

World of Warcraft Formats – Compiled by OCB777 on 05/30/2010

Constructed

A Constructed format event is one in which you build your deck before the event begins. You can use any cards that you have access to in order to create the most competitive deck you can muster, and you'll compete against other players who also prepared their decks in advance.

There are several derivatives of basic Constructed play, and many will impose limits or restrictions on the cards you can use in order to add new twists to the competitive experience. If an event is referred to as just a "constructed tournament", it's usually safe to assume that there aren't any extra rules.

A basic Constructed tournament without any extra specifications is one of the easiest types of tournaments to run at the local level. New players who have never come to an event in your area before will probably show up with a Constructed deck, as it's the most universal form of competition available. Basic Constructed play is very popular because it gives the average player a huge amount of freedom in choosing his or her core strategy, class, and cards. Decks can be developed over long periods of time, and players can find and explore styles of play that they personally enjoy.

Competing in a Constructed format tournament is easy. Just make yourself a deck and show up for competition! Running one is pretty easy too, since the format takes little to no preparation on behalf of the Tournament Organizer.

Sealed Pack

A Sealed format limits the number of cards you can use to build your deck. Before you begin playing in any Sealed event, you'll receive some amount of sealed product, either in the form of starter decks or booster packs. Then, you'll use those cards (and sometimes cards from other players' packs) to build your deck for the event. Whether you're a casual player or an obsessive collector, the playing field is totally even, because everyone constructs their decks from an equal and random card pool.

In the most basic form of Sealed Pack play, each player is given a few boosters (usually five or six). Players get a set amount of time in which to open them, examine the cards, and then build decks from their new acquisitions. You can build a deck for any hero in the sets being used in the event. Once everybody's got a deck, the event proceeds as normal, with players competing in one-on-one matches until a winner is declared.

Sealed Pack formats are dynamic and exciting. You'll literally never know what kind of deck you'll be playing until you open your packs. If you're a quick-on-your-feet tactician, then this kind of format can give you an edge. At the same time, a relatively new player will be on equal footing against a long-time collector, because the cards you have access

to in your trade binder won't have any impact on the decks you bring to the table. These formats are all about adaptation, raw skill, and a little bit of luck.

Playing in a Sealed Pack event? Unless you're just playing with friends in a casual setting, you probably won't need to bring anything other than damage counters. The Tournament Organizer will include your booster packs in your entry fee, and that's all you'll need to compete. If you're running a Sealed Pack tournament, just make sure you have enough packs to cover your expected turnout.

Sealed Deck

This is one of the easiest and fastest ways to get yourself some WoW TCG action. Sealed Deck play is exactly what it sounds like: each competitor uses a sealed theme deck composed of a preconstructed mix of cards and competes against other players with it. Depending on the specifics, you can use the two boosters that come with your theme deck to alter your build, or you might be restricted to the preconstructed deck itself. Either way, you'll get to keep the deck and the packs.

Sealed Deck is a great way to introduce new players to the game or get some experience playing a class you aren't familiar with. It's exceptionally easy because you don't have to worry about building your own deck; it's already built for you. If you're a completist collector who's picking up theme decks just to get the oversize hero cards, you might as well play some Sealed Deck games with your friends. You'll get some valuable experience with cards you might not otherwise play, and it's a nice break from intense Constructed competition.

If you're going to compete in a Sealed Deck tournament, the deck (and boosters) will be included with your entry fee. If you're hosting a Sealed Deck event, just make sure you've got enough copies of each theme deck. If you're letting players choose the theme deck they want to compete with, make sure that you've got enough of the more popular ones.

Booster Draft

Up to eight competitors duke it out in the ultimate test of tactical skill! Players sit in a circle, and each one is provided with four boosters. Players open their first pack simultaneously and take one card that they'd like to include in their deckbuilding pool. The remaining cards in the pack are then passed clockwise to the next player. Drafting and passing continues in one direction around the circle until all the cards from the first round of boosters have been drafted. Then, the process repeats with another pack being passed in the opposite direction, and so on. You can draft cards for any hero in the sets legal for the event. Take cards that will help your strategy, but don't be too obvious; other players may figure out which cards you want, and sometimes the best strategy is to draft certain cards so your opponents can't!

