

World of Warcraft® TCG Comprehensive Rules version 3.01

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1. Fundamentals

100. Building a deck

- 100.1 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. Decks can't include hero cards unless they are Master hero cards (301.4).
- 100.2 A card that can be included in a player's deck is called a "legal" card for that player.
- 100.2a Some cards have one or more trait icons (206). A player can include a card with one or more class icons in his or her deck only if it shares a class icon with his or her hero. A player can include a card with one or more faction icons in his or her deck only if it shares a faction icon with his or her hero. Cards with no trait icons can be included in any deck.
- 100.2b 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].
- 100.2c Some cards have bold text that reads, "Aldor Reputation" or "Scryer Reputation." These words are neither keywords nor powers. A player can include Aldor cards in his or her deck only if it contains no Scryer cards, and vice versa.
- 100.2d Some heroes have bold text that reads, "Deckbuilding" followed by inclusions and exclusions. These words are neither keywords nor powers. Such inclusions are the only cards that can be legally included with such a hero. Exclusions take precedence over inclusions.
- 100.3 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.
- 100.4 A deck for Constructed play (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. Cards with the unlimited tag are an exception to this rule. Decks can include any number of cards with the unlimited tag. This rule applies only while building a deck.

101. Starting a game

- 101.1 Each player needs a deck and starts the game with a hero in play. Players then use a random method to determine who will choose the player to go first. Before starting the first turn, each player shuffles his or her deck, and then puts the top seven cards into hand.
- 101.2 Once per game, after reviewing his or her 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 then puts the top seven cards of that shuffled deck into hand. The first player decides whether to mulligan, and then the next player clockwise, and so on. After all players have decided, all players that decided to mulligan do so simultaneously, and then the first turn starts.

102. Winning and losing

102.1 Players win the game if no opponents remain in the game.

102.1a A player immediately loses the game if his or her hero is destroyed, or he or she becomes “decked” (410.6b). If all remaining players lose the game simultaneously, the game is a draw.

102.1b A player may concede at any time to remove him or herself from the current game.

102.2 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 by the game (103.3). Cards that player controlled but doesn’t own follow 401.3b. Continuous modifiers that player controlled no longer apply.

102.3 Game losses can occur at any time, even before or during PPP (410.5). If a player loses the game, he or she is removed from the game before it continues.

103. Contradictions

103.1 If the text of a card specifically contradicts these rules, that card takes precedence.

103.2 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 (but see 103.3). 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.

103.3 A rule that says that a card is destroyed, removed from the game, or interrupted “by the game” can’t be stopped, even if that card can’t be destroyed, removed from the game, or interrupted.

103.4 If a modifier says that [something] “can’t” happen or is otherwise stopping [something] from happening, and that modifier ends at the same time another modifier or rule tries to make [something] happen, then [something] doesn’t happen.

***Example:** You control Valthak Spiritdrinker and a hero with fatal damage. An opponent attacks Valthak with his hero, and both deal fatal combat damage to each other. The first wave of pre-priority checks (410.6) destroys Valthak and the opposing hero, but doesn’t destroy your hero because Valthak’s modifier says that can’t happen. As a result, that opponent loses the game before you. If there are any other players remaining in the game, your hero is destroyed in the next wave of checks.*

*Valthak Spiritdrinker, 4, Horde, Ally—Undead Warlock, 3 [Shadow] ATK / 4 Health
Your hero can't be destroyed.*

104. Numeric values

104.1 Players asked to choose “any number” can choose 0 or any positive integer. Players can’t choose an infinite numeric value. If a card requires an infinite numeric value, its controller chooses any positive integer greater than 1 million. You can’t deal, heal, or put an amount of damage (405) that’s not a positive integer unless a card explicitly allows it.

104.2 A negative value is treated as 0 unless it’s being used in a calculation or a comparison. Undefined values that would be numeric are treated as 0.

2. Card parts

200. Name

- 200.1 A card's name is printed above its art. If a card refers to its own name (or any part of that name), or a link or modifier refers to the name of its source (or any part of that name), it's referring only to that card and not to any other card with that name. Such references are called "self-references."

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

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

***Example:** You have two copies of Kena Shadowbrand in your party. One is exhausted with 1 damage, and the other is ready with 2 damage. 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, 3, Alliance, Ally—Gnome Warlock, 1 [Shadow] ATK / 3 Health
[Activate], Put 1 damage on Kena >>> Draw a card.*

- 200.2 If text refers to a card "named [cardname]," it's referring to any card with that name. This is an exception to 200.1.
- 200.3 If a card says to "make up a name," it means to choose a name that doesn't exist in the *World of Warcraft*® TCG. For example, you can't choose "Treant" because the tokens created by Force of Nature have that name, even though no card is named Treant.

201. Cost

- 201.1 A card's play cost is the value 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 play cost.
- 201.2 A quest has an exclamation point instead of a play cost, and a location has a map. Quests and locations can't be played; they can only be placed as resources (411). The cost of a quest or location is 0 (104.2).
- 201.3 If a card's cost contains an X, that X is treated as 0 in every zone except the chain. While that card is on the chain, X is equal to the value chosen for it (707.1c).

202. Type line

- 202.1 A card's type line is below its art and contains that card's type (300) and any number of tags. A tag either has associated rules (like "Instant") or is an expression that has no associated rules but can be referenced by other cards (like "Fire Totem").
- 202.2 The right side of a card's type line may contain one of the following:
- The unlimited tag (100.4)
 - The unique tag, or a tag followed by a number in parentheses (414)
- 202.3 A modifier that adds a tag to a card doesn't remove any tags (or that card's type) unless specified.

Example: *Polymorph* reads, "Attached ally can't attack or protect, loses all powers, and is a Sheep." While *Polymorph* is attached to *Bloodclaw*, *Bloodclaw* is a Sheep in addition to being an ally, Raptor, and Pet (1).

Bloodclaw, 1, Hunter, Ally—Raptor, Pet (1), 3 [Melee] ATK / 1 Health

- 202.4 An ally type is any tag on the left side of an ally's type line, following the dash. For example, Dwarves are cards in play with the Dwarf ally type.

203. Text box

- 203.1 A card's text box is below its type line. A card's text may include game text (not italicized), reminder text, and/or flavor text. Reminder text is italicized text in parentheses that clarifies game text. Flavor text is italicized text below the game text that has no impact 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.

205. ATK and damage type

205.1 Each ally and weapon card has an attack value (ATK) in its lower left corner. Each hero card has an unprinted ATK of 0 unless it has a printed ATK of a different amount. The icon around that value illustrates that card's printed damage type. A card can gain additional damage types.



205.1a 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 types specified by its damage types (603.1).

205.1b If text refers to a [damage type icon] card, it's referring to a card with that damage type.

205.1c If a card "becomes" a [damage type icon] card, it loses all other damage types.

206. Traits

206.1 Each hero has six kinds of trait: class, faction, profession, race, talent spec, and treachery. 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. A hero is a **traitor** if it has that word on its type line; otherwise it's **loyal**.

206.1a A card's **class** is represented by one of the following trait icons:




206.1b A card's **faction** is represented by one of the following trait icons. For example, a "Horde ally" is an ally with the Horde icon. An Alliance player is one who controls an Alliance hero and a Horde player is one who controls a Horde hero. A card is "neutral" if it has neither the Alliance nor the Horde trait icon.




206.1c If a card has a trait icon or "[Trait] Hero" followed by a colon and a power, that card has that power only if its controller's hero has that trait.

***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 [Melee] ATK / 3 Health

 **Hero:** Elusive.

 **Hero:** Ferocity.

3. Card types

300. Overview

300.1 A card's type is printed on its type line. There are eight card types: ability, ally, armor, hero, item, location, quest, and weapon. Allies, heroes, and Totem abilities (305.3) are collectively called characters. Armor, items, and weapons are collectively called equipment. If text refers to a "type" without any other specification, it's referring to a card type.

300.1a Some modifiers say a card of one type "becomes" a different card type. Such a card stops being the first type as it becomes the second type.

300.1b Some modifiers add an additional card type to a card in play. Such a modifier doesn't remove any of that card's types unless specified.

301. Heroes

301.1 Each player starts the game with a ready hero in play. Each hero has an ATK (205) and a health value. Each hero has two trait icons and a type line with several printed traits (206).

301.2 Each hero is double-sided and starts the game face up with its smaller art visible. Most heroes have a flip power while face up, which is a power that involves flipping the hero. Most heroes have no powers printed on their other side, but some do. A face-down hero is identical to a face-up hero in all other ways. A hero's powers function only if they're on the side currently visible.

301.3 A player can propose a hero as an attacker or use its activated (🔑) powers regardless of how long it's been in his or her party.

301.4 Master heroes, unlike other heroes, start the game in a deck and can be played. A Master hero enters a party face up with the same attachments, counters, damage, and ready/exhausted state as that party's previous hero, and then that previous hero is removed from the game by the game (103.3). None of this uses the chain. Any links targeting that previous hero now target the Master hero, and any modifiers to that previous hero now apply to the Master hero within their durations. A Master hero can't be flipped or turned face down, and a hero removed from the game this way can't leave that RFG zone.


301.5 Some modifiers temporarily remove a hero from the game. While no hero is in your party, you can't play cards (409). Anything looking for your hero's damage, orientation, or any other information (other than its current zone) uses its last known information from play. Damage can't be added to or removed from a hero while it's removed from the game (405.3). A hero can't enter a party from an RFG zone if there's already another hero in that party.

302. Allies


302.1 An ally enters play in its controller's ally row. Each ally has an ATK (205) and a health value.

302.2 A player can propose an ally as an attacker or use its activated (🔑) powers only if that card has been in its current party continuously since the start of its controller's 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's been in his or her party.

