

Cryptozoic Entertainment

Appendix:

World of Warcraft® Trading Card Game Policies

A1. Document Information

A1.1 Document Version

This version of Appendix: World of Warcraft® Trading Card Game Policies was updated September 9th, 2011. The most up-to-date version may always be found at www.wowtcg.com/documents.

This document may be updated at any time, with or without notice. It is the responsibility of players and tournament officials to ensure they are using the most up-to-date version of this document at all times.

A1.2 Purpose and Use

This document outlines rules and procedures specific to the World of Warcraft® Trading Card Game. It should be used in conjunction with CZE's Official Tournament Policy and Penalty Guidelines.

A2. Legality of Cards

WoW TCG cards become legal everywhere at the same time. Any versions of a card, including foil, extended art, foreign language, and oversized heroes, are permitted in tournaments whenever that card is legal.

Signed and modified cards are legal provided the modification does not obscure the art or text of the card and does not mark it in any way.

Unscratched Loot™ cards are not legal for any WoW TCG tournaments. Scratched Loot cards are legal for Constructed tournaments provided the cards are not marked in any way.

Non-set cards are legal for all Limited and Constructed formats upon release.

Cards printed by both Upper Deck and Cryptozoic Entertainment are legal in all formats. Decks containing cards from more than one company must be sleeved in opaque sleeves so the card backs are not distinguishable.

Reprints: If a card has been reprinted in a set or non-set that is Core Legal, then any copies of that card are considered to be Core Legal as well. If a card has been reprinted in a new block, then any copies of that card are considered to be legal for that new block, and the new copy is considered legal for any older blocks in which that card was printed.

Example: Gouge was originally printed in the *Heroes of Azeroth* block. It was reprinted in the *Drums of War* and *Worldbreaker* blocks. Since the newest release of Gouge is Core Legal, all releases are Core Legal as well. Also, all copies of Gouge are legal for all three blocks in which it has been printed.

A3. Legality of Sets

Cards from all released sets and non-sets are legal for Classic Format (Classic).

Cards from the last three blocks are legal for Core Format (Core).

Cards from each block are legal for Block Format (Block).

Core Rotation: When the first set of a new block is released, the oldest block in Core rotates out and is no longer legal. Cards from the following blocks are currently Core legal: *Drums of War* block, *Scourgewar* block, and *Worldbreaker* block.

Set breakdown by block:

***Heroes of Azeroth* block (1)**

Sets: *Heroes of Azeroth*, *Through the Dark Portal*, *Fires of Outland*

Raids and Treasure Packs: *Onyxia's Lair*, *Molten Core*

Special Releases: *Feast of Winterveil*

Promotional: Burning Crusade Collector's Edition, Blizzcon 2007 Card

***Burning Crusade* block (2)**

Sets: *March of the Legion*, *Servants of the Betrayer*, *Hunt for Illidan*

Raids and Treasure Packs: *Magtheridon's Lair*, *Black Temple*

Crafted: Crafted 1-14

Badge: Badge 1-4

Special Releases: *Darkmoon Faire*

***Drums of War* block (3)**

Sets: *Drums of War*, *Blood of Gladiators*, *Fields of Honor*

Crafted: Drums Crafted, Gladiators Crafted, Honor Crafted

Badge: Badge 1-4

Special Releases: *Arena Grand Melee*, *Drums of War Starter*, *Death Knight Starter*

Promotional: Wrath of the Lich King Collector's Edition

Scourgewar block (4)

Sets: *Scourgewar, Wrathgate, Icecrown*

Raids and Treasure Packs: *Naxxramas, Assault on Icecrown Citadel*

Crafted: Scourgewar Crafted, Wrathgate Crafted, Icecrown Crafted

Badge: Scourgewar Badge, Wrathgate Badge, Icecrown Badge

Special Releases: Class Starter Decks (2010)

Promotional: Blizzard 2010 Card

Worldbreaker block (5)

Sets: *Worldbreaker, War of the Elements, Twilight of the Dragons*

Crafted:  Crafted 1-12

Badge:  Badge 1-12

Special Releases: Class Starter Decks (2011)

Promotional: Cataclysm Collector's Edition,  Holiday 1-4

A4. Tournament Formats

WoW TCG tournaments are one of two types: Constructed or Limited.

(See Section 100 of the Comprehensive Rules for complete deckbuilding rules.)