Once all four boosters are drafted, players set to work building their decks. If you're running a Booster Draft event, all you have to do is provide product and decide whether you'll run the tournament in Swiss or elimination style. If you're competing, get ready to bring your poker face! Outwitting your opponents in the draft portion of the event takes cunning, insight, and clever observation.

Lazy Peon Constructed

This is an example of a derivative of basic Constructed play. If a Constructed tournament is being run in the Lazy Peon format, players still build their own decks before the event with cards from their collections. However, they can only use common and uncommon cards to do so. Don't have all the epic rares you need yet? Lazy Peon is perfect for your needs!

Lazy Peon is a fun way to play the WoW TCG for several different reasons. First, it lets you try out other classes and decks that you don't have all the rares for yet. If you're just getting into the game, or if your collection is skewed toward only two or three classes due to heavy trading, Lazy Peon gives you access to decks that you wouldn't normally be able to take to tournaments competitively.

Second, if you're one of those players with a robust collection who does have access to a wide number of options, the added restrictions this format presents can prove challenging and entertaining. Lazy Peon forces veteran players to think outside the box, and that can let you enjoy the WoW TCG from a fresh perspective. Plus, without certain cards in the environment, you might find that some decks that would be less competitive in normal Constructed play are serious contenders!

Preparing to play in a Lazy Peon Constructed event takes a little time, but you've probably got all the cards you need. Hosting and organizing a Lazy Peon tournament is pretty easy, too; just make sure that all your players are alerted to the format before the tournament takes place. Keeping extra commons and uncommons around for those who didn't get the message can be a good move.

Turnabout is Fair Play

Want to see if other players can handle your latest, craziest deck idea? Turnabout is Fair Play gives you the chance to find out! When you prepare for a Turnabout event, you'll build a Constructed deck of your choice. Then, at the beginning of each round, you'll hand it over to your opponent. The first game of every match requires each player to use his or her opponent's deck, making this format a deckbuilder's dream and a potential nightmare for the opposition! Games 2 and 3 are then played with your original deck so you can show your opponent how it's done.

This format gives you the perfect chance to whip out that killer strategy that you think only you can play. Riffle shuffling is banned to keep your cards safe, and the challenge

here is really two-fold. First, how do you approach the event? Do you build a deck that you know you can play well, or do you go with something offbeat just to get that game 1 win? Second, how are you going to adapt to whatever your opponent forces you to use? This is one of the most difficult formats you can compete in, but if you really know your archetypes and strategies, you'll be able to outplay all comers. Want variety? Turnabout is Fair Play is the only format where you could play a totally different deck every round.

Arranging a Turnabout tournament is as simple as announcing the format with enough time for your players to concoct their craftiest strategies. Playing in one? All you need is a Constructed deck, but a little bit of devious plotting goes a long way toward victory.

Strand of the Ancients

See Page 10

Dedicated Few

Dedicated few is a constructed format where you are limited to one of each card. Decks must be 60-card minimum, but may have no more than one of any card.

Two-Headed Ogre

In Two-Headed Ogre, teams of two play side-by-side in one four-person game. Protectors can protect any characters on their team, and both of a team's heroes must be eliminated for the opposing team to claim victory.

Two-Headed Ogre challenges you and your teammate to find strategies that complement each other. A Mage can team with a tanking Paladin or Warrior for protection, or two Rogues could focus on assassinating a single enemy hero in order to take their time disassembling his partner. World of Warcraft is all about teamwork, and this format offers it in its most basic form: two heroes fighting side by side to conquer all opposition.

All you need to compete in the Two-Headed Ogre format is a deck and a partner. If you're organizing a Two-Headed Ogre event, it doesn't really take much more effort than running a normal tournament. Just be ready to help players find partners if necessary. Whether your two-person team is rocking an entire tournament or just a single match, Two-Headed Ogre offers twice as many tactical possibilities, two times the challenge, and double the fun.