303. Weapons

- 303.1 A weapon enters play in its controller's hero row. Each weapon has an ATK (205) value in its lower left corner and a strike cost in its lower right corner.
- 303.2 To strike with a weapon is to add its strike effect to the chain. 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 defend window (602.3a) 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 (707) 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 (205) of that weapon (in addition to any other damage types that hero has).
- 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 becomes a different card (415.10a) or changes controllers.
- 303.2c A player can strike with only one weapon per combat (but see 406). However, he or she can strike with that weapon multiple times if it can be readied 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's been in his or her party.

304. Armor and Items

- 304.1 An armor or item that's not an attachment (400) enters play in its controller's hero row.
- 304.2 Each armor and some items have a defense value (DEF) in their lower right corner (717.2c).
- 304.3 A player can use an armor or item's activated () powers, or exhaust it to prevent damage, regardless of how long it's been in his or her party.

305. Abilities

305.1 An ability card is either ongoing (305.2) 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.

305.2 Ongoing abilities

305.2a An ongoing ability card can be identified by the bold word “ongoing” in its text box, followed by a colon. The preceding text follows the applicable rules for adding links (707). The text after that colon describes that ability's ongoing powers, which function only while it's in play.

305.2b A player can use an ability's activated (⚡) powers regardless of how long it's been in his or her party.

305.2c If an ongoing ability is not an attachment (400), it enters play in its controller's hero row.

305.2d Some cards have an ongoing attachment mode and a non-ongoing mode. Such a card is both ongoing and an attachment at all times, except while on the chain and/or resolving after its non-ongoing mode has been chosen (707.1b). This is an exception to 305.2a and 400.1.

305.3 Totem abilities

305.3a A Totem card can be identified by the word “totem” on its type line. Each Totem has a health value but no printed ATK. Totems can't gain ATK or be proposed as attackers. Totems can be proposed as defenders (600.3). Totems are abilities, but can be targeted (706) as though they were allies while they are in play. Each attachment attached to a Totem is destroyed by the game as part of PPP (410.5).

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, 5, Shaman, Ability—Elemental

Your hero deals 3 nature damage to target hero or ally. Your hero may deal 2 nature damage to a second hero or ally. Your hero may deal 1 nature damage to a third hero or ally.

Example: *You can't target a Totem card with Resurrection.*

Resurrection, 4, Priest, Ability—Holy

Put target ally card from your graveyard into play if its cost is less than or equal to the number of resources you have.

306. Quests and Locations

306.1 Quests and locations can't be played (409). They can only be placed as resources (411).

306.2 Most quests have a reward power (702).

306.3 Locations stay face up until turned face down by PPP (410.5).

- 306.4 Some locations have a **capacity** value in their lower right corner. Such a location will also have a power that “adds” one or more [description] counters. This means to put that many counters on that location. A location can’t have [description] counters in excess of its capacity.

4. Game concepts

400. Attachments

- 400.1 An attachment card can be identified by the words “attach to,” or “enters play attached to,” followed by an attach description. In addition, if a modifier attaches a non-attachment to a card, it becomes an attachment until it detaches, and inherits its attach description from that modifier.

***Example:** You control Icon of the Silver Crescent. Each non-token ally that becomes an ability has attach description “Attach to a hero.”*

Icon of the Silver Crescent, 4, Item

If a non-token ally in your party would be destroyed, attach it to a hero instead. It loses all powers and becomes an ability with “At the start of your turn, your hero deals 1 fire damage to attached hero.”

- 400.2 If an attachment’s attach description is targeted (706), its target must be chosen as it’s played, as normal (707.1d). As that attachment resolves, it enters play attached to that target.
- 400.3 If an attachment’s attach description is not targeted, its controller must choose a card with that description as it resolves. That attachment enters play attached to the chosen card. If no such card can be chosen at that time, that attachment is put into its owner’s graveyard, not into play.
- 400.4 An attachment is physically placed underneath its “host” card. Any number of attachments can be attached to a single host, including multiple attachments with the same name. Each attachment can have no more than one host. Attachments can attach only to hosts in play.
- 400.5 As part of a host becoming a different card (415.10a), each of its attachments is destroyed by the game (103.3). In addition, each attachment checks whether it’s attached to the “attached [thing]” specified in its powers as part of PPP (410.5). If it’s not, or if it’s attached to a Totem (305.3), it’s destroyed by the game. Its attach description (400.1) is ignored.

400.6 Moving attachments

- 400.6a Some modifiers tell a player to “reattach” an attachment, or move it from its current host “to another” card of his or her choice, or into play from a non-chain zone without specifying a new host. In all cases, that player must attach it to a card in play that matches its attach description. Moving an attachment in this way doesn’t add it to the chain, so its non-ongoing text is not reprocessed. If no such host can be chosen, that attachment stays where it is.
- 400.6b If that description refers to “you,” it’s read from the perspective of that attachment’s controller (if it’s currently in play) or the player moving that attachment into play (if it’s not). Similarly, “opposing” means opposed to that player, and so on. Unless otherwise specified, an attachment is controlled by the player that put it into play (401). An attachment in play that reattaches doesn’t change controllers.
- 400.6c Unless that modifier explicitly targets a new host, that attachment may be attached to an untargetable card, even if its attach description is targeted.

Example: Your opponent attaches *Mind Control* to an ally in your party. You use *Inventor's Focal Sword's* power to target *Mind Control*. As that effect resolves, you must detach *Mind Control* and then attach it to an ally with cost 0 (because $X=0$ while *Mind Control* is in play). *Mind Control* continues to be under your opponent's control, and will be destroyed when he plays a card. If there is no ally with cost 0 in play, *Mind Control* stays where it is.

Mind Control, 2+X, Priest, Ability—Shadow

Attach to target ally with cost X. <p> Ongoing: You control attached ally. <p> When you play a card, destroy *Mind Control*.

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.

Example: Your opponent attaches *Entangling Roots* to an ally in your party. You use *Inventor's Focal Sword's* power to target *Entangling Roots*. As that effect resolves, you must detach *Entangling Roots* and then attach it to another ally. You can't choose a hero, because the attach description of *Entangling Roots* specifies an ally. You can choose an untargetable ally, because the *Sword's* modifier doesn't target an ally. If there are no other allies in play, *Entangling Roots* stays where it is. As *Entangling Roots* attaches to another ally, it doesn't exhaust that ally.

Entangling Roots, 2, Druid, Ability—Balance

Attach to target ally and exhaust it.

Ongoing: Attached ally can't ready during its controller's ready step.

401. Control and ownership

- 401.1 A player **controls** his or her hero, each card he or she puts into play, and each link he or she adds to the chain. Cards in other zones have no controller. A triggered effect is controlled by the player who controlled its source as it triggered or the player who owned that source if it had no controller at that time. No more than one player can control the same thing at the same time. For control of packets, see 408.2c. For control of modifiers, see 712.6.
- 401.2 A card in any zone is **owned** by the player in whose deck it started the game unless it changes ownership (415.2). A token is owned by the player who put it into play. If text refers to a card belonging to a player (for example, "one of your weapons") in play or on the chain, that text is referring to the controller of that card, who may or may not be the owner. If text refers to cards belonging to players in one or more other zones, that text is referring to the owners of those cards.
- 401.3 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. Such a card functions normally whether or not it's legal (100.2) for its new controller. Any attached cards stay attached but don't change controllers.
- 401.3a 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.
- 401.3b As such a modifier ends, control of that card reverts to:
- the player specified in the latest-timestamped (718.2) modifier gaining control of that card
 - or, if no such modifier exists, the player under whose control that card entered play
 - or, if no such player exists, that card is removed from the game

402. Copying

- 402.1 Some modifiers tell a player to copy a card on the chain. This means that player adds a duplicate of that card to the chain. A duplicate isn't "played." A duplicate is not represented by a physical card, but is a card in all other ways. As part of a duplicate leaving the chain, it ceases to exist.
- 402.1a A duplicate is controlled by the player who added it to the chain. The source of a duplicate is the duplicate itself.
- 402.1b A duplicate copies the original's name, play cost, type, tags, text, and current target, as well as all other choices that have been made for it, including modes, costs, and the value of X. If a duplicate refers to actions taken to pay its cost(s), it's referring to the actions taken to pay the original's cost(s). Any other self-references (200.1) on the duplicate refer to itself rather than the original.
- 402.1c Before adding a duplicate to the chain, its controller may choose new legal targets for it. That player may leave any of its current targets unchanged, even if they are no longer legal.
- 402.2 Some modifiers say that a card in play "becomes a copy" of a second card. As such a modifier is created, the first card loses all of its printed information, and then its printed information becomes identical to that of the second card.
- 402.2a Copied information can itself be copied, so if the second card is a copy of a third card, the first card gains the printed information of the third card, and so on.
- 402.2b The first card is still the same card. Any links targeting it continue to do so. Modifiers to that card still apply within their durations, but they modify its new printed information. However, none of the first card's powers are the same power (701.5) that they were prior to copying.
- 402.2c If any choices have been made about the second card, they are undefined for the first card. They are neither copied nor chosen again.

403. Costs

- 403.1 A cost is anything a player must pay to add a link to the chain or perform any other game action. An instruction to "pay" anything is always a cost. A player can't pay a cost unless he or she has the means to pay all of that cost. Any part of a cost that would be replaced (716) can't be paid. If a cost requires multiple actions to be taken, they can be taken in any order that allows all of them to be taken. If an action can't be taken, any costs involving that action can't be paid. If a cost involves multiple players each taking an action, all of those players must agree to take those actions to pay that cost.
- 403.2 Numeric costs are always positive integers or 0. Costs can't be negative. A cost of 0 still needs to be paid—it doesn't cause a link to be added to the chain automatically.
- 403.3 Some links have one or more alternate costs. Alternate costs can be identified by the words "rather than." Playing a card "without paying" its cost is also an alternate cost, equivalent to "you may pay (0) rather than pay this card's cost." These are not replacement modifiers (716) on the original cost. No more than one alternate cost may be chosen for a link.
- 403.4 The cost of some Traitor hero powers involves the destruction of a friendly character. You may destroy a character you don't control without its controller's permission to pay such a cost.

