached to a card in play.
- 710.3 The card is now in play. Its continuous powers generate continuous modifiers, and applicable continuous modifiers (including its own) take it into account.
- 710.4 Powers or modifiers that trigger off that card entering play now do so, taking said continuous modifiers into account if applicable.

## 711. Interrupting links

- 711.1 A link that is interrupted gets removed from the chain. If that link is a card, it's put into its owner's graveyard. After a link is interrupted, the turn player gets priority.
- 711.2 If a link is interrupted, the entire text of the link is interrupted. Interrupted links don't create modifiers, put cards into play, or affect the game in any way. Any costs paid are not refunded.

## 712. Modifiers

- 712.1 There are two types of modifiers: one-shot and continuous. A one-shot modifier is created by a resolving link (709). A continuous modifier is either created by a resolving link or generated by a continuous power (704).
- 712.2 A resolving link can create one or more modifiers of either or both types. A paragraph break (<p>) in the text of a link denotes a separate modifier that will be created by that link as it resolves. If parts of a link's text have different durations, that link creates separate modifiers for each of those parts. A modifier can't have more than one duration. If a link's text has both one-shot and continuous parts, that link creates separate modifiers for each of those parts.
- 712.3 A player applies a modifier by processing its text in order. If some of the modifier is impossible to perform, only as much as possible is performed. If a card refers to "that [thing]," it's referring to the last time that [thing] was mentioned in its text, even if "that [thing]" doesn't currently describe it.
- 712.4 Some modifiers affect cards in zones other than play. Such modifiers will specify what zones they affect cards in. Unless a modifier specifies that it affects cards in another zone, or unless it can only function by doing so, modifiers only affect cards in play.
- 712.5 The source of a modifier from a resolving card is that card. The source of a modifier from a resolving effect is the card that created that effect. The source of a modifier from a card's continuous power is that card. The source of a modifier created by another modifier is the same as the source of the original modifier.
- 712.6 The controller of a modifier from a link is the player who added that link to the chain. The controller of a modifier from a card's continuous power is that card's controller.
- 712.7 Some modifiers say a player "may [perform an action]." That player may choose to perform that [action] only if he or she can perform it in its entirety.

## 713. One-shot modifiers

- 713.1 One-shot modifiers modify the game but have no duration. They are created by resolving links. Modifiers that deal or heal damage are always one-shot modifiers.

*Example: Fire Blast, which reads, "Your hero deals 2 fire damage to target hero or ally," and Flash Heal, which reads, "Your hero heals 4 damage from target hero or ally," both create one-shot modifiers.*

## 714. Continuous modifiers

714.1 Continuous modifiers modify the game over a period of time.

714.2 A continuous modifier from a card's continuous power has no specified duration and lasts until the game ends, or until that card is no longer in the appropriate zone with the appropriate power. Such a modifier always uses information from the current game state.

***Example:** While Tracker Gallen is in play, his modifier continuously counts the number of allies currently in his party. It lasts until he leaves play or loses his power.*

*Tracker Gallen, Alliance, 2, Ally-Night Elf Hunter, 0 ATK, 2 Health  
Tracker Gallen has +1 ATK for each ally in your party.*

714.3 A continuous modifier from a link usually has a specified duration. If no duration is specified, that modifier lasts until the game ends.

714.3a Some modifiers have a “while” condition as well as a duration. Such a modifier applies only while that condition is true within its duration. That condition is not a duration.

***Example:** Sudden Reversal reads, “Target ally has +4 ATK while defending this turn.” Its modifier has a duration of this turn, but applies only while the target ally is defending.*

714.3b Some modifiers are written as, “While [cardname] remains exhausted, [text].” The [cardname] has not remained exhausted if it readied between the time the activated effect was played and the time it resolved. If it did, such a modifier is not created.

***Example:** You control Helwen and activate her. In response, something readies her. Then you activate her again. The effect from the second activation resolves first and creates a modifier, because she hasn't readied since that activation. As the effect from the first activation resolves, it doesn't create a modifier, because she has readied since that activation.*

*Helwen, Warlock, 4, Ally—Succubus Demon, Pet (1), 2 ATK, 2 Health  
You may choose not to ready Helwen during your ready step.  
[Activate] >>> While Helwen remains exhausted, you control target ally.*

714.3c If parts of a link's text have different durations, the link will create a separate modifier for each of those parts. A modifier can't have more than one duration. If a link's text has both one-shot and continuous parts, the link creates separate modifiers for each of those parts.

714.3d A continuous modifier from a link exists independently from the source of that link. Removing or modifying that source won't impact that modifier in any way.

714.3e A continuous modifier from a link doesn't flag any cards as that link resolves. Such a modifier continuously checks what cards it applies to, so it can affect cards that weren't affected as it was created, and it can stop affecting cards that were affected as it was created.

*Example:* You control one ally and play *Rally the Troops*, which reads, "Allies in your party have +1 ATK this turn." Later that turn, you play a second ally. That ally also has +1 ATK this turn. Later that same turn, an opponent gains control of one of your allies. That ally no longer has +1 ATK, because it's no longer in your party.

714.3f Some continuous modifiers from a link refer to cards affected by an earlier part of that link. Such a modifier does flag those affected cards as that link resolves and applies only to those cards for its duration. This is an exception to 714.3e.