Constructed formats require players to bring decks of their own cards that follow all deckbuilding rules. There are three variants:

- Classic: Players may use cards from all released sets and non-sets to build their decks.
- Core: Players may use only cards from the last three blocks to build their decks. (See A3 above for each block listing.)
- Block: Players may use only cards from a specified block to build their decks. (See A3 above for each block listing.)

Limited formats require players to build a deck out of a limited card pool given to them at the tournament. There are three variants:

- Sealed Deck (including Team Sealed): Players receive a specified number of booster packs and build their decks with only the cards they open. For Team Sealed, players share the boosters they open.
- Booster Draft (including Team Draft): Players open packs and pass them around the table, picking one card at a time. For Team Draft, players do not share the drafted cards.
- Two-Pack Sealed: At the start of each round, players receive two packs. They open those packs, remove the hero and crafting material cards, and shuffle those packs face down.

A4.1 Limited Format: General Rules

These formats are called “Limited” because players open a limited number of packs and construct their decks with only the cards from those packs.

For Two-Pack formats:

- Players choose their hero from the two packs they opened. If a player opened two Loot cards, he or she should call a judge who will provide a random hero from the sets being used in that tournament.

For Sealed and Draft formats:

- Players choose their hero from all sets being used in that tournament. Players are allowed to see the text of all heroes in that pool while drafting and building their decks.
- To build a deck, a player can choose any number of cards from his or her card pool that are legal with any one hero from the hero pool.
- If a player chooses fewer than 30 cards for any reason, he or she must call a judge and request “blank” cards to bring the total to exactly 30. If a player registers one or more blank cards, he or she can’t use a side deck or retrieve cards from his or her collection while playing with that deck. Demon heroes with printed Deckbuilding rules are an exception to this rule; blanks can’t be requested for those heroes. A player must choose at least 30 legal cards in order to play with such a Demon hero.

To make a blank, take any WoW TCG card that can’t be legally played in that player’s deck and mark its front side in a way that clearly denotes that it’s being used as a blank. During a game, blanks have no name, type, tags, or text in any zone. A blank doesn’t share or have the same name or type as any other card (including other blanks), nor does it have a different name or type than any other card. The cost of a blank is treated as 0.

Occasionally, a player in a Limited tournament may open a booster pack that contains an abnormal number of cards or an abnormal number of cards with a specific rarity. Such packs must be brought to the attention of tournament officials immediately. The tournament officials will then decide either to allow the booster pack in the tournament or to replace it with another booster pack. This decision is made based on the level of the tournament and the specific situation.

If a Limited tournament involves more than one set, it should use the following distributions, where A, B, and C are sets in chronological order of release:

Two sets (A/B)		Three sets (A/B/C)	
Booster Draft/Team Draft:	1A/2B	Booster Draft/Team Draft:	1A/1B/1C
Sealed Deck (Sneak Preview*):	2A/4B	Sealed Deck (Sneak Preview*):	2A/0B/4C
Sealed Deck (Other):	3A/3B	Sealed Deck (Other):	2A/2B/2C
Two-Headed Ogre Sealed:	4A/4B	Two-Headed Ogre Sealed:	4A/2B/2C
Team Sealed:	6A/6B	Team Sealed:	4A/4B/4C

* includes Release Celebrations

A4.2 Limited Format: Sealed Deck Rules

Each player opens six booster packs. Cards are not drafted or exchanged in any way. Players may not trade cards with other players and may not add any cards from their personal collections. Only the cards opened in those booster packs may be used.

- Players have 20 minutes to build their decks.
- If deck lists are being used, players have 30 minutes to build their decks and record the contents on their deck list.
- If a deck swap takes place, players have 20 minutes to register their initial card pools before the deck swap, and an additional 30 minutes after the deck swap to build their decks and record the contents on their deck lists.

A4.3 Limited Format: Team Sealed Rules

Each team opens twelve booster packs and builds three decks. Only the cards opened in those booster packs may be used.

- Teams have 50 minutes to build their decks.
- Teammates may openly communicate with each other while deckbuilding.
- If deck lists are being used, teams have 60 minutes to build and register their decks. Each player uses a separate sheet to register the cards he or she is playing. Each card not being played must be allocated to a player and registered as part of that player's side deck. Side decks do not have to be the same size for all players.
- If a deck swap takes place, teams receive 20 minutes to register their initial card pools before the deck swap. Each team uses a single sheet to register their card pool.