403.5 Resource costs

403.5a A card's play cost is the value 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 play cost. If a modifier lets you play a card "without paying its cost," it means without paying its play cost; any additional costs must still be paid.

403.5b 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).*

404. Counters and tokens

404.1 A **counter** is a small object placed on a card by a modifier. Named counters will usually be referenced by a modifier and serve either as a marker or a way to keep track of some quantity. Named counters with the same name are indistinguishable from each other.

404.1a If a card refers to a counter, it's referring to a counter on itself unless otherwise specified.

404.1b All counters are removed from a card as part of it becoming a different card (415.10a). In addition, all counters are removed from face-down resources as part of PPP (410.5). Counters remain on a card until they're removed.

404.1c Some unnamed counters on a card increase or decrease the ATK, DEF, or health of that card. Such a counter generates a continuous modifier (714) until it's removed.

404.1d Some modifiers remove a named counter from a card, then check whether it was the last one, or check if none remain. This check is true if no counters with that name remain on that card, even if that modifier didn't remove one.

404.2 A **token** is an object that represents a card put into play by a modifier. A token has tags (and an ally token has ATK and health) as specified by that modifier. A token's name and/or powers may also be specified by that modifier. If no name is specified, a token's name is the tag(s) with which it is created. A token's cost is always 0. All of the above information is printed and can be copied (402.2), but if a non-token card becomes a copy of a token, that card doesn't become a token.

***Example:** High Priestess Tyrande Whisperwind is in your party. When she is destroyed, you put a Wisp ally token into play that is also named "Wisp."*

*High Priestess Tyrande Whisperwind, 5, Alliance, Ally—Night Elf Priest, Unique, 3 ATK / 4 Health
When a Night Elf in your party is destroyed, put a Wisp ally token into play with 0 [Melee] ATK / 1 health.*

404.2a A token enters play in its controller's ally row and behaves like any other ally. Tokens entering, leaving, or in play are cards in all respects except that they can be distinguished by text that refers explicitly to "token" or "non-token" cards.

404.2b If a token leaves play, it ceases to exist as part of PPP (410.5) after triggering powers or modifiers that trigger off it leaving play. It's not a card after it leaves play but before it ceases to exist, but it does become a different card (415.10a) as it changes zones.

405. Damage

- 405.1 Damage on a character is permanent unless it's healed (407) or that character becomes a different card (415.10a). If a character with damage stops being a character but stays in play, that damage is removed as part of PPP (410.5). A character is damaged if it has positive damage; otherwise it's undamaged. Only characters in play can be damaged.
- 405.2 Positive damage greater than or equal to a character's health is called fatal damage. A character with fatal damage is destroyed during PPP (410.5). A character is dealt fatal damage if it has damage greater than or equal to its health after that damage is dealt. "More than fatal damage" is damage in excess of a character's health.
- 405.3 Damage can be either dealt to or put on a character. If a modifier adds damage to a character but doesn't specify that it deals that damage, that damage is put on that character. Damage that would be dealt to a character can be replaced and/or prevented (717). Damage that would be put on a character can't be replaced or prevented. A character can be dealt damage in excess of its health, but damage can't be put on a character in excess of its health.

***Example:** On resolution of Barnathrum's effect, any additional damage is put on each ally because the modifier doesn't specify that it deals damage. If Barnathrum has 3 damage, only 1 more damage is put on him, because damage can't be put on him in excess of his health.*

Barnathrum, Lord of Pain, 4, Alliance, Ally—Human Warlock, 3 [Shadow] ATK / 4 Health (1), [Activate] >>> Double the damage on each ally.

- 405.4 Damage that would be dealt is represented by packets (408) 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 of those characters. If a modifier would deal 1 damage to a character "for each [thing]," it creates only one packet, not one packet for each [thing].

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

Fireball, 4, Mage, 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.

***Example:** You control Vexra Darkfall. When she is destroyed, you target a hero as her triggered effect is added to the chain. As it resolves, count the number of cards in that hero's controller's hand. If that player has five cards in hand, Vexra's modifier creates one packet of 5 arcane damage.*

Vexra Darkfall, 5, Horde, Ally—Undead Mage, 5 [Arcane] ATK / 2 Health

When Vexra is destroyed, she deals 1 arcane damage to target hero for each card in its controller's hand.

- 405.5 Players can add links (705) that would deal damage to a character that can't be dealt (a specified type of) damage. However, such links will fail to create a packet as they resolve, and so they won't trigger powers or modifiers that trigger off damage being dealt to that character.

406. Dual wield

- 406.1 The controller of a hero with dual wield, Two-Handed dual wield, or dual shield can have certain combinations of equipment that would normally violate uniqueness without violating uniqueness. These are exceptions to 414.3:

The controller of a hero with:	Can have any of the following combinations:	
Dual wield	One-Handed Melee weapon	One-Handed Melee weapon
Two-Handed dual wield	Two-Handed Melee weapon	One-Handed Melee weapon
	Two-Handed Melee weapon	Two-Handed Melee weapon
	Two-Handed Melee weapon	Off-Hand equipment
Dual shield	Shield	Shield

- 406.1a In each case, adding another Melee weapon or Off-Hand equipment causes a uniqueness violation, which must be repaired by destroying one of the violating equipment.

Example: Your hero has dual wield and you have Deathbringer. You can play Sword of Zeal without violating uniqueness. However, if you then play Observer's Shield, it causes a uniqueness violation which you must repair by destroying any one of the equipment.

Deathbringer, 3, Weapon—Axe, Melee (1), 2 ATK, 2 Strike

When your hero deals combat damage with Deathbringer to an ally, your hero deals that much shadow damage to target hero in that ally's party.

Observer's Shield, 2, Armor—Shield, Off-Hand (1), 2 DEF

Observer's Shield enters play exhausted.

Sword of Zeal, 4, Weapon—Sword, Melee (1), 2 ATK, 2 Strike

When your hero deals combat damage with Sword of Zeal, target player may ready that many of his resources.

- 406.1b A hero losing dual wield, Two-Handed dual wield, or dual shield while its controller has one of the above combinations causes a uniqueness violation (414). However, if a hero with two One-Handed weapons loses Two-Handed dual wield but still has dual wield (or loses dual wield but still has Two-Handed dual wield), there is no uniqueness violation.
- 406.2 The controller of a hero with sextuple wield can have up to six “hands” of Melee weapons without violating uniqueness. This is an exception to 414.3b. A One-Handed weapon occupies one hand; a Two-Handed weapon occupies two. Adding dual wield to such a hero doesn't give it any additional hands. Adding an equipment that exceeds six hands causes a uniqueness violation (414), as does a hero losing sextuple wield while its controller has more than one weapon. However, if a hero with two One-Handed weapons loses sextuple wield but still has dual wield (or loses dual wield but still has sextuple wield), there is no uniqueness violation.
- 406.2a If the controller of a hero with sextuple wield gains control of an Off-Hand equipment, it occupies one hand. Such a player can control both a Two-Handed and an Off-Hand equipment without violating uniqueness. This is an exception to 414.3c.
- 406.3 The controller of a hero with Ranged dual wield can have two Ranged weapons without violating uniqueness. This is an exception to 414.3b. A hero losing Ranged dual wield while its controller has two Ranged weapons causes a uniqueness violation (414).

- 406.4 The controller of a hero with dual wield or Two-Handed dual wield can strike with two Melee weapons per combat. The controller of a hero with sextuple wield can strike with up to six “hands” of Melee weapons per combat. The controller of a hero with Ranged dual wield can strike with two Ranged weapons per combat. These are exceptions to 303.2c. However, a player can’t strike with both a Melee weapon and a Ranged weapon during the same combat, even if they’re the same weapon. A player can strike with each weapon multiple times if it can be readied during that combat. If a player strikes with multiple weapons in the same combat, the combat damage is associated with all of those weapons (408.3d).

***Example:** Your hero has dual wield and you have Deathbringer and Sword of Zeal. Your hero attacks an ally and you strike with both weapons. When your hero deals 4 combat damage to that ally, both weapons trigger. As each triggered effect resolves (in the order of your choice), your hero deals 4 shadow damage, and target player may ready 4 resources.*

407. Healing

- 407.1 To heal an amount of damage from a character is to remove that much damage from it. If a modifier heals N damage from a character with less than N damage, 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. An opponent targets it with Lightning Bolt, which reads, “Your hero deals 4 nature damage to target hero or ally.” In response, you target that ally with Flash Heal, which reads, “Your hero heals 4 damage from target hero or ally.” Your link resolves first and removes 1 damage, and then your opponent’s link resolves and adds 4 damage. Your ally is not destroyed.*

- 407.2 Damage that would be healed is represented by packets (408) that are created by modifiers. Each modifier that would heal damage from one or more characters creates a separate packet for each of those characters. If a modifier would heal 1 damage from a character “for each [thing],” it creates only one packet, not one packet for each [thing].

***Example:** You control Boris Brightbeard and Hide of the Wild, and you are playing with one other friendly player. You play Shelter the Flock. As it resolves, it creates two packets of 11 damage healed **by** your hero **with** Shelter the Flock. Hide of the Wild’s modifier replaces them with two packets of 12 damage healed by your hero with Shelter the Flock. Later that turn, you pay 0 to flip Boris. A packet of less than 1 damage is never created (408.2a), so there’s nothing for Hide of the Wild to replace.*

*Boris Brightbeard, Alliance, Hero—Dwarf Priest (Holy), Enchanting/Tailoring, 26 Health
On your turn: (X), Flip Boris >>> Boris heals X damage from target hero or ally.*

*Hide of the Wild, 2, Armor—Cloth, Back (1), 0 DEF
If your hero would heal damage, it heals that much +1 instead.*

*Shelter the Flock, 4, Priest, Ability—Holy
Your hero heals 11 damage from each friendly hero.*

- 407.3 Players can add links (705) that would heal a character with no damage or a character that can’t be healed. In both cases, such links will fail to create a packet as they resolve, and so they won’t trigger powers or modifiers that trigger off damage being healed from that character.