*Example:* You control a ready ally and an exhausted ally and play *Leeroy Jenkins*. As his triggered effect resolves, it exhausts the ready ally, tries to exhaust the exhausted ally, and flags both "other allies in your party." Later that turn, you play a third ally. During your next ready step, neither of the flagged allies can ready, but the third ally can.

*Leeroy Jenkins, Alliance, 4, Ally—Human Paladin, 6 ATK, 1 Health*  
When *Leeroy Jenkins* enters play, exhaust all other allies in your party. They can't ready during your next ready step.

## 715. Triggered modifiers

715.1 Triggered modifiers are a type of continuous modifier from a link. Such a modifier either has a duration or specifies that it triggers the next time a certain event happens. A triggered modifier does not have to start with "at" or "when," but it will contain one of those words. A triggered modifier functions like a triggered power, except that it triggers off its specified event only within its duration. Effects created by triggered modifiers follow the rules for triggered effects (708).

*Example:* *Completing Tooga's Quest* creates a triggered modifier that triggers at the start of your next turn. The triggered effect it creates is "remove Tooga from the game. If you do, draw two cards."

*Tooga's Quest, Quest*  
Reward: Put a unique Turtle ally token named Tooga with 1 ATK and 1 health into play. At the start of your next turn, remove Tooga from the game. If you do, draw two cards.

## 716. Replacement modifiers

716.1 Modifiers that use both “would” and “instead” are replacement modifiers. A replacement modifier replaces a specified event with a modified event. This doesn’t use the chain. The specified event never happens, so no powers or modifiers can trigger off it. Instead, the modified event happens, which may in turn trigger powers or modifiers.

716.1a A replacement modifier can replace an event any time. In order for a replacement modifier to replace an event, that modifier must exist before that event would happen. Replacement modifiers replace every instance of the specified event, even if that event happens multiple times simultaneously.

**Example:** *You control World in Flames and play Flamestrike. World in Flames doubles each packet of fire damage, so your hero deals 6 fire damage to each opposing hero and ally.*

*Flamestrike, Mage, 7, Ability—Fire*

*Your hero deals 3 fire damage to each opposing hero and ally.*

*World in Flames, Mage, 8, Ability—Fire*

*Ongoing: If your hero would deal fire damage, it deals double that amount of damage instead.*

716.1b A replacement modifier replaces the specified event even if the modified event can’t be done.

**Example:** *You play Forbidden Knowledge and remove the ten cards remaining in your deck from the game. Later that game, all ten of those cards have been put into your hand. If you would draw a card, Forbidden Knowledge continues to replace that event, even though there are no more cards to put into your hand. As a result, you don’t lose the game due to drawing from an empty deck.*

*Forbidden Knowledge, Warlock, 8, Ability—Demonology*

*Remove your deck from the game.*

*Ongoing: If you would draw a card, choose a card you removed and put it into your hand instead.*

716.1c The modified event created by a replacement modifier has been affected by that particular modifier and can't be affected by it again, and neither can any events which that event gets turned into by further replacement modifiers. However, it can be affected by a different instance of that replacement modifier.

**Example:** *You control two copies of World in Flames and play Fire Blast. Fire Blast creates a packet of 2 fire damage, which the first World in Flames modifier replaces with a packet of 4. This packet can’t be replaced by the first modifier again, but it’s replaced by the second to create a packet of 8. This packet has been replaced by both World in Flames modifiers, and so can’t be further replaced by either.*

*Fire Blast, Mage, 1, Instant Ability—Fire*

*Your hero deals 2 fire damage to target hero or ally.*

*World in Flames, Mage, 8, Ability—Fire*

*Ongoing: If your hero would deal fire damage, it deals double that amount of damage instead.*

- 716.2 Some replacement modifiers replace damage packets that would be dealt. They do so by changing one or more specified attributes of those packets. Any attributes not specifically changed remain the same in the modified packets. Damage that is put on a character is not dealt, and so it can't be replaced or prevented.

**Example:** You control *Chromatic Cloak* and play *Mind Spike*. *Chromatic Cloak*'s modifier increases the amount of the packet by 1 but changes nothing else about it—it's still shadow damage being dealt by your hero with *Mind Spike*. As a result, the target's controller discards two cards.

*Chromatic Cloak*, 4, Armor—Cloth, 0 DEF

If your hero would deal damage with an ability, it deals that amount of damage plus 1 instead.

*Mind Spike*, Priest, 2, Ability—Shadow

Your hero deals 1 shadow damage to target hero or ally. Its controller discards a card for each damage dealt.

- 716.3 If multiple modifiers would replace the same packet, the controller of that packet chooses how to order them. Prevention modifiers are an exception to this rule, and are always applied after non-prevention replacement modifiers (717). If multiple modifiers would replace some other event, the player that would have been affected by that event chooses how to order them.

**Example:** You control *World in Flames*, and an opponent controls *Berserker Stance*. You play *Fire Blast* targeting that opponent's hero. As it resolves, you control the packet created, so you choose the order in which (non-prevention) replacement modifiers apply to it. To maximize damage, you choose *Berserker Stance* first, then *World in Flames*. As a result, the packet is increased to 3 and then doubled to 6. Lastly, any prevention modifiers are applied.

*Berserker Stance*, Warrior, 3, Ability—Fury

Ongoing: If your hero would deal damage, it deals that amount of damage plus 1 instead.

If your hero would be dealt damage, it is dealt that amount of damage plus 1 instead.