Triple Threat

This is a true team format that challenges teams of three players each to go up against other competitors in a best-of-three showdown. Matches are played normally with one-on-one rules, but all three teammates sit side by side. The team that wins two of the three

matches is victorious for the round.

The catch? Each team must build their three decks from a pool of twelve boosters. Who plays what? What decks can you build, and how do you divide up universally useful allies and equipment? This format takes all the challenge of basic Sealed Pack play and then adds two teammates and more packs to create even more pitfalls and possibilities. Tired of competing against your friends and rivals? Team up with them to form the ultimate adventuring party, and go head-to-head with other groups!

Like all Sealed Pack events, your boosters will usually be covered in your tournament entry fee, and that's all you'll really need to play. Tournament Organizers should make sure to have product on hand for their players, and be ready to help those without a team meet up with others to form one.

Raid Deck Format

Raids are a multiplayer format that pits one against many. One player is the "Boss player" who runs the raid deck. The other players are the raiding players.

The raiding players elect a Raid Leader who makes decisions and guides the team.

Each raid has specific rules that are specific to that raid. These rules will be found in the rule book provided with the raid deck.

To date the raid decks are: Onyxia's Lair, Molten Core, Magtheridon's Lair, The Black Temple and Naxxramas.

Arena Grand Melee

This is a special format requiring the cards provided in the Arena Grand Melee Boxes produced by UDE in 2009.

Any number of players can play. Start by shuffling the Arena Grand Melee (AGM) deck.

On each turn, between the draw step and action phase, there is a new AGM phase. As it starts, the turn player flips the top card of the AGM deck, reads it out loud, and adds it to the chain. Players can respond to an AGM card, but they can't interrupt it.

There are two types of AGM cards:

Ongoing cards (with a fire background) enter play in the middle of the table. As part of an AGM card entering play, put any other AGM cards from play into the AGM graveyard. Unless otherwise specified, players can't interact with AGM cards in play in any way.

Non-ongoing cards (with a lightning background) enter the AGM graveyard.

In either case, if an AGM card gives a direction, the player who flipped the card follows that direction. Similarly, if an AGM card refers to “you”, it's referring to the player who flipped that card.

Any time an AGM card would enter a graveyard, it enters the AGM graveyard. If you run out of cards in the AGM deck, shuffle all the cards from the AGM graveyard and make that the deck.

Warsong Gulch

See page 9

Gurubashi Arena Grand Melee

This format can be run as a Constructed or Sealed Pack event, and you can impose any sort of deckbuilding restrictions that you want. Deckbuilding isn't the gimmick for this format; how you actually play the game is.

Virtually any number of players can compete in a Gurubashi Arena Grand Melee, but usually twelve or so works best. Players sit in a circle around a large table, and each player can attack the player to the left or right. You win a point every time you eliminate a player to your left, and you'll get a bonus point if you happen to be the last person standing at the end of the game. This format encourages pulse-pounding aggression and face-smashing offensives as much as it necessitates diplomacy, so just sticking around until the end of the game isn't always enough for a win. Whoever has the most points by the end of the Melee claims victory. Grand Melees are a blast to compete in because they're fast, they're unpredictable, and they involve many different factors. The shape of the game can change on the fly, and it's a great way to enjoy the WoW TCG with a group of friends.

Most Gurubashi Arena Grand Melee games are held in basic Constructed format, so preparing for them as a player shouldn't be all that hard. To run a Grand Melee, just make sure you've got enough room and enough tables!

Only One May Rise

It's a last-man-standing battle royal where the winners absorb the power of their fallen foes to grow ever stronger! In an Only One May Rise tournament, each competitor begins his or her life in the event with just three booster packs and the choice of any hero from sets legal for the event. Players build the best decks they can from that initial starting pool, but after their first win, they'll claim the commons and uncommons opened by their defeated opponents. Those cards then get added to the victor's card pool, and that player can rebuild his or her deck before the next round begins.