***Example:** An ally in your party has 4 health and no damage. 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. As your opponent’s link resolves, it adds 4 damage to your ally, which destroys it before the next player gets priority.*

408. Packets

408.1 Packets represent damage that would be dealt (405) or healed (407), and can be replaced (717).

408.2 Each packet has the following attributes:

408.2a An **amount** of damage that the packet would deal or heal. This can be raised by replacement modifiers and/or lowered by prevention modifiers (717). If it's lowered to 0 or less, the packet ceases to exist and deals or heals no damage. Packets of 0 or less damage are never created. If a packet would heal all damage from a character, its controller chooses any positive integer greater than 1 million for that packet's amount (104.1).

408.2b A **destination** character, to which the damage would be dealt or from which the damage would be healed. If damage would be dealt to a character that can't be dealt (that type of) damage, or healed from a character with no damage or that can't be healed, no packet is created. If damage would be dealt to or healed from a non-character, or a character no longer in play, no packet is created.

408.2c A **source** character and **controller**, which are determined as follows:

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

***Example:** You have one opponent who 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).*

408.3 In addition, each packet may have one or more of the following optional attributes:

408.3a One or more **damage types**, which are determined as follows:

- For packets created during combat conclusion, the damage types of the source character. If none is specified, such a packet has type melee.



Arcane



Fire



Frost



Holy



Melee



Nature



Ranged



Shadow

- For packets created outside of combat conclusion, the damage types are specified by the modifier that created the damage. If none is specified, such a packet is typeless.

408.3b A **combat damage** flag, if the packet was created during combat conclusion, or if a modifier specifies that it "counts as combat damage."

408.3c A **preventability** flag. If any amount of a packet can't be prevented, the entire packet can't be prevented. 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 that your hero would deal with Annihilator is unpreventable.*

408.3d An **association** with an ability or equipment. Only the following associations are possible:

- A packet created during combat conclusion is dealt **with** a weapon if it was dealt by a hero after its controller struck with that weapon in that combat, even if that packet's size is not equal to that weapon's ATK. If that player struck with multiple weapons in that combat, that packet is associated with all of them. Even if a packet is associated with multiple weapons, only a single packet is dealt by each character during combat conclusion, and so powers or modifiers that trigger "when your hero deals damage with a weapon" trigger only once.

***Example:** Your hero has a +2 ATK modifier. You attack an ally with your hero and 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:** Your hero has dual wield and you have Blade Flurry and two Viking Warhammers in play. Your hero attacks an ally and you strike with both weapons. When your hero deals 2 combat damage to that ally, Blade Flurry triggers only once. As its effect resolves, you may have your hero deal 2 melee damage to another target character.*

*Blade Flurry, 4, Rogue, Ability—Combat Talent
Combat Hero Required <p> Ongoing: When your hero deals combat damage with a weapon to an ally, you may have your hero deal that much melee damage to a second target hero or ally.*

Viking Warhammer, 1, Weapon—Mace, Melee (1), 1 ATK, 1 Strike

- A packet created outside of combat conclusion is dealt or healed **with** a card if that card was the source of the modifier that created it. A packet is dealt or healed "with an ability" even if that ability card was in a non-play zone as that packet was created.

***Example:** You have one opponent who 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** an ability (Frost Nova).*

408.4 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 (717).

409. Playing cards

- 409.1 To play a card is to add it to the chain from another zone. Playing a card follows the applicable rules for adding links (707). 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. These rules apply regardless of which zone a card is played from. Cards can be played only from hand unless otherwise specified.
- 409.2 Playing a card is different from placing a resource (411), although both add a card to the chain. Quests and locations (306) can't be played—they can only be placed as resources.

410. Priority

- 410.1 A player's option to add a link to the chain is called priority. No more than one player can have priority at the same 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.
- 410.2 A player with priority can choose to do any of the following:
- Play an instant card (409)
 - Use a power (701)
 - Complete a quest (306)
- 410.2a During a defend window, while his or her hero is in combat, that player can also:
- Strike with a weapon (303)
- 410.2b During his or her non-combat action phase, while the chain is empty, that player can also:
- Play a non-instant card (409)
 - Place a resource (411)
 - Propose a combat (600.3)
- 410.3 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 (collectively called “playing an effect”) all add an effect to the chain.
- 410.4 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:
- 410.4a If the chain is not empty, the topmost link of the chain tries to resolve (709), and then the turn player gets priority.
- 410.4b 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.

410.5 Any time a player would get priority, **pre-priority processing (PPP)** takes place first. This first involves a series of pre-priority checks (410.6). Next, any waiting triggered effects (708) are added to the chain, and then that player gets priority.

410.6 Pre-priority checks are made in a series of waves. In each wave, the following checks are made simultaneously. If one or more checks in a wave result in actions taking place, those actions take place simultaneously (802), and then another wave of checks is made, until no actions take place. None of this uses the chain.

410.6a **Character destruction**

- All characters with 0 health are destroyed. This is different from destruction by fatal damage.
- All characters with fatal damage (405.2) and non-zero health are destroyed. If such a character was dealt damage since the last player got priority, it was destroyed by that damage.

***Example:** Your opponent controls three Ironforge Guards and no other allies. You play Chain Lightning, dealing 3, 2, and 1 damage to each Ironforge Guards respectively as the ability resolves. Before the turn player gets priority, the first wave of pre-priority checks destroys the Ironforge Guards with 3 damage, then a second wave destroys the Ironforge Guards with 2 damage, and then a third wave destroys the Ironforge Guards with 1 damage.*

Chain Lightning, 5, Shaman, Ability—Elemental

Your hero deals 3 nature damage to target hero or ally. Your hero may deal 2 nature damage to a second hero or ally. Your hero may deal 1 nature damage to a third hero or ally.

Ironforge Guards, 2, Alliance, Ally—Dwarf Warrior, Unlimited, 1 [Melee] ATK / 1 Health

Ironforge Guards has +1 health for each other ally named Ironforge Guards in your party.

410.6b All players who have been required to draw a card from an empty deck become “decked” (102.1a).

410.6c Each attachment (400) checks whether it’s attached to the “attached [thing]” specified in its powers. If it’s not, or if it’s attached to a Totem (305.3), it’s destroyed by the game (103.3). Its attach description (400.1) is ignored.

***Example:** Your opponent attaches Turn the Blade to an Arcanite Dragonling ally in your party. Early next turn, after the Dragonling stops being an ally, Turn the Blade checks whether it’s attached to an “attached card” (and not attached to a Totem). As a result, Turn the Blade is not destroyed, even though it’s attached to neither an ally nor a weapon.*

Arcanite Dragonling, 1, Item, Trinket (2)

(1) >>> Arcanite Dragonling is also an ally with 2 [Melee] ATK / 2 health and protector this turn.

Turn the Blade, 1, Hunter, Ability—Survival

Attach to target ally or weapon. <p> Ongoing: Attached card has -3 ATK.

410.6d All tokens in non-play zones cease to exist (404.2b).

410.6e All damage on non-characters is removed (405.1).

410.6f All counters on face-down resources are removed (404.1b).

410.6g Each player who controls more than one location (306.3) must choose one and turn the rest face down.

411. Ready and exhausted

- 411.1 Cards enter play ready and stay ready until exhausted. To exhaust a ready card, turn it sideways. To ready an exhausted card, turn it upright. Only physically ready cards can be exhausted, and only physically exhausted cards can be readied. A card readies only if it physically transitions from exhausted to ready, and exhausts only if it physically transitions from ready to exhausted. Whether a card is ready or exhausted is part of its orientation.
- 411.2 Cards in non-play zones are neither ready nor exhausted, and can't be readied or exhausted.

412. Resources

- 412.1 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 may place only one resource per turn.
- 412.1a 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. Resource cards on the chain can't be targeted for interruption (710.1e). As a resource card resolves, it enters play in its controller's resource row.
- 412.1b Only quests and locations may be placed face up or face down. Other card types can be placed only face down. A face-down resource card is blank while it's on the chain, in play, and as it leaves play. A blank card has no name, powers, text, types, tags, or traits. As a card in play becomes a face-down resource, it loses all of these things and becomes a different card (415.10a). However, modifiers can add any of these things to a face-down resource.

Example: You play *Readiness*, then pay *Naloniae's* alternate cost, destroying a face-down ability card. That card enters your graveyard because it's blank as it leaves play.

Readiness, 3, Hunter, Ability—Survival Talent

If an ability card would enter your graveyard this turn, remove it from the game instead.

Naloniae, 2, Horde, Ally—Blood Elf Priest, 2 [Holy] ATK / 2 Health

You may destroy one of your resources rather than pay *Naloniae's* cost.

- 412.2 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, 5, Rogue, Ability—Combat

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

413. Searching

- 413.1 To search a zone is to look through all of the cards in that zone. Unless otherwise specified, you need not decide anything about the card(s) you're searching for before you start searching.
- 413.2 If a player searches 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).
- 413.3 A player searching a non-public zone for a card of a specified description can fail to find a card. The player doesn't have to say whether the failure to find was by choice or by absence. However, a player searching a zone for "a card" can't fail to find a card unless that zone is empty.

***Example:** As Swiftshift resolves, you can choose to search your deck, your graveyard, or both. If you choose to search only your deck, you can fail to find a Form card. You shuffle your deck only if you choose to search it.*

Swiftshift, 4, Druid, Instant Ability—Feral

Search your deck and/or graveyard for a Form card, reveal it, and put it into your hand.