*Fire Blast*, Mage, 2, Instant Ability—Fire

Your hero deals 2 fire damage to target hero or ally.

*World in Flames*, Mage, 8, Ability—Fire

Ongoing: If your hero would deal fire damage, it deals double that amount of damage instead.

## 717. Prevention modifiers

- 717.1 Modifiers that use “prevent” are prevention modifiers. They are a type of replacement modifier, because they replace damage that would be dealt with nothing. This doesn't use the chain. Prevention modifiers are always applied after non-prevention replacement modifiers. This is an exception to 716.3.

**Example:** Your opponent controls *Berserker Stance*, which reads, “If your hero would deal damage, it deals that amount of damage plus 1 instead,” and attacks your hero with his 2 ATK hero. You resolve a link that reads, “Prevent the next 2 damage that would be dealt to your hero this turn.” As that combat concludes, the prevention modifier is applied last, so the packet is first increased to 3, then 2 is prevented. The opposing hero deals 1 combat damage to your hero.

717.2 A prevention modifier generates a bubble around one or more characters. Depending on its specifications, each bubble around a character prevents damage that would be dealt to and/or by that character. Each bubble prevents either all such damage or a specified amount of such damage. A bubble persists until it prevents its specified amount of damage or its duration expires.

717.3 To deal damage, a damage packet must pass through each bubble around its source character, then each bubble around its destination character. If a character is surrounded by multiple bubbles, that character's controller chooses the order in which each packet passes through them.

717.3a An unpreventable packet ignores all bubbles and passes straight through them.

717.3b If a preventable packet hits a bubble that prevents all its damage, that packet ceases to exist. This triggers powers or modifiers that trigger off damage being prevented.

717.3c If a preventable packet of N damage hits a non-armor bubble that prevents M damage, then:

- That packet is reduced by M. This triggers powers or modifiers that trigger off damage being prevented. If it's reduced below 1, it ceases to exist.
- The amount that bubble can prevent is reduced by N. If it's reduced below 1, that bubble ceases to exist.

***Example:** An opponent adds a link that reads, "Deal 1 damage to target hero," and targets your hero. In response, you add a link that reads, "Prevent the next 2 damage that would be dealt to your hero this turn." Your link resolves first and creates a bubble that prevents the damage. Later that turn, your hero is attacked by a 2 ATK ally. As that combat concludes, the remaining bubble prevents 1 damage, so that ally deals 1 combat damage to your hero.*

717.4 If a packet is prevented completely, it ceases to exist and deals no damage, and so doesn't trigger powers or modifiers that trigger off damage being dealt.

***Example:** An ally with 1 ATK attacks your hero, and you exhaust Green Whelp Armor to prevent the combat damage. Its power doesn't trigger because the damage wasn't dealt.*

*Green Whelp Armor, 4, Armor—Leather, Chest (1), 1 DEF*

*When an attacking ally deals combat damage to your hero, you may pay (2). If you do, put that ally into its owner's hand.*

717.5 Each ready armor generates a special type of prevention bubble around its controller's hero. Exhausted armor doesn't generate any bubbles.

717.5a If a preventable packet of damage hits a bubble generated by an armor with N DEF, that armor's controller may exhaust it to reduce that packet by N. This triggers powers or modifiers that trigger off damage being prevented and doesn't use the chain. If the amount of that packet is less than N, the excess DEF is wasted. If that player chooses not to exhaust that armor, that packet passes straight through that bubble.

717.5b Armor can be exhausted this way only as a preventable packet hits its prevention bubble. Armor can't be exhausted to prevent future or unpreventable damage.

## 718. Modifier interaction

- 718.1 Continuous modifiers are applied in timestamp order unless one depends (719) on another. Replacement modifiers are an exception and follow 716.3. Prevention modifiers are an exception and follow 717.3. One-shot modifiers have no timestamp and are applied as they are created, after taking into account all applicable continuous modifiers.
- 718.2 The timestamp of:
- 718.2a A card in play is the time that card entered play (but see 718.2b).
  - 718.2b An ability attached to a card in play is the time that ability last attached to that card.
  - 718.2c A card in a non-play zone is the time that card entered that zone. If that card has been in that zone the entire game, its timestamp is the start of the game.
  - 718.2d A continuous modifier from a link is the time that link resolved.
  - 718.2e A continuous modifier from a card's continuous power is the timestamp of that card (if that power is printed on that card) or the time that power was added to that card (if that power is not printed on that card). If a lost power returns, any continuous modifiers that power generates get a new timestamp.
- 718.3 If multiple continuous modifiers start to apply simultaneously, the turn player first chooses an order for the timestamps of those modifiers that he or she controls. All are timestamped before any other modifiers that would be applied at the same time. Then the next player clockwise chooses an order for the timestamps of those modifiers that he or she controls, with his or hers all being timestamped after the turn player's, but before the next player clockwise, and so on.

## 719. Modifier dependency

- 719.1 A continuous modifier depends on a second modifier if the presence of the second changes which cards the first could apply to. Modifiers never depend on replacement modifiers. Modifiers that don't depend on any modifiers are called independent modifiers.
- 719.2 If at least one modifier is dependent upon another, arrange all independent modifiers in timestamp order. Then, insert each modifier that depends on another after the latest timestamp among itself and all the modifiers it depends upon. Apply the modifiers in the resulting order.
- 719.3 If two or more modifiers all depend on each other, 719.2 would make each of them try to apply after all the others. Such a loop has to find a starting point for each card it affects. Apply the earliest timestamped modifier in the loop that applies to that object, and then continue through the loop applying each modifier in dependency/timestamp order, once each.