Only One May Rise challenges competitors to be resourceful and to work with a limited

starting pool. They'll either have to adapt in every round to a constantly changing supply of options, or risk becoming a stepping stone for someone else's success. If you've got the nerve and skill, and you like playing in a hair-trigger environment where a little something extra is at risk, then this is the format for you. Everything can change at the drop of a hat, and the winner will earn the title of the ultimate self-made adventurer. Nothing comes easy in Only One May Rise, but that just makes victory even sweeter.

Like all Sealed formats, your deckbuilding materials will be included in your tournament entry fee. If you're interested in running an Only One May Rise tournament in your area, it's pretty easy to do so, since this Sealed format requires fewer boosters than most.

Two-Pack

Open your two packs face down. Take out your 0-2 Heroes. Also Remove all crafting cards.

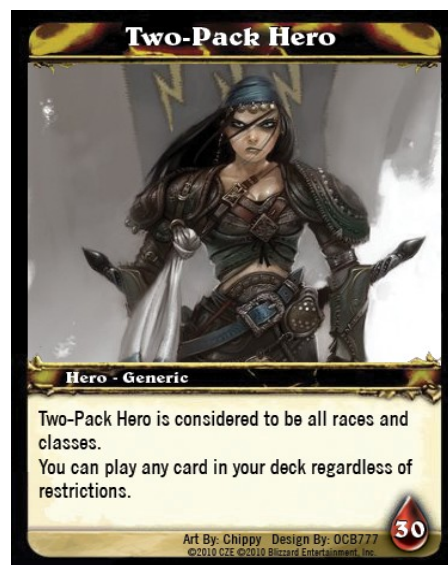
Choose a Hero that you opened (if you opened 0, get another pack for a random hero--you can afford it, you just opened two loot cards!). Shuffle your face down cards.

Play any card in your deck as normal (there are no restrictions on cards that you play).

You still follow the text on the cards. For example in Wrath Gate class matters, so you may get a bonus for a specific Hero class that you chose to play.

Two-Pack Alternative (Unofficial Format)

This plays exactly like the official version, but instead of picking a hero from your packs, you play with an unaligned hero, that counts as all races and classes, has no printed ability and 30 life.



Player vs. Player (Unofficial Format)

Player vs. Player (or PvP) is a one-on-one play variant for the World of Warcraft Trading card game.

It is intended to recreate PvP from the on-line game in a fun and action-packed play style! Face off against your enemies one on one without the support of friends and allies! Your wits, powers and gear are the only things saving you from getting PWNed!

This format requires each player bring a special deck, built for this format.

Deck Construction Rules: Each deck must contain no less than 40 and no more than 60 cards. Decks may have no Ally cards, NONE. (See the only exceptions to the rule below.) It is also important to consider the cards you put in carefully.

The “Exceptions” to the rule: A Warlock may put up to 4 “Pet” allies in their deck, and only one copy of each. A Hunter may put up to 4 “Pet” allies in their deck, and only one copy of each. A Hunter with the Beastmastery trait may put up to 8 “Pet” allies in their deck, and only one copy of each. Neither Warlocks or Hunters can EVER have more than 1 “Pet” in play at a time.

Additional rules:

If a card or effect would create Ally tokens as part of it's ability or cost (other than specifically a “Pet”), it is interrupted and cannot resolve.

If a card or effect must target an ally (other than specifically a “Pet”), it is interrupted and cannot resolve. (Cards that may target a “Hero or Ally” are treated as though they say “Hero or Pet”.)

If a card or effect would bring an ally into play (other than specifically a “Pet”), it is interrupted and cannot resolve.

Golden Rule: Other than as excepted above, no allies can be played. Other than as excepted above, no cards that require an ally can be played. Whatever sneaky trick you are contemplating to exploit this format or get around these rules doesn't work. It's that simple.

Warsong Gulch

Alternate Gameplay Scenario



STRAND OF THE ANCIENTS

RULES

STARTING A ROUND: Choose a player to be the aggressor. He puts a Demolisher into play. His opponent puts the Blue and Green Gates and a Cannon into play. Add time counters to this card until there are ten. The aggressor goes first.

DURING A ROUND: Each Strand card has a strength value in its lower right corner. Heroes and allies have "On your turn: Exhaust this card → Put a rubble counter on a Strand card." When a Strand card gains a counter, destroy it if it has rubble counters greater than or equal to its strength.