414. Uniqueness

- 414.1 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 continuously throughout the game. Uniqueness violations can occur at any time, even before or during PPP (410.5). If a violation occurs, it must be repaired before the game continues.

***Example:** You control Fury, Goldenmoon, and Hootie. Goldenmoon is dealt fatal damage. The first wave of pre-priority checks (410.6) destroys Goldenmoon, causing a uniqueness violation. You must immediately destroy one of your pets before the game continues with the next wave of pre-priority checks.*

Fury, 5, Hunter, Ally—Cat, Pet (1), 5 [Melee] ATK / 3 Health

Goldenmoon, 3, Alliance, Ally—Night Elf Rogue, 2 [Melee] ATK / 2 Health

Elusive <p> You can have an additional Pet while your Pets have different names.

Hootie, 2, Hunter, Ally—Owl, Pet (1), 2 [Melee] ATK / 2 Health

- 414.2 If a violation occurs, the violating player must repair it by choosing a violating card to be destroyed by the game (103.3). If the violation persists, that player must choose 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. None of this uses the chain.

414.3 Uniqueness violations

414.3a Some cards have the unique tag 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.

414.3b 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.*

414.3c Some cards have the Two-Handed tag. Other cards have the Off-Hand tag. If a player controls both a Two-Handed and an Off-Hand card in play, those cards violate uniqueness.

414.3d For the different varieties of dual wield uniqueness, see 406.

415. Zones

415.1 Cards can be in any one of six game zones: chain, deck, graveyard, hand, play, and removed from game (RFG). Each zone exists even if there are no cards in that zone. 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.

415.2 All players share the chain and play zones. Each player has his or her own deck, graveyard, hand, and RFG zone. If a card is put into a deck, graveyard, hand, or RFG zone, it's put into its owner's instance of that zone. Some modifiers explicitly put a card into the deck, graveyard, or hand of a player who doesn't own it. If that happens, that player owns that card until the end of that game.

415.3 If text refers to a "card in play," it's referring to a card or token (404.2) in play.

415.3a If text refers to an "ally," it's referring to an ally card or ally token in play. If text is referring to an ally card in one or more zones, at least one of which is a non-play zone, it will refer to an "ally card" in those zones. However, if text refers to playing (409) an ally card, it will refer to playing an "ally" even though it's on the chain rather than in play at the time it's played. This rule also applies to other card types and descriptors.

***Example:** You control Ranthus Adler, who reads, "(1), Destroy Ranthus >>> Put target ally into its owner's hand." His power must target an ally card or ally token in play.*

415.4 **Deck zone**

- 415.4a The deck zone is where players put their decks. Cards are usually drawn from the top of a 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. If text refers to a player's deck, it's referring to the pile of cards from which he or she draws.
- 415.4b 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. Decks are always shuffled and cut face down. If a modifier is revealing the top card of a deck, no cards are revealed while that deck is being searched or shuffled.
- 415.4c If multiple cards are simultaneously put on the top or bottom of a player's deck, he or she may arrange them in any order. That player doesn't reveal the order of those cards.
- 415.4d Some modifiers turn a deck over. Such a modifier turns your deck over as it's created, and continues to reverse the orientation of your deck zone for the rest of the game. After a deck has been turned over, the top is still the side furthest from the table, and the bottom is still the side closest to the table. Cards are still drawn from the top. All cards in the deck become face up and public. Any player can look at them, but not reorder them.
- 415.4e Some modifiers say you may look at the top card of a deck at any time. This means any time you have priority.
- 415.4f Some modifiers tell you to play with the top card of your deck revealed. If another modifier tells you to reveal or look at one or more of the top cards of your deck, the next card is not revealed. If you somehow play the top card, the next card is not revealed until the top card has become added to the chain (707.1f).

415.5 **Hand zone**

- 415.5a The hand zone is where players hold the cards they draw. Cards in hand 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.
- 415.5b The default maximum hand size is seven cards. During a wrap-up step (503.2), the turn player must discard down to his or her maximum hand size.

415.6 **Graveyard zone**

- 415.6a 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.

415.7 **Chain zone**

- 415.7a The chain zone is where players add cards being played, resources being placed, and effects they control. A link is any card or effect on the chain (705). Links are added (707) 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.

415.8 Removed from game (RFG) zone

- 415.8a To remove a card from the game, first reveal it unless it's being removed face down (either by a modifier that specifies "face down," or while it's a face-down resource), then put it into its owner's RFG zone. Putting a card into an RFG zone is also called "removing [it] from the game."
- 415.8b A card in an RFG zone is face up and public, unless it was removed face down. A face-down card is effectively blank—it has no name, type, tags, or text—while in an RFG zone, and only its owner may look at it. If a face-down card from an RFG zone enters play, it enters play as a face-down resource.

415.9 Play zone

- 415.9a The play zone is where characters, 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. Attachments are physically attached to other cards in play.
- 415.9b Cards in play a player controls are collectively called his or her party. A card enters a player's party as it enters play under that player's control, or that player gains control of it. A card leaves a party as it leaves play or changes controllers. A card in play that gains or loses a card type neither enters nor leaves a party. If a card in your party becomes a different card (415.10a), modifiers that persist while that card "remains in your party" expire (714.3b).
- 415.9c A card in play is public, and either side of it may be looked at by any player unless it's face down in a resource row. A player may look at a face-down resource only if it's in his or her resource row. Players may rearrange their resources at any time (as long as their orientation stays the same). However, if multiple resources appear identical (because they're all face down, or all face up with the same name) but some are affected differently by modifiers, those affected resources must be clearly distinguished while they remain so affected.
- 415.9d A non-ongoing ability card can't enter play unless it's placed face down as a resource (411). If a modifier tries to put a non-ongoing ability card into play in any other way, that card stays where it is.

415.10 Changing zones

415.10a A card that changes zones becomes a **different card**, even if it returns to the previous zone. In addition, a card in play that enters a resource row from a non-resource row becomes a **different card**, even though it hasn't changed zones. Any modifiers affecting it or that would have affected it previously don't affect it in the new zone/row unless they specify that they do (but see 415.10b). Any counters or damage are removed as part of it changing zones/rows, and its attachments are destroyed by the game. It becomes an illegal target (709.2a) for any links targeting it. It's removed from any combat (602.4). A card that changes controllers, orientation, or enters a non-resource row while in play is still the same card, and has not changed zones.

415.10b If a link's cost or modifier moves a card to a zone, or a link triggers off a card entering a zone, and then a modifier from that link later tries to affect that card, it can do so, but only if that card has stayed in that zone continuously until then. This is an exception to 415.10a.

***Example:** Your Cat Form is destroyed, triggering its power. If you pay (2) as that triggered effect resolves, it creates a triggered modifier that watches for the next "end of turn" event. As that modifier's effect resolves, you return Cat Form to your hand only if it has stayed in your graveyard continuously since it was destroyed.*

Cat Form, 2, Druid, Instant Ability—Feral, Form (1)

Ongoing: Your hero is in cat form. <p> When Cat Form is destroyed, you may pay (2). If you do, its owner puts it from his graveyard into his hand at the next end of turn.

415.10c To **discard** a card is to reveal it from hand and then put it into its owner's graveyard. Only cards in hand can be discarded. All events that put a card into a graveyard from hand are discard events.

- If a player discards multiple cards, each of those cards is discarded one at a time.
- If a modifier lets you discard your hand, you can do so even if it's empty, and that action will pass an "if you do" check (709.2f). However, if you can't discard cards, then you can't discard your hand, even if it's empty.

415.10d To **destroy** a card is to put it into its owner's graveyard from play. Only cards in play can be destroyed. All events that put a card into a graveyard from play are destroy events.

415.10e To **draw** a card is to put it from a deck into a player's hand. Only cards in decks can be drawn. An event that puts a card into a hand from a deck is a draw event only if it specifies that that card is drawn.

- If a player draws multiple cards, each of those cards is drawn one at a time. If a modifier is revealing the top card of that player's deck, all the drawn cards are revealed. If that player is affected by a modifier that says he "can't draw cards unless he [pays a cost] for each," he chooses whether to pay that [cost] for each card individually.
- If a modifier tells a player to draw cards until he or she reaches a specified hand size, cards are drawn until that player has at least that many cards in hand, or until the game reaches a state where no cards are changing zones.

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 contain any number of combat steps. Each end phase concludes with a wrap-up step. There are no priority windows (410.4) between phases or turns, before the ready step, or between the ready and draw steps.
- 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 PPP (410.5). Powers or modifiers that trigger at the end of a 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.
- 500.4 Some modifiers tell a player to skip a turn. These are replacement modifiers that replace the skipped turn with nothing. If two modifiers tell a player to skip his or her next turn, then that player skips his or her next two turns, and so on.
- 500.5 Some modifiers and rules say to end the current turn. To do so, follow these steps in order. No player gets priority during these steps.
- All other links are interrupted by the game (103.3).
 - Close the current priority window.
 - Remove all attackers, defenders, proposed attackers, and proposed defenders from combat.
 - End all modifiers with duration "this combat" or "this turn."
 - Skip to the start of the specified turn. If none is specified, skip to the start of the next turn. End-of-turn triggers (703) are **not** triggered by this transition.
- 500.6 Some modifiers tell a player to move to the right of a second player. This means that the first player's position in turn order becomes immediately anti-clockwise to the second player's. The first player may physically move himself and all of his applicable cards to the immediate right of the second player if this is agreeable to all players. If such a modifier is created during the first player's turn, that turn continues as normal, and then the second player takes the next turn. If such a modifier is created during a game with only two players, nothing happens.