## 8. Additional Concepts

### 800. Hearthstone

- 800.1 Hearthstone has a payment power with conceding the game as part of its cost. Using that power is called “hearth” and follows the rules below, parts of which are exceptions to other rules.
- 800.1a A player may hearth any time he or she has priority. In a multi-player game, hearthing concedes the game for an entire team, so a player must have the unanimous permission of all remaining players on his or her team in order to hearth.
- 800.1b Hearthing does not add a link to the chain, so it can’t be responded to or interrupted. Rather, a modifier is created as part of paying the cost. That modifier affects all players remaining in the game, including the hearthing player. As that modifier is created, each affected player chooses any number of equipment he or she controls, then that game ends. As that game ends, any effects remaining on the chain are interrupted.
- 800.1c Chosen equipment stays in play between games, keeps any counters, and continues to count towards deck totals for the next game. All other cards are shuffled into decks and may be sided out between games as usual. Hearthing during the final game of a match does nothing but end that game.

### 801. Loops

- 801.1 Sometimes a game state occurs in which a series of actions could be repeated indefinitely. This section deals with such “loops.”
- 801.1a If a game state occurs such that there exists a loop of repeated actions with one or more optional actions involved, the loop first must be demonstrated. Then, the player that performed the first action in the demonstrated loop must choose a number of times to repeat that loop. Then, starting with the next player clockwise, any player that performed an action in the demonstrated loop may choose a smaller number. The smallest number chosen is the number of times the loop repeats. Then, the player who chose the smallest number gets priority. The next action taken can’t be the action that would continue the loop.
- 801.1b A player may interrupt the loop after some iteration, or partway through one, with an action that would stop the loop from being able to continue in the demonstrated form. If this occurs, the loop stops at that point (without continuing for the full chosen number of iterations), and play proceeds from there.
- 801.2 If a succession of game states occurs in which mandatory actions form a loop that no player is able to break, the game is a draw.

### 802. Additional documents

- 802.1 Tournament players must follow these rules in addition to tournament policy outlined at <http://entertainment.upperdeck.com/wow/en/organizedplay/default.aspx>. If policy is different from these rules, policy takes precedence during a tournament.
- 802.2 Players must ensure that they are playing using the most current text on cards, which can be found at <http://entertainment.upperdeck.com/COMMUNITY/files/29/english-rules/default.aspx>.

## 9. Credits

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## 10. Glossary

**Activate (701.3):** An activated power is a payment power with an activate (⚡) symbol as part of its cost. To activate a card, exhaust it. An exhausted card can't be activated. A player can use an ally's activated powers only if it has been in his or her party continuously since the start of his or her most recent turn. Only allies have this restriction. Protecting with a character is not using an activated power.

**ATK (205):** The attack (ATK) of a character or weapon is the number in its lower left corner. The icon around that value illustrates that card's damage type:



As a combat concludes between an attacker and a defender, each deals combat damage to the other of an amount equal to its ATK and of the type specified by its icon. Striking with a weapon adds both its ATK and damage type to its controller's hero for the duration of that combat step.

**Attach (306.3):** To attach an ability is to position it underneath another card in play. Any number of abilities can be attached to a card, including multiple abilities with the same name. The card to which an ability is attached is illegal if it leaves play or is a totem. An illegally-attached ability card is detached and put into its owner's graveyard during pre-priority processing.

**Attacker:** An attacker is an attacking character. A character becomes an attacker as it exhausts to attack. It stops being an attacker as the combat step ends or as it leaves play, changes controllers, or is removed from combat.

**Attacker Window (602.1):** The first of two priority windows during a combat step, immediately preceding the protection point.

**Bear Form:** A keyword that Druid heroes can have. Some ongoing abilities have the power, "Your hero is in bear form." While you control such an ability, your hero "is in bear form" and consequently has protector. In addition, each of these abilities has the power, "When you play an ability without the feral tag or strike with a weapon, destroy this ability." See also **Protector**.

**Can't:** If a modifier says that [something] can't happen, and another modifier or rule tries to make [something] happen, that "can't" modifier takes precedence. If an action can't be performed, any cost involving that action can't be paid. "Can't" modifiers are not replacement modifiers. Events that can't happen can't be replaced. If a card can't be destroyed, but destruction of that card can't be stopped due to the rules of uniqueness (410.2), the rules of uniqueness take precedence.

**Chain (411.5):** The chain zone is where players put cards being played, resources being placed, and effects they control. A link is any card or effect on the chain. Links are always added on top of the chain, on top of any links already on the chain (707). All links are face up except resource cards being placed face down. A link waits on the chain until it resolves or is interrupted. The chain is empty while there are no links waiting to resolve.

**Character (300.1):** A hero, ally, or totem.

**Combat Damage (603.1):** Combat damage is damage dealt during combat conclusion. Any other damage is not combat damage, even if it's dealt during a combat step. If both an attacker and defender remain as a combat step concludes, the attacker deals a packet of combat damage equal to its ATK to the defender, and the defender simultaneously deals a packet of combat damage equal to its ATK to the attacker.