When two teams are paired each round, each player plays a match against the opposing player with the same designation. Player A plays against player A of the other team and, similarly, player B against player B, and player C against player C. The team with two or more winners is the winner of the round. Teammates may not communicate about gameplay during a match.

A4.4 Limited Format: Booster Draft Rules

Each player starts with three sealed booster packs of cards. A player may use more than three packs as long as each player has the same number of packs, but three packs is the normal number to use. The tournament organizer will decide how many packs are used and which sets the packs come from. The packs may be from different sets or the same set.

When playing in a Booster Draft tournament, players will be separated into pods of four or more players seated around a table. Each player will receive an equal number of packs.

The following steps are taken in a draft:

- Each player opens his or her first booster pack and reviews the cards. If there are packs from more than one set, they are opened in order of release from earliest to latest.
- Each player selects one card and passes the rest of the cards to the player to his or her left. The drafted cards are placed in a single, face-down pile in front of the player who selected them. This pile becomes the draft pile for that player. Once a player has selected a card and placed it on his draft pile he may not pick that card back up.
- Once each player has picked a card and passed the rest to the left, players pick up the stacks that were just passed to them. The next stack should have one less card. Each player takes a card from this stack and adds it to his or her draft pile. There should now be two cards in each draft pile and two fewer cards remaining to be passed to the left.
- Each time all players have picked a card and passed the rest to the left, each player then picks a card from the next stack and places it on his or her draft pile. Players continue picking a card from each stack and passing the remaining cards on until all of the cards have been drafted from the first booster pack.
- Each player then opens his or her next booster pack, picks a card, adds it to his or her draft pile, and passes the rest to the right.
- Drafting continues until there are no cards left in the booster packs.

During a draft, the first and third packs are passed to the left (clockwise). The second pack is passed to the right (counter-clockwise). Players have 60 seconds to review their draft piles between packs. They may not review their draft piles during the draft except during these review periods.

Once the draft is finished, all players should have the same number of cards in their draft piles. If three packs of 18 cards were used, then each player should have 54 cards from which to build his or her 30-card minimum deck.

Players receive 10 minutes to build their decks once they have their cards. If deck lists are being used, players receive 20 total minutes to build their decks and record the contents on their deck lists.

A4.5 Limited Format: Team Draft Rules

A team draft involves two teams (team 1 and team 2). Teammates may not communicate verbally during a draft but are free to communicate non-verbally as long as it doesn't delay the draft.

Players sit clockwise within their own team, opposite of the opposing player with the same designation, alternating between teams, as illustrated below:

1A	2C	1B
=====		
2B	1C	2A

The rules for a team draft are otherwise identical to the Booster Draft rules in Section A4.4 above.

After the draft, each player plays a match against the opposing player with the same designation. The team with two or more winners is the winner of the draft.

A4.6 Two-Headed Ogre Format Rules

Each team has two players, designated A and B. These designations are chosen at the start of each tournament and do not change during a tournament. The team captain is Player A and makes the final decision in any team disputes.

For Constructed play:

- Each player on a team has an independent deck and hero. Both of a team's heroes must be from the same faction.

For Sealed play:

- Each team opens eight booster packs and builds two decks. Only the cards opened in those booster packs may be used.
- A team's heroes may be from different factions.
- Teams have 30 minutes to build their decks.
- Teammates may openly communicate while deckbuilding.
- If deck lists are being used, teams have 40 minutes to build and register their decks. Each player uses a separate sheet to register the cards he or she is playing. Each card not being played must be allocated to a player and registered as part of that player's side deck. Side decks need not be the same size. Since Two-Headed Ogre tournaments use single-game matches, side decks are used only for cards that refer to a player's "collection."

- If a deck swap takes place, teams receive 20 minutes to register their initial card pools before the deck swap. Each team uses a single sheet to register their card pool.

Players on the same team sit next to each other. They may talk, compare hands, and share information freely with each other. Player A sits to the right of Player B.

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1A    1B
=====
2B    2A

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Play starts with Player B of team 1 going first and continues clockwise, with each player taking individual turns (1B --> 2A --> 2B --> 1A).

Both opposing heroes must be destroyed in order to win. If a single player is eliminated, play continues clockwise, skipping the eliminated player.