501. Start phase

501.1 Ready step

- 501.1a As a ready step starts, the turn player readies all physically exhausted cards in play he or she controls. Any modifiers created “as [that turn] starts” are also created simultaneously. None of this uses the chain. Next, a priority window opens. As that window closes, the ready step ends.

501.1b Inspire

- If a player other than the turn player controls character(s) with “inspire: [card(s)]” power(s), that other player may ready the applicable number of exhausted [card(s)] in play he or she controls at the same time (802) as the turn player readies his or her cards.

***Example:** You have two Vindicator Kaldels and one other ally in your party. All of them are exhausted as your turn ends. As the next player readies his or her cards, you may ready up to two of your exhausted allies because you control characters with two “inspire: ally” powers. This doesn’t use the chain.*

*Vindicator Kaldel, 2, Ally—Draenei Paladin, 3 [Holy] ATK / 2 Health
Aldor Reputation (Can't put Scryer cards in your deck.)
Inspire: Ally (You may ready one of your allies during each other player's ready step.)*

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

***Example:** You have two Marksman Glous and one exhausted quest as your turn ends. As the next player readies his or her cards, you may ready that quest, and pay (1) less to complete it this turn. You can’t choose a ready quest and pay (1) less to complete it this turn, or choose that exhausted quest twice and pay (2) less to complete it this turn.*

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

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

***Example:** You have Exarch Orelis and a hero in your party, and you also control six resources. All of them are exhausted as your turn ends. As the next player readies his or her cards, you may ready any, all, or none of Orelis, your hero, and one of your resources.*

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

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. As that window closes, both the draw step and start phase end.

- 501.2b The first player skips the draw step 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. 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 (in any order), only during his or her non-combat action phase, while the chain is empty:

- Play a non-instant card (409)
- Place a resource (411)
- Propose a combat (600.3)

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. As that window closes, a 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. Each combat is proposed as either a sabotage or normal (non-sabotage) combat.
- 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 a cost]." 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 a cost]" 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 that cost].

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 a character in his or her party to be the proposed attacker, and something else 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 legal, the proposed defender for a non-sabotage combat must be a non-elusive character controlled by an opponent of the turn player that the proposed attacker can attack. The proposed defender for a sabotage combat must be a non-elusive [thing] that the proposed attacker can sabotage, and must not be controlled (or owned, if it has no controller) by a player friendly to the proposed attacker.
 - 601.2c If a character is affected by a modifier that says it "can attack only [a specified (kind of) character] if able," it can be proposed as an attacker only if that (kind of) [character] is proposed as the defender. However, if such a proposal can't be made (because there are no such [characters] in play, or all such [characters] are elusive, for example), any other legal defender can be proposed.

- 601.2d If a character is affected by two or more modifiers that say it “can attack only [a specified 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 defender can be proposed.

***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 normal.*

*Mocking Blow, 1, Warrior, 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, 3, Warlock, Ally—Voidwalker Demon, Pet (1), 1 [Shadow] ATK / 5 Health
Opposing heroes and allies can attack only Sarmoth if able.*

- 601.2e If a proposed attacker or defender breaks any rules governing combat legality, the proposed combat is illegal and can’t be proposed.
- 601.2f If a proposed attacker or defender becomes a different card (415.10a) or changes controllers, it stops being a proposed attacker or defender.
- 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 (710.1e). If a proposal effect is interrupted this way, 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, but is not yet in combat (602.3). None of this uses the chain. Then, a priority window opens, called the **attack window**. Any waiting triggered effects are added to the chain, and then the turn player gets priority.
- 602.2 As an attack window closes, if there is no attacker and/or no proposed defender, the combat concludes (603). Otherwise, any player opposed to the attacker may exhaust a character in his or her party that can protect the proposed defender against the attacker. If that happens, the proposed defender stops being the proposed defender, and that exhausted character becomes the proposed defender and starts protecting. This doesn’t use the chain and is the only time a character can protect. This is called the **protect point**.
- 602.2a While an attacker has stealth, characters can’t protect.
- 602.2b Only one character can protect each combat. A character can protect whether or not it can be attacked by the attacker. A proposed defender can’t protect itself.
- 602.2c If a character protects during a sabotage combat, it stops being a sabotage.

- 602.3 Next, if there is no attacker and/or no proposed defender, the combat concludes (603). Otherwise, the following happens. The proposed defender becomes a defender and starts defending against the attacker. The attacker starts attacking the defender. Both attacker and defender enter combat and are now in combat with each other. None of this uses the chain. Then a priority window opens, called the **defend window**. Any waiting triggered effects are added to the chain, and then the turn player gets priority. As a defend window closes, the combat concludes (603).

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

Grunt Baranka, 2, Horde, Ally—Orc Warrior, 2 [Melee] ATK / 2 Health

Protector <p> When Baranka defends against an ally, destroy her. If you do, destroy all attacking allies.

High Overlord Saurfang, 8, Horde, Ally—Orc Warrior, Unique, 9 [Melee] ATK / 4 Health

Protector <p> When an ally enters combat with Saurfang, destroy that ally.

- 602.3a A player may strike with a weapon (303.2) only while a defend window is open and his or her hero is in combat.
- 602.3b If a modifier causes a character to “become a defender” during combat, that character starts defending against the attacker and the attacker starts attacking it. Both characters enter combat and are now in combat with each other. A sabotage combat stops being a sabotage.
- 602.3c An attacker or defender is in combat while there's an opposing attacker or defender.
- 602.4 Attackers, defenders, proposed attackers, and proposed defenders can be removed from combat. As something is removed from combat, it stops being an attacker, defender, proposed attacker, or proposed defender, and stops attacking, defending, protecting, and being in combat, as applicable. A card is removed from combat as it becomes a different card (415.10a) or changes controllers. Any remaining attacker or defender continues to attack, defend, and protect as applicable. This doesn't cause the combat step to end immediately. A combat step always proceeds to conclusion whether or not an attacker or defender remains.

603. Combat conclusion

- 603.1 No player gets priority during combat conclusion. If both an attacker and a defender remain in a non-sabotage combat, 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. If both an attacker and a defender remain in a sabotage combat, no combat damage is dealt, and powers that trigger “when [the attacker] sabotages” do so, even if it has 0 ATK.
- 603.1a If the attacker has long-range, defenders can't deal combat damage. This is an exception to 603.1.
- 603.1b If there is no attacker and/or no defender remaining, no combat damage is dealt and nothing triggers. If an attacker remains but no defender remains, that attacker doesn't ready.
- 603.2 Next, a series of pre-priority checks (410.6) takes place, but no waiting triggered effects are added to the chain, and no players get priority.
- 603.3 As the last part of combat conclusion, all attackers, defenders, proposed attackers, and proposed defenders are removed from combat (602.4), and then modifiers with duration “this combat” end. Next, the combat step ends, and a priority window opens in the turn player's action phase. Any waiting triggered effects are added to the chain, and then the turn player gets priority.

7. Powers, links, and modifiers

700. Powers

- 700.1 A card's powers may include the game text in its text box, as well as any keywords or quoted text added to it by modifiers. There are four types of powers: payment, reward, triggered, and continuous. Activated powers (701.3) are a subset of payment powers. Definite (704.1b) and indefinite (704.1a) powers are subsets of continuous powers. A paragraph break in the text of a card, represented by "<p>" in these rules, denotes a separate power. However, keyword powers may be grouped together to save space.
- 700.2 Some powers function in zones other than play. Such powers 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 indefinite power (704.1a) 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 is the same card as before (701.5a).

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 that arrow is the cost of that power. The text to the right is the effect that using that power adds to the chain. Some powers are preceded by a colon. The text to the left of that colon restricts when that power can be used. For example, a power preceded by "On your turn:" has the same restriction as one followed by "Use only on your turn."
- 701.2 To use a payment power is to add its payment effect to the chain. A player may use a payment power any time he or she has priority. 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, or its owner if it has no controller, can use its payment powers. Using a payment power follows the applicable rules for adding links (707).
- 701.3 An activated power is a payment power with an activate (⚡) symbol as part of its cost. To pay that part of its cost, exhaust the card with that power. A card can't be exhausted to pay a cost if it's already exhausted. An ally's activated powers can be used only if that card has been in its current party continuously since the start of its controller's most recent turn. Only allies have this restriction.
- 701.4 Some modifiers copy a power. Any self-references (200.1) in the copied power are updated.

***Example:** Koringar the Heavy reads, "(3) >>> This turn, Koringar has all the payment powers of all other allies." He and Tim are the only allies in play after his payment effect resolves. As a result, he has the power, "[Activate] >>> Koringar deals 1 arcane damage to target hero or ally."*

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

- 701.5 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 as long as that card is the same card (415.10a) and that power is the same power.

***Example:** You control Elder Moorf, and you target an ally with his power. Your opponent destroys that ally in response, so your payment effect is interrupted as it tries to resolve. You can't use Moorf's power again this turn, because you've already used it once this turn. That same turn, you play a second Moorf. The new Moorf is a different card, so you can use his power once this turn also.*

*Elder Moorf, 1, Horde, Ally—Tauren Druid, 1 [Nature] ATK / 1 Health
Once per turn: (1) >>> Target ally has +2 ATK this turn.*

- 701.5a A lost power that returns will be the same power as it initially was if its source is the same card (415.10a) as before.