**Completion Power (702):** Completion powers appear only on quests. A completion power can be identified by the keyword "Reward" in its text. The text preceding that keyword is the completion cost of that power. The text following that keyword is the completion effect put on the chain. A player may complete a quest any time he or she has priority, regardless of how long it has been under his or her control. As part of paying its completion cost, a quest is flipped face down.

**Continuous Modifier (714):** Continuous modifiers modify the game over a period of time. A continuous modifier from a card's continuous power has no specified duration and lasts until the game ends, or until that card is no longer in the appropriate zone with the appropriate power. A continuous modifier from a link usually has a specified duration. If no duration is specified, that modifier lasts until the game ends.

**Continuous Power (704):** Any power that is not a payment, completion, or triggered power. Continuous powers generate continuous modifiers without using the chain.

**Control (400):** A player controls his or her hero, each card or token he or she puts into play, and each link he or she adds to the chain. No more than one player can control the same thing at the same time. Some modifiers change the controller of a card in play. The new controller moves it to his or her ally, hero, or resource row, if applicable. Any attached cards stay attached but don't change controllers. As such a modifier ends, control of that card reverts to the last controller it had that is still in the game.

**Cost (401):** A cost is anything a player must pay to add a link to the chain or perform any other game action. A player can't pay a cost unless he or she has the means to pay all of that cost. If a cost requires multiple actions to be taken, they can be taken in any order. If an action can't be taken, any costs involving that action can't be paid. See also **Resource Cost** and **Payment Power**.

**Counter (402.1):** A small object placed on a card in play. A counter either represents damage or is associated with the modifier that created it. Some counters are named. Named counters will usually be referenced by a modifier and serve either as a marker or as a way to keep track of some quantity. Counters remain on a card until they are removed by a modifier or by pre-priority processing after that card leaves play.

**Damage (403):** Damage on a character is represented by damage counters and is permanent unless it's healed or that character leaves play. A character can accumulate damage greater than its health. Damage greater than or equal to a character's health is called fatal damage. A character with fatal damage on it is destroyed during pre-priority processing. If a hero is destroyed, its controller loses the game.

**Damage Type (403.4d):** There are eight different types of damage:



**Deal:** Damage can be either dealt to or put on a character. Damage that would be dealt can be replaced and/or prevented. Damage is dealt in packets.

**DEF (304.1):** The defense (DEF) of an armor card is the number in its lower right corner. If a preventable damage packet would be dealt to a hero, that hero's controller may exhaust any number of his or her ready armor. Each armor exhausted prevents damage from that packet equal to that armor's DEF. This is not using an activated power, nor does it use the chain.

**Defender:** A defender is a defending character. A character defends as it enters combat with an attacker, immediately after the protection point of a combat step. It stops being a defender as the combat step ends or as it leaves play, changes controllers, or is removed from combat.

**Defender Window (602.3):** The second of two priority windows during a combat step; the defender window opens immediately following the protection point. A player may strike with a weapon only while he or she has priority during a defender window while his or her hero is in combat.

**Destroy:** To destroy a card or token is to put into its owner's graveyard from play. A character with fatal damage on it is destroyed during pre-priority processing. Not all events that put a card into a graveyard from play are destroy events. If a cost involves putting a card into a graveyard from play, and that action is replaced, that part of the cost is still satisfied. Similarly, if a card says, "destroy [a card]. If you do," and the action of putting that [card] into a graveyard from play is replaced, the "if you do" is still satisfied.

**Dice, Die:** Some cards say to roll dice. All die rolls are done with six-sided dice.

**Effect:** An effect is a placeholder on the chain. Using a power, completing a quest, proposing a combat, and striking with a weapon all add an effect to the chain. Triggering a power or modifier also adds an effect to the chain. An effect waits on the chain until it resolves or is interrupted. An effect that resolves leaves the chain and modifies the game in some way. An interrupted effect leaves the chain and does nothing.

**Elusive:** A keyword that some characters have. It represents the power, "This character can't be proposed as a defender." (601)

**Equipment (300.1):** An armor, item, or weapon.

**Exhaust (105):** To exhaust a card in play, turn it sideways. A card can't be exhausted to pay a cost if it's already exhausted. The opposite of exhausted is ready (upright).

**Fatal Damage (403.1):** Damage on a character greater than or equal to its health.

**Ferocity:** A keyword that some allies have. It represents the power, “This ally can be proposed as an attacker regardless of how long it has been in your party.” However, a player can’t use the activated (⚡) powers of a character with ferocity unless it has been in his or her party continuously since the start of his or her most recent turn, as normal (302.2).

**Flip:** To flip a face-up card in play, turn it face down, and vice versa. Cards can be flipped whether they are ready or exhausted. If a card was ready before it flipped, it stays ready. If a card was exhausted before it flipped, it stays exhausted.

**Friendly:** In multiplayer games, characters controlled by you and the players on your team are friendly. Other characters are opposing.

**Heal (404):** To heal an amount of damage from a character is to remove that many damage counters from it. If that character has fewer than that number of damage counters on it, the excess is wasted. If a modifier heals damage from a character with no damage on it, nothing happens. Fatal damage destroys a character during pre-priority processing before it can be healed.

**Health (206):** The number in the lower right corner of a character card. If a card accumulates damage equal to or greater than its health (fatal damage), it’s destroyed during pre-priority processing. If a hero is destroyed, its controller loses the game.