ENDING A ROUND: At the end of each of the aggressor's turns, remove a time counter. If none remain, end the round. After the first round, the other player becomes the aggressor. After the second round, the player with the most victory points wins.

©2009 UDC ©2009 Blizzard Entertainment, Inc.

STRAND OF THE ANCIENTS

Battleground Demolisher

Strand Demolisher

On your turn: Exhaust this card and a hero or ally you control → Put two rubble counters on a Cannon or Gate.

SCOURGEWAR BG1 / BG7

Art by: Raymond Swand
©2009 UDC ©2009 Blizzard Entertainment, Inc.

©2009 UDC ©2009 Blizzard Entertainment, Inc.

STRAND OF THE ANCIENTS

Antipersonnel Cannon

Strand Cannon

On your turn: Exhaust this card and a hero or ally you control → Put two rubble counters on a Demolisher.

SCOURGEWAR BG2 / BG7

Art by: Warren Mahy
©2009 UDC ©2009 Blizzard Entertainment, Inc.

©2009 UDC ©2009 Blizzard Entertainment, Inc.

STRAND OF THE ANCIENTS

Gate of the Blue Sapphire

Strand Gate

When this gate is destroyed, put the Purple Gate and a Cannon into play. Your opponent puts a Demolisher into play.

SCOURGEWAR BG3 / BG7

Art by: Ben Woolen
©2009 UDC ©2009 Blizzard Entertainment, Inc.

©2009 UDC ©2009 Blizzard Entertainment, Inc.

STRAND OF THE ANCIENTS

Gate of the Green Emerald

Strand Gate

When this gate is destroyed, put the Red Gate and a Cannon into play. Your opponent puts a Demolisher into play.

SCOURGEWAR BG4 / BG7

Art by: Ben Woolen
©2009 UDC ©2009 Blizzard Entertainment, Inc.

©2009 UDC ©2009 Blizzard Entertainment, Inc.

STRAND OF THE ANCIENTS

Gate of the Purple Amethyst

Strand Gate

When this gate is destroyed, your opponent puts a Demolisher into play. If the Red Gate has been destroyed, put the Yellow Gate and two Cannons into play.

SCOURGEWAR BG5 / BG7

Art by: Ben Woolen
©2009 UDC ©2009 Blizzard Entertainment, Inc.

©2009 UDC ©2009 Blizzard Entertainment, Inc.

STRAND OF THE ANCIENTS

Gate of the Red Sun

Strand Gate

When this gate is destroyed, your opponent puts a Demolisher into play. If the Purple Gate has been destroyed, put the Yellow Gate and two Cannons into play.

SCOURGEWAR BG6 / BG7

Art by: Ben Woolen
©2009 UDC ©2009 Blizzard Entertainment, Inc.

©2009 UDC ©2009 Blizzard Entertainment, Inc.

STRAND OF THE ANCIENTS

Gate of the Yellow Moon

Strand Gate

When this Gate is destroyed, end the round. The aggressor scores a victory point for each time counter remaining.

SCOURGEWAR BG7 / BG7

Art by: Ben Woolen
©2009 UDC ©2009 Blizzard Entertainment, Inc.

©2009 UDC ©2009 Blizzard Entertainment, Inc.

STRAND OF THE ANCIENTS

RULES

STARTING A ROUND: Choose a player to be the aggressor. He puts a Demolisher into play. His opponent puts the Blue and Green Gates and a Cannon into play. Add time counters to this card until there are ten. The aggressor goes first.

DURING A ROUND: Each Strand card has a strength value in its lower right corner. Heroes and allies have "On your turn: Exhaust this card → Put a rubble counter on a Strand card." When a Strand card gains a counter, destroy it if it has rubble counters greater than or equal to its strength.

ENDING A ROUND: At the end of each of the aggressor's turns, remove a time counter. If none remain, end the round. After the first round, the other player becomes the aggressor. After the second round, the player with the most victory points wins.

©2009 UDC ©2009 Blizzard Entertainment, Inc.