***Example:** You control Elder Moorf, and you use his power. Later that turn, your opponent plays Polymorph on your Moorf, causing him to lose his power. Later that same turn, Polymorph is destroyed. You can't use Moorf's power again this turn, because it's still the same power, and you've already used it once this turn.*

*Polymorph, 2, Mage, Ability—Arcane
Attach to target ally.
Ongoing: Attached ally can't attack or protect, loses all powers, and is a Sheep.*

702. Reward powers

- 702.1 Reward powers appear only on quests. They function similarly to payment powers, but aren't payment powers because they don't have an arrow (>>>). A reward power can be identified by the bold word "reward," followed by a colon. The text after that word is that power's reward effect. The preceding text is that power's completion cost, as well as any restrictions on when it can be paid. Such restrictions are checked only as that cost is paid; they aren't rechecked as that reward effect resolves. A quest can be exhausted to pay the completion cost of its own power.
- 702.2 To complete a quest is to add one of its reward effects to the chain. A player can complete a quest any time he or she has priority, regardless of how long it's been in his or her party. Only a quest's controller can complete it. Completing a quest follows the applicable rules for adding links (707). As part of paying the completion cost of its own power, if a quest is still in play, it's turned face down and continues to be a resource.

***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 turn 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. <p> Reward: Draw a card, then discard a card.*

- 702.2a Some quests can gain the reward powers of other quests. If this happens, each power is still associated only with its own completion cost and payment restrictions.

703. Triggered powers

703.1 A triggered power can be identified by the words “when” or “at.” It watches for its trigger event to happen, at which point it triggers. It triggers off every instance of its event, including multiple events happening simultaneously. It can trigger any time, even during intervals when no player has priority. Triggered powers create triggered effects (708).

703.1a Some powers trigger when an event “next” happens. If multiple trigger events next happen simultaneously, then all are considered to be “next” and trigger such a power multiple times.

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 If a triggered power appears or disappears at the same time as the trigger event it’s watching for, it triggers.

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. Mal’wi’s power appears at the same time as this event (because it’s inactive while he’s in the graveyard, but active while he’s in play after the event). As a result, Mal’wi’s power triggers and deals 1 ranged damage to the opposing ally, destroying it.*

Kaal Soulreaper, 7, Horde, Ally—Orc Warlock, Unique, 5 [Shadow] ATK / 6 Health

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

Watcher Mal’wi, 4, Horde, Ally—Troll Hunter, 3 [Ranged] ATK / 3 Health

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

703.4 A triggered power uses the game state immediately before an event to determine whether that event matches the trigger event it’s watching for. Powers that trigger off a card entering play or entering a party are an exception to this rule, and use the game state immediately after that event.

Example: *You control an ally with no damage. Your opponent attacks that ally with Brigg, which deals 1 combat damage to it. The game state immediately before that event (ally with no damage) is used to determine whether Brigg’s power triggers. As a result, it doesn’t trigger.*

Brigg, 1, Horde, Ally—Orc Warrior, 1 [Melee] ATK / 2 Health

When Brigg deals combat damage to a damaged ally, destroy that ally.

- 703.5 Some powers trigger when a card “becomes [something].” A card “becomes [something]” only if it was not [something] and then became [something].

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

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

- 703.6 Some cards have triggered powers that are active in non-public zones. Such a power is active only while such a card is revealed in such a zone.

704. Continuous powers

- 704.1 Any power that is not a payment, reward, or triggered power is a continuous power. Continuous powers generate modifiers without using the chain, and are either definite or indefinite.

704.1a Each of a card’s indefinite powers generates a continuous modifier that doesn’t have a specified duration and lasts as long as that card is in the appropriate zone and has that power. Additional costs or restrictions on a card or power are indefinite powers that function in all zones from which that card can be played or that power can be used.

704.1b A definite power generates a modifier “as” an event happens. Such modifiers can be one-shot or continuous. For modifiers generated as a turn starts, see 501.1a. For modifiers generated as a card enters play, see 710.1.

705. Links

- 705.1 A link is a card or effect on the chain. Doing any of the following adds a link (707) to the chain:

- Playing a card (409)
- Copying a card on the chain (402.1)
- Placing a resource (411)
- Using a payment power (701)
- Completing a quest (306)
- Proposing a combat (600.3)
- Striking with a weapon (303)

- 705.2 Playing an ability, ally, equipment, or Master hero 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, or striking with a weapon (collectively called “playing an effect”) all add an effect to the chain. Triggered powers and modifiers can also create triggered effects that are added to the chain during pre-priority-processing (410.5). An effect inherits the text of its source as it’s created.

- 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 has a target description specified in the link's text. A target can't be chosen unless it meets that description. A link can't target itself or an untargetable card in play.

706.1a A link is targeted only if it has the word "target" in its text. A link has a "single target" if exactly one target is chosen as it's added to the chain.

706.1b The same card or player can't be chosen as two or more targets of one link.

706.1c Some links give a targeted power to a card in play. The targets for such a power are not chosen as such a 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.

706.2 Some modifiers tell a player to "change" the single target of a link to a second target. To do so, that player targets that second target with that link, but its target description continues to be read from the perspective of that link's controller (so "opposing" continues to mean opposed to that player, and so on). If no legal second target can be chosen, that link is not changed.

Example: Your opponent plays *Judgement of Wisdom*, targeting your hero. You respond with *Spell Relection*. However, as *Spell Relection* resolves, it fails to change the *Judgement's* target because the *Judgement* can target only a character opposed to its controller, so that controller's hero is not a legal target.

Judgement of Wisdom, 5, Paladin, Ability—Holy Judgement
Attach to target opposing hero or ally. <p> Ongoing: When a friendly hero or ally deals combat damage to attached character, that friendly character's controller draws a card.

Spell Relection, 3, Warrior, Instant Ability—Protection
You may exhaust one of your Shields rather than pay *Spell Relection's* cost.
If an ability card is targeting only your hero, change its target to its controller's hero.

706.3 If a resolving link checks "if you targeted" a particular card, you did so only if that link is legally targeting that card as it resolves.

706.4 Some cards in play say that opposing links "must target" them if able. If such a "magnet" is in play, any opponent who adds a link with one or more targets must choose that magnet as one of those targets if it can be legally chosen. If that link can have "up to" a number of targets, that opponent may choose zero to avoid targeting the magnet. If that link is modal, that opponent may choose a mode that can't target that magnet. If two or more magnets are in play, that opponent must choose targets so as to include the maximum possible number of magnets.

706.5 Some links target randomly. For each target description of such a link, first identify the set of possible targets (for example, by excluding untargetable cards), and then randomly choose from that set. If that set contains one or more magnets, randomly choose from among only those magnets unless all of those magnets have already been chosen for that link.

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 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, indicated by the phrases “choose one:”, “choose two:”, “choose one or both:”, or “choose one or more:”, the player chooses which mode or modes to use. If “an opponent chooses one:”, the player first chooses an opponent, then that opponent chooses a mode. 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. If a link with X in its cost is played “without paying” its cost, only a value of 0 can be chosen for X.
- 707.1d If the link has targets (706), the player must choose those targets in any order that allows all of them to be chosen. If the link is modal, the player only chooses targets for the chosen modes. If the link has a variable number of targets, the player must first choose that number and then choose those targets. If a link deals different amounts or types of damage to different targets, the player must specify the amount and type that each target is dealt. If a link divides counters or damage among multiple targets, the player must specify a division such that each target is assigned 1 or more counters or damage. If a link requires information from the game to determine the amount of counters or damage it divides, that information is locked in first. The player can't choose to divide a non-zero amount of counters or damage among zero targets. 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 in any order, and then subtracting any cost reductions in any order. Cost additions are cumulative, as are cost reductions. If a particular reduction has a restriction (like “to a minimum of (1)”), that restriction applies only to that reduction. If the cost is below 0 after subtracting cost reductions, it's treated as 0. The player then must pay costs in any order. If any part of a cost would be replaced, follow 707.2.
- 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, a weapon striking, a power being used, a quest being completed, and so on. Then, if the link is anything other than a triggered effect (708), the player that added the link gets priority.

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

Shield Bash, 3, Warrior, Instant Ability—Protection

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

Your hero deals 1 melee 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 created, 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 triggered effects that have been created but have not yet been added to the chain are added to the chain during PPP (410.5).
- 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.
- Example:** You propose Voss Treebender as an attacker. Your opponent controls Donna Calister. As Voss attacks, both powers trigger. You're the turn player, so your effect is added to the chain first. As it's added, you target Donna. Next, Donna's effect is added to the chain. After successive passes, Donna's effect resolves first and readies her. After further successive passes, your effect resolves, and you may choose to exhaust Donna.*
- Donna Calister, 5, Alliance, Ally—Human Warrior, 1 [Melee] ATK / 7 Health
Protector <p> When an opposing hero or ally attacks, ready Donna.*
- Voss Treebender, 1, Horde, Ally—Tauren Druid, 2 [Nature] ATK / 1 Health
When Voss attacks, you may exhaust target hero or ally.*
- 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 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 ceases to exist 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 Hur Shieldsmasher. As he enters play, his power triggers, and you target an armor as that effect is added to the chain. As it resolves, you have the option to destroy that target. If there is no armor as Hur enters play, his triggered effect is removed from the chain before its announcement is finished (708.2).*

*Hur Shieldsmasher, 3, Horde, Ally—Orc Warrior, 2 [Melee] ATK / 2 Health
When Hur enters play, you may destroy target armor.*

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, or has become a different card (415.10a) or untargetable. If a link targets cards "in one" place and any of them are in a different place as it resolves, the different ones are no longer legal targets. If all of a link's targets are illegal, or the link is a proposal effect and the proposed combat is illegal (601.2), that link is interrupted by the game (103.3).

Example: Your opponent targets an ally in your party with *Charge*. You attach *Blessing of Freedom* to that ally in response. As *Charge* tries to resolve, it's interrupted because all of its targets have become illegal, so your opponent doesn't draw a card. No player can add a link to the chain targeting that ally until *Blessing of Freedom* is no longer attached to it.

Blessing of Freedom, 1, Paladin, Instant Ability—Protection Blessing
Attach to target hero or ally in your party. <p> Ongoing: Attached character is untargetable. <p> At end of turn, destroy *Blessing of Freedom*.

Charge, 1, Warrior, Ability—Arms
Exhaust target hero or ally. <p> Draw a card.