**In Combat:** A character is in combat while it’s attacking or defending.

**Instant:** A tag keyword that some cards have on their type line. A player can play an instant any time he or she has priority. A player can play a non-instant card only during his or her non-combat action phase while the chain is empty and he or she has priority.

**Interrupt (711):** A link that is interrupted gets removed from the chain and does nothing. If that link is a card, it’s put into its owner’s graveyard. If a link is interrupted, the entire text of the link is interrupted. Interrupted links don’t create modifiers, put cards into play, or affect the game in any way. After a link is interrupted, the turn player gets priority.

**Keyword:** A word with special meaning that appears in a card’s text box or type line. Each keyword has a glossary entry.

**Link (705):** A card or effect on the chain. Playing a card or placing a resource adds that card to the chain. Using a power, completing a quest, striking with a weapon, or proposing a combat adds an effect to the chain. Triggered powers and modifiers can also add triggered effects to the chain.

**Long-Range:** A keyword that some characters have. It represents the power, “While this character is attacking, defenders can’t deal combat damage.” (603) This is different from the ranged damage type.

**Modifier (712):** There are two types of modifiers: one-shot and continuous. One-shot modifiers modify the game but have no duration. They are created by resolving links. Continuous modifiers modify the game over a period of time. They are either created by resolving links or generated by continuous powers.

**Mulligan (100.5):** Once per game, after drawing an opening hand but before the first turn, each player may mulligan by shuffling his or her hand back into his or her deck and drawing seven new cards.

**Non-Combat Action Phase (502.1):** During a player’s action phase, outside of a combat step, that player is said to be in his or her non-combat action phase. A player can do the following only during his or her non-combat action phase, while the chain is empty and he or she has priority:

- Play a non-instant card
- Place a resource (408)
- Propose a combat (601)

**One-Handed:** A weapon is one-handed if it doesn’t have the two-handed tag.

**One-Shot Modifier (713):** One-shot modifiers modify the game but have no duration. They are created by resolving links. Modifiers that deal or heal damage are always one-shot modifiers.

**Ongoing (306.2):** A keyword that some abilities have. Ongoing abilities enter play as they resolve; non-ongoing abilities are put into their owner’s graveyard as they resolve. The powers after an ability’s ongoing keyword function only while that ability is in play.

**Opposing:** Opposing cards are those controlled by opponents.

**Owner:** Cards in all zones are owned by the player in whose deck they started the game. If text refers to a card belonging to a player (for example, “one of your weapons,”) that text is referring to the controller of that card, who may or may not be the owner. If a card is put into a deck, graveyard, hand, or removed-from-game zone, it’s put into its owner’s instance of that zone.

**Packet (403.3):** Damage is dealt in packets. Each packet of damage has the following attributes: amount, destination character, source character, controller, and damage type; and may have one or more of the following optional attributes: unpreventable flag, combat damage flag, and association with an ability or equipment. A modifier that replaces a packet specifies what attributes of that packet it modifies. Any attributes not specifically modified remain unchanged in the modified packet (716.2).

**Party (411.7a):** A player’s hero, allies, and totems are collectively called his or her party. There is no limit to the size of each party.

**Pass:** A player with priority may add a link to the chain or pass priority clockwise to the next player. Any time all players pass priority in succession:

- If the chain is not empty, the topmost link of the chain tries to resolve, and then the turn player gets priority.
- If the chain is empty, the current priority window closes and the game advances. The window doesn’t close as the chain empties, but only after successive passes while the chain is empty.

**Payment Power (701):** A payment power can be identified by the arrow in its text, represented by “>>>>” in these rules. The text to the left of the arrow is the cost of using that power. The text to the right is the payment effect that using that power adds to the chain. A player may use a payment power any time he or she has priority, as long as he or she can pay its cost. Some payment powers have an activate (⚡) symbol as part of their cost. To pay that part of the cost, exhaust the card with that power.

**Place (408.1):** On each of a player's turns, that player may choose one card from his or her hand and place it as a resource. Placing a resource is optional. A player can place a resource only during his or her non-combat action phase while he or she has priority and the chain is empty. Placing a resource puts a resource card on the chain. As a resource card resolves, it enters play in its controller's resource row. Only quests may be placed face up or face down. Other card types can be placed only face down.

**Play (Noun, 411.7):** One of the six zones of the game. Each player controls three rows in play: a resource row for resources; an ally row for allies; and a hero row for equipment, non-attaching ongoing abilities, and his or her hero. A card enters play (710) as it moves into the play zone from any other zone, and leaves play as it moves from the play zone into any other zone.

**Play (Verb, 406):** To play a card is to choose a card from hand and add it to the chain (707). A player can play an instant card any time he or she has priority. A player can play a non-instant card only while he or she has priority during his or her non-combat action phase and the chain is empty. Playing a card is different to placing a resource, although both add a card to the chain. Quests (307) can't be played; they can only be placed as resources.

**Power (700):** The text in a card's text box describes its powers. Powers function only on cards in play unless otherwise specified. There are four types of powers: payment, completion, triggered, and continuous.

**Pre-Priority Processing (407.5):** Any time a player would get priority, pre-priority processing takes place first. This first involves a series of pre-priority checks. Next, any waiting triggered effects (708) are added to the chain. Then that player gets priority.