A “turn sequence” is a succession of turns in which each remaining player takes exactly one turn, starting with 1B (or if 1B has been eliminated, 2A, or if 2A has also been eliminated, 2B) and ending with 1A (or if 1A has been eliminated, 2B, or if 2B has also been eliminated, 2A).

Two-Headed Ogre tournaments use single-game matches with a 60-minute time limit. When time is called at the end of a match, players finish the current turn and then play one to four additional turns, depending on when time is called and how many players remain. If time is called during the final turn of a turn sequence, one additional turn sequence is played. Otherwise, the current turn sequence is completed. Then, play stops, and the match winner is determined using the following process:

- A team wins if they have more heroes in play than the opposing team.
- If both teams have the same number of heroes in play, the team whose heroes have the most combined damage loses. If combined damage is tied, play continues. When there is a change in damage totals, the team whose heroes have the most combined damage loses. This is a pre-priority check.

A5. Tournament Match Structure

Match structure should be announced at the beginning of the tournament and cannot be changed over the course of the tournament.

Classic Constructed and Limited tournaments, including team formats, may use best-of-one or best-of-three matches. Core and Block Constructed tournaments, including team formats, must use best-of-one matches. Single elimination playoff rounds at high-level events (Darkmoon Faires, Continental Championships, World Championships) are always played as best-of-three or best-of-five matches regardless of the format.

In tournaments with best-of-one matches, each player plays against an opponent until one player wins a game. In the case of a game draw, it is possible that matches last more than one game. The first player to win one game is the winner of the match.

In tournaments with best-of-three matches, each player plays against an opponent until one player wins two games. In the case of a game draw, it is possible that matches last more than three games. The first player to win two games is the winner of the match.

There are no match draws in WoW TCG tournaments; every match will have a winner. Only the final winner of each match is recorded; the results of individual games are not recorded.

There are some cards that modify future games. These cards can only affect future games within the match, not future games in other matches.

A6. Side Deck

Side decks may only be used in best-of-three matches. They must be kept separate from all other cards at all times. Players may not review the contents of their side decks during games.

Classic side decks must contain exactly ten cards. All side deck cards must be legal for the deck. The combined main deck and side deck may not include more than four copies of any non-unlimited card.

Example: A player has three copies of Ishannah, High Priestess of the Aldor in his main deck. He may not include any Scryer cards in his side deck, even if he removed all of the Aldor cards before side decking in any Scryer cards.

Example: A player has three copies of Mirror Image in his main deck. He may include, at most, one copy of Mirror Image in his side deck.

Core and Block Constructed never use side decks.

Limited side decks consist of all cards not included in the main deck.

After games in a match, players may exchange cards in their main decks and cards in their side decks. In Classic Constructed, cards must be exchanged so that the number of cards in the side deck remains exactly ten. In Limited formats, cards may be exchanged freely between deck and side deck as long as the main deck contains at least 30 cards and remains legal. Hero choice cannot be changed during side decking.

Decks must be restored to their original configuration for the beginning of each new match. Decks may not be altered between rounds.

A7. Definition of Collection

Some cards allow you to choose a card from your collection and put it into play. For Classic Constructed and Limited formats, this means your side deck cards.

For Core and Block Constructed, this means all cards with you that belong to you, except cards with which you started the current game. All choices must be legal cards for your deck, as described by section 100.2 of the Comprehensive Rules.

- You cannot choose to put a fifth copy of a card already in your deck into play unless that card has the “unlimited” tag, as that would violate deck building rules.
- You cannot choose a card with traits that do not match your hero’s traits. For example, you cannot choose a Horde ally if you have an Alliance hero.
- You cannot choose a card with a reputation other than what is already in your deck. If your original deck configuration includes no reputation cards and you choose to put a reputation card into play, your deck becomes that reputation for the remainder of the game, and you cannot choose cards of a different reputation.

Once a card has been chosen, it is considered to be part of the deck for the remainder of the game. If a card leaves play for any reason, that card cannot be chosen again.

A8. Playoff Time Limits

Local, City and Regional level events use the following time limits:

(See section 2.4 in the CZE Tournament Policy document for what these levels mean.)