**Prevent (717):** Prevention modifiers can be identified by the word "prevent" and replace damage that would be dealt to and/or by one or more characters. They replace that damage with nothing. This doesn't use the chain. Prevented damage is never dealt. If a packet is prevented completely, it ceases to exist and so doesn't trigger powers or modifiers that trigger off damage being dealt.

**Priority (407):** A player's option to add a link to the chain is called priority. As a priority window opens, the turn player is the first to get priority. Only one player can have priority at a time. That player may add a link or pass priority clockwise to the next player. If a player chooses to add a link, he or she gets priority again after adding that link. After a card or effect resolves, priority returns to the turn player.

**Propose (601):** During a player's non-combat action phase, that player may propose any number of combats. A player may propose a combat only if he or she has priority while the chain is empty. Proposing a combat adds a proposal effect to the chain. To propose a combat, a player must choose one ready character in his or her party to be the proposed attacker, and one opposing character to be the proposed defender. As a proposal effect resolves, a combat step starts.

**Protect (602.2):** At the protection point of a combat step, any player friendly to the controller of the proposed defender (including that controller) may exhaust a ready character in his or her party that can protect. If that happens, the proposed defender is no longer the proposed defender, and that exhausted character becomes the proposed defender. Only one character can protect each combat. A proposed defender can't protect itself.

**Protector:** A keyword that some characters have. It represents the power, "This character can protect." To protect with a ready character, exhaust it at the protection point of a combat step (602.2).

**Put:** Damage can be either dealt to or put on a character. Damage that would be put on a character can't be replaced or prevented.

**Ready (105):** Cards and tokens enter play ready (upright) and stay ready until they are exhausted (turned sideways). To ready a card in play, turn it upright. As the ready step (501.1) starts, the turn player readies all cards in play that he or she controls. This doesn't use the chain.

**Replacement Modifier (716):** Modifiers that use both “would” and “instead” are replacement modifiers. A replacement modifier replaces a specified event with a modified event. This doesn't use the chain. The specified event never happens, so no powers or modifiers can trigger off it. Some modifiers replace damage packets that would be dealt. They do so by changing one or more specified attributes of those packets. Any attributes not specifically changed remain the same in the modified packets.

**Resolve (709):** If all players pass in succession and the chain is not empty, the top link tries to resolve. If the link has targets, recheck the legality of those targets. If all of a link's targets are illegal, interrupt it. If the link is a proposal effect, and the proposed combat is illegal (601.2), interrupt the link. If the link has not been interrupted, resolve it by processing its text in order and/or putting it into play. After a link resolves, the turn player gets priority.

**Resource (408):** A card that has been placed in a resource row. Players must exhaust resources they control to pay resource costs. Resources can be exhausted to pay resource costs whether they are face up or face down. Resources can't be exhausted to pay future resource costs.

**Resource Cost (401.4):** A card's resource cost is the number in its upper left corner. This is the number of resources a player must exhaust to play that card. If a link or modifier looks for a card's cost, it uses that card's printed resource cost.

A resource cost can also appear in a card's text box. Such a resource cost is represented by a number in a circle (and by a number between parentheses in these rules).

*Example:* You must exhaust two resources to play a card with a 2 in its upper left corner, or to use a payment power with a cost of ② (represented by (2) in these rules).

**Respond (407.1):** To respond to a link is to add another link to the chain before the first link resolves. If a player adds a link “in response,” that player is adding that link before the topmost link on the chain resolves.

**Reveal:** To reveal a card is to turn it face up so that all players can see it. A revealed card stays in the zone from which it was revealed. After being revealed, a card goes back to being unrevealed in the same zone unless otherwise specified.

**Reward (702.1):** A keyword that all quests have. The text after a quest's reward keyword is the effect added to the chain by completing that quest.

**Search (409):** To search a zone is to look through all of the cards in that zone. If a modifier tells a player to search a deck, the owner of that deck shuffles it after that player has finished searching.

**Side Deck (100.2):** Some tournaments allow players to have a side deck. Players must start each match with their main deck, but may swap cards between side deck and main deck between games in a match. For Constructed play, a side deck is exactly 10 cards, and can include any cards that could be included in the main deck. For Sealed Pack play, a side deck is all cards in a player's card pool that are not being played in the main deck.

**Stealth:** A keyword that some heroes can have. Some ongoing abilities have the power, “Your hero is stealthed.” While you control such an ability, your hero “is stealthed,” which represents the power “While this hero is attacking, characters can’t protect.” In addition, each of these abilities has the power “When your hero deals damage, destroy this ability.”

**Strike (303.2):** A weapon's strike cost is the number in its lower right corner. To pay the cost of striking with a weapon, a player must both exhaust that weapon and exhaust resources equal to its strike cost. A player may strike with a weapon only during the defender window of a combat step while he or she has priority and his or her hero is in combat. As a strike effect resolves, it gives its controller's hero both of the following for the duration of the combat step:

- +X ATK, where X is the ATK of that weapon as that effect resolves.
- The damage type of that weapon.

**Tag (202.1):** A card's type line contains that card's type and any number of tags. A tag is either a keyword that has associated rules (like “Instant”), or an expression that has no associated rules but can be referenced by other cards (like “Fire Totem”). For example, a “Horde ally” is an ally with the “Horde” tag in its type line. If a tag is followed by a number in parentheses, any player controlling more than that number of cards in play with that tag is violating uniqueness (410).

**Talent Spec (207.1):** Each hero's talent spec is printed on the lower left of its type line. Each ability with the talent tag has bold text that reads, “[talent spec] hero required.” A player can include a talent card in his or her deck only if his or her hero has that [talent spec].

**Target (706):** A link is targeted only if it has the word “target” in its text. A target is a card or player that must be chosen while adding such a link to the chain. Each target has an associated description, and a target is legal only if it matches that description. A link can't be added to the chain unless legal choices can be made for all of its targets. If a link tries to resolve and all of its targets have become illegal, that link is interrupted. If at least one of its targets is legal, it resolves.

**Token (402.2):** An object that represents an ally that was put into play by a modifier. A token has ATK, health, and a tag as specified by that modifier. If a token has a name and/or powers, they are also specified by that modifier. A token's cost is always 0. A player puts a token into play in his or her ally row, and that token behaves like any other ally. However, if it leaves play, it ceases to exist as part of pre-priority processing, after triggering powers or modifiers that trigger off it leaving play (703.3a).

**Totem (306.4):** A totem can be identified by the totem keyword in its type line. Each totem has a health value (206) but no printed ATK. Totems can't gain ATK or be proposed as attackers. Totems can be proposed as defenders (601). Totems aren't allies, but can be targeted (706) as though they were allies while they are in play. An ability attached to a totem is detached and put into its owner's graveyard during pre-priority processing.

**Trait Icon (207.1c):** Heroes and many other cards have trait icons. If a card has one or more trait icons, a player can include that card in his or her deck only if it shares at least one trait icon with his or her hero. Cards with no trait icon can be included in any deck. If a card has a trait icon next to a power in its text box, that card has that power only if its controller's hero has that trait icon.

***Example:** If its controller's hero belongs to the Alliance, Thunderhead Hippogryph has elusive. If its controller's hero belongs to the Horde, Thunderhead Hippogryph has ferocity.*

*Thunderhead Hippogryph, 4, Ally—Hippogryph, 3 ATK, 3 Health*



: Thunderhead Hippogryph has elusive.



: Thunderhead Hippogryph has ferocity.

**Triggered Effect (708):** Triggered effects are created by triggered powers and are added to the chain during pre-priority processing. If multiple triggered effects are waiting to be added, first the turn player chooses in what order his or her triggered effects go on the chain, and then they are added. Then, the next player clockwise chooses in what order his or her triggered effects go on the chain, and then they are added on top of the previous player's. Then, the next player clockwise, and so on.

**Triggered Modifier (714.3f):** Triggered modifiers are a type of continuous modifier from a link. A triggered modifier functions like a triggered power, except that it triggers off its specified event only within its duration. A triggered modifier need not start with "at" or "when," but it will contain one of these words.

**Triggered Power (703):** Triggered powers can be identified by sentences starting with the words "at" or "when." A triggered power waits for its trigger event to occur, at which point it triggers and creates a triggered effect.

**Turn Player:** The player whose turn it is.

**Type, Card (300):** There are seven different types of card: ability, ally, armor, hero, item, quest, and weapon. If card text refers to a "[card type]," it's referring to a card of that type in play. If card text is referring to a card in some zone other than play, it will refer to a "[card type] card" in that zone.

**Type, Damage:** See **Damage Type**.

**Unique (410):** A keyword that some cards have in their type line. Any time a player controls two or more unique cards in play with the same name, those cards are violating uniqueness.

**Unless:** Some cards say to do [something] "unless" a player does [something else]. This is the same as, "that player may do [something else]. If he or she does not, do [something]."

***Example:** An opponent attaches Crippling Poison to your hero. At the start of each turn, its triggered effect is added to the chain, and you have the option of paying (3) as it resolves. If you don't or can't pay (3), you must exhaust your hero.*

*Crippling Poison, Rogue, 1, Instant Ability—Poison*

*Attach to target hero or ally that was dealt combat damage by your hero this turn.*

*Ongoing: At the start of each turn, exhaust attached character unless its controller pays (3).*

**Unlimited (100.3a):** A keyword that some cards have in their type line. A deck can include any number of unlimited cards. This is an exception to 100.3.

*Example: Orgrimmar Grunts has the unlimited keyword, so you can include any number of that card in your deck. You are not limited to a maximum of four.*

**Window (407.4):** A priority window is a game interval during which players get priority. As a priority window opens, the turn player is the first to get priority. Any time all players pass priority in succession while the chain is empty, the current priority window closes and the game advances. The window doesn't close as the chain empties, but only after successive passes while the chain is empty.

**Wrap-up Step (503.2):** The final step of each turn. There are no priority windows during a wrap-up step, so nothing can be added to the chain. Any effects that trigger during a wrap-up step are added to the chain at the start of the next turn's ready step (501.1). During a wrap-up step, if the turn player has more cards in hand than his or her maximum hand size, that player must discard down to that maximum hand size. The default maximum hand size is seven cards.

**X (707.1c):** The cost of some links includes a variable amount represented by X. The value of X is chosen as part of a player adding such a link to the chain. That player can choose zero or any positive integer.

**Zone (411):** Cards can be in any one of six game zones: chain, deck, graveyard, hand, play, and removed-from-game. All players share two zones: chain and play. Each player has his or her own deck, graveyard, hand, and removed-from-game zone. If a card is put into a deck, graveyard, hand, or removed-from-game zone, it's put into its owner's instance of that zone. If a card changes zones, it's no longer the same card.