Best-of-one matches: Quarterfinals: 30 minutes
 Semifinals: 30 minutes
 Finals: 45 minutes

Best-of-three matches: Quarterfinals: 60 minutes
 Semifinals: 60 minutes
 Finals: 90 minutes

All Local, City, and Regional tournament playoffs will **use the same tournament structure as the Swiss rounds**. So a Core tournament with best-of-one Swiss rounds will still use best-of-one for all three rounds of the playoffs.

National and World level events use the following time limits:

Best-of-three matches: Quarterfinals: 90 minutes
 Semifinals: 90 minutes
 Finals: 120 minutes

The tournament organizer may alter round time limits, but only if necessary. Time limit changes must be announced to all players at the beginning of the tournament and may not be changed during the tournament.

A9. End of Match Procedure

When time is called at the end of the round, players finish the current turn and then play either three or four additional turns, depending on who went first in the game. If time is called on the turn of the player who went first, players play three additional turns, and otherwise, they play four additional turns. In non-team formats, the player who went second should always have the last turn.

Once additional turns have been completed, the match winner is determined by following these instructions:

- If a player has more game wins than his or her opponent, he or she wins the match.
- If both players have an equal number of game wins, compare damage on heroes. The player whose hero has more damage loses the match. If damage is tied, play continues until damage totals change, at which point the player whose hero has more damage loses the match. This is a pre-priority check.
- If both players have an equal number of game wins and are between games, they play an additional game. Each player plays two turns. After those turns, compare damage on heroes. The player whose hero has more damage loses the match. If damage is tied, play continues until damage totals change, at which point the player whose hero has more damage loses the match. This is a pre-priority check.

A10. Shuffling and Resources

Players are allowed to freely rearrange the cards in their hands at any time. They are also allowed to rearrange cards in their resource rows at any time, provided those cards keep their orientations and cards affected by modifiers are clearly distinguished. Players should keep their hands and resources separate to prevent mixing them.

Players may not shuffle their decks unless instructed to do so by a card, effect, or tournament official.

A11. Tracking Damage on Heroes

Players are required to use pen and paper to track damage on both their hero and their opponents' heroes. In case of a dispute, judges will usually side with the player with a more accurate record of damage changes.

A12. Honor Points and Rankings

Players who play in sanctioned CZE tournaments will earn honor points for each tournament in which they play. In addition, they will earn points for each win and loss they accumulate during that tournament.

The system works as follows:

- Each tournament will have a base point reward of 20 points that all players will earn just for signing up. Tournament officials gain base point rewards if they are listed as a Tournament Organizer or a Judge for this tournament.
- Each round, a player will earn an additional 4 points for winning the round, and the losing player will earn 2 additional points. Tournament officials gain 3 points for each round in the tournament.
- Certain tournaments, tournament formats or event weekends may offer more base points. Players may review point values for any specific tournament by viewing the tournament details on wowtcg.com

In a four round tournament, a player that goes 3-1 will get:

$$20 \text{ points} + (3 \text{ wins} \times 4 \text{ points}) + (1 \text{ loss} \times 2 \text{ point}) = 34 \text{ points}$$

A player that goes 1-3 will get:

$$20 + (1 \text{ win} \times 4 \text{ points}) + (3 \text{ losses} \times 2 \text{ point}) = 30 \text{ points.}$$

Tournament organizers and judges that do not play in the tournament will earn a bonus of 3 points per round, so in this example they would get:

$$20 \text{ points} + (3 \text{ points} \times 4 \text{ rounds}) = 32 \text{ points}$$

Players achieving specific honor point thresholds qualify for Honor Ranks. Honor points count towards lifetime accumulation and current year accumulation. The current year is defined as the date of the first day of the previous World Championship tournament and lasts until the last date of the current World Championship.

Rank 1	100 Honor Points
Rank 2	200 Honor Points
Rank 3	400 Honor Points
Rank 4	800 Honor Points
Rank 5	1,200 Honor Points
Rank 6	1,600 Honor Points
Rank 7	2,000 Honor Points
Rank 8	3,000 Honor Points
Rank 9	5,000 Honor Points
Rank 10	8,000 Honor Points
Rank 11	12,000 Honor Points
Rank 12	16,000 Honor Points
Rank 13	20,000 Honor Points
Rank 14	25,000 Honor Points

Current year honor and rank resets on the last day of each World Championship, while lifetime honor continues to accumulate for the entirety of that player's tournament career.