- 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, and must make choices so that action is actually taken if possible.

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: *Crown of Destruction* reads, "At the end of each player's turn, that player destroys one of his abilities, allies, or equipment." As this triggered effect resolves, that player must choose an ability, ally, or equipment that can be destroyed. He can't choose a card that can't be destroyed or a card type that he doesn't control.

Example: If you play *Shield Bash*, you target a 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, 3, Warrior, Instant Ability—Protection
You may exhaust one of your Shields rather than pay *Shield Bash*'s cost.
Your hero deals 1 melee 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 affects only those targets that are still legal, and can obtain further information from only those targets that are still legal. If some of the link is impossible to perform, only as much as possible is performed.
- 709.2d If a link requires information from the game that hasn't been locked in already (707.1d), that information is locked in as that link resolves. If a link requires information from a card that is no longer in the expected zone, it 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. 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, 4, Mage, 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, 1, Alliance, Ally—Dwarf Priest, 2 [Holy] ATK / 1 Health
(2), Destroy Kryton >>> 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 modes.
- 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 all of 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* into play with 1 [Melee] ATK / 1 health. At the start of your next turn, remove that ally from the game. If you do, draw two cards.

Example: You control *Dramla Lifebender*, *Grunt Baranka*, and *Ritual Sacrifice*. You can't use *Ritual Sacrifice*'s power while *Dramla* is in your party. In addition, when *Baranka* defends against an opposing ally, her power triggers and tries to destroy her, but *Dramla*'s modifier replaces the destruction event by removing *Baranka* from the game. *Baranka*'s "if you do" is not satisfied, and so the attacking ally is not destroyed.

Dramla Lifebender, 6, Horde, Ally—Undead Warlock, 4 [Fire] ATK / 5 Health

If an ally would be put into your graveyard from play, remove it from the game instead.

Grunt Baranka, 2, Horde, Ally—Orc Warrior, 2 [Melee] ATK / 2 Health
Protector

When *Baranka* defends against an ally, destroy her. If you do, destroy all attacking allies.

Ritual Sacrifice, 2, Warlock, Ability—Demonology

Ongoing: Destroy an ally in your party >>> Your hero deals 1 shadow damage to target hero or ally.

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 (410).

710. Entering play

710.1 A card enters play as it comes into the play zone from some other zone. A token also enters play as it's put into the play 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.

710.1a Any modifiers created “as [that card] enters play” are created simultaneously. This doesn't use the chain. If multiple such modifiers are created, and one removes the power that created another, it does so too late to stop that other modifier from being created.

710.1b Any “enters play exhausted,” “enters play with counters,” and/or “enters play with damage” modifiers are processed. If there is more than one such modifier, they are processed cumulatively. All cards enter play ready unless otherwise specified.

Example: You control *Circle of Life*. An ally in your party named *Manthos the Recently Sewn* is destroyed, so you search for another *Manthos*. That card enters play exhausted with 3 damage; it doesn't enter play ready and then exhaust. If your opponent controls *Greatsword of Horrid Dreams*, *Manthos* loses his powers as he enters play, so he doesn't enter play with 3 damage. However, he still enters play exhausted.

Circle of Life, 8, Druid, 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.

Greatsword of Horrid Dreams, 4, Weapon—Sword, Melee (1), 1 ATK, 3 Strike

As an ally enters play under an opponent's control, it loses and can't have powers until the start of that opponent's next turn.

Manthos the Recently Sewn, 5, Horde, Ally—Undead Warrior, 4 [Melee] ATK / 8 Health

Manthos enters play with 3 damage.

- Allies enter play in their controller's ally row.
- Locations, quests, and face-down 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.
- Equipment, heroes, and non-attaching ongoing abilities enter play in their controller's hero row.
- Attachments enter play attached to a card in play.

710.1c That card's remaining continuous powers generate continuous modifiers, and applicable continuous modifiers (including its own) take it into account as a card in play.

710.1d Powers or modifiers that trigger “**when** [that card] enters play” now do so (703.4). However, any such powers lost during 710.1a-710.1c don't trigger.

710.1e Check for uniqueness violations (414).

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 (410).

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. A link can't interrupt itself.

711.3 A card can be targeted (706) for interruption only while it's on the chain, unless it's been placed there (412.1). Cards that have been placed on the chain and cards in any other zones can't be targeted for interruption.

712. Modifiers

712.1 There are two types of modifiers: one-shot (713) and continuous (714).

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 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. A definite modifier (714.3) inherits the text of its source as it's created. An indefinite modifier (714.2) always uses its source's current text.

712.6 The controller of a modifier from a link is the player who controlled that link as it resolved. 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 one or more actions].” That player may choose to perform those [actions] only if he or she can perform them in their entirety.

713. One-shot modifiers

- 713.1 One-shot modifiers modify the game but have no duration. They are created by definite powers (704.1b) or resolving links (709). 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, and are either definite or indefinite.
- 714.2 An indefinite modifier is generated by a card’s indefinite power (704.1a). It 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, 2, Alliance, Ally—Night Elf Hunter, 0 [Ranged] ATK / 2 Health
Gallen has +1 ATK for each ally in your party.*

- 714.3 A definite modifier is created by a definite power (704.1b) or a resolving link (709). It usually has a specified duration. If no duration is specified, such a modifier lasts until the game ends.
- 714.3a Some definite 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 definite modifiers from a link apply while “While [cardname] remains [a specified way].” [Cardname] hasn’t remained [that way] if it stopped being [that way] between the time the link was created and the time it resolved. If it did stop, such a modifier isn’t created. In addition, [cardname] hasn’t remained [that way] if it becomes a different card (415.10a).

Example: You control Helwen and activate her, targeting an ally. In response, something readies her. Then you activate her again, targeting a second ally. The effect from the later activation resolves first and creates a modifier that gains control of that second ally. As the effect from the earlier activation resolves, it doesn’t create a modifier, because she has readied since that activation. If Helwen is Hibernated while exhausted, she hasn’t “remained exhausted” because she became a different card, so you lose control of that second ally.

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

*Hibernate, 2, Druid, Instant Ability—Balance
Put target non-token ally into its owner’s resource row face down, then exhaust it.*

- 714.3c If parts of a link's text have different durations, the link will create a separate definite 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. Unless more than one duration is explicitly specified, all continuous modifiers in a sentence have the same duration.
- 714.3d A definite modifier exists independently from its source. Removing or modifying that source after that modifier is created won't impact that modifier in any way.
- 714.3e A definite modifier affecting multiple cards doesn't flag any cards as it's created. 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 definite modifiers from a link refer to cards affected by an earlier part of that link. Such a modifier does flag those affected cards as it's created, and applies only to those cards for its duration. This is an exception to 714.3d.

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 as "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, 4, Alliance, Ally—Human Paladin, 6 [Melee] ATK / 1 Health
When Leeroy 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 definite modifier. Such a modifier either has a duration or specifies that it triggers the "next" time a specified event happens. Otherwise, it lasts until the game ends. A triggered modifier can be identified by the words "when" or "at," and functions like a triggered power, except that it triggers off its specified event only within its duration. No choices are made for a triggered modifier before it triggers (including targets). Effects created by triggered modifiers follow the rules for triggered effects (708).

Example: *Resolving Kil'zin's payment effect creates a one-shot modifier that deals damage, and a triggered modifier that triggers when damage is dealt this way. The triggered effect it creates is "that opponent's hero deals 3 nature damage to target hero or ally of his choice." That target is not chosen until that triggered effect is added to the chain.*

Kil'zin of the Bloodscalp, Horde, Hero—Troll Shaman (Traitor), 28 Health
(1), Flip Kil'zin >>> Kil'zin deals 3 nature damage to target hero or ally in an opponent's party. When damage is dealt this way, that opponent's hero deals 3 nature damage to target hero or ally of his choice.

716. Replacement modifiers

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

716.1a If multiple modifiers would replace the same event, the player that would have been affected by that event (or the controller of the card or link that would have been affected) chooses one and applies it (but see 717.3). Then, if one or more modifiers are still competing to replace that event, that player choose another one and applies it, and so on.

716.1b A replacement modifier can replace an event any time, even during intervals when no player has priority. In order for a replacement modifier to replace an event, that modifier must exist immediately 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, 7, Mage, Ability—Fire

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

World in Flames, 8, Mage, Ability—Fire

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

716.1c A replacement modifier replaces the specified event even if one or more of the modified events 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, 8, Warlock, Ability—Demonology

Remove your deck from the game.

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

716.1d The modified events created by a replacement modifier have been affected by that particular modifier and can’t be affected by it again, and neither can any events which those events get turned into by further replacement modifiers. However, they 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, 1, Mage, Instant Ability—Fire

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

717. Replacing and preventing damage

- 717.1 Some replacement modifiers replace packets that would be dealt or healed. 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.

***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 that would be dealt by your hero with Mind Spike. As a result, the target's controller discards two cards.*

*Chromatic Cloak, 4, Armor—Cloth, Back (1), 0 DEF
If your hero would deal damage with an ability, it deals that much +1 instead.*

*Mind Spike, 2, Priest, Ability—Shadow
Your hero deals 1 shadow damage to target hero or ally. Its controller discards a card for each damage dealt.*

- 717.2 A modifier that uses the word “prevent” is a type of replacement modifier (even though it doesn't use the word “instead”) called a prevention modifier. Each prevention modifier prevents either all damage or a specified amount of damage that would be dealt to and/or by one or more characters. Some modifiers prevent only a specified kind of damage (for example, combat damage). Each modifier persists until it prevents its specified amount of damage or its duration expires.

- 717.2a If a preventable packet is replaced by a modifier that prevents all its damage, that packet ceases to exist. If a preventable packet of X damage is replaced by a modifier that prevents Y of its damage:

- That packet is reduced by Y. If it's reduced to 0 or less, it ceases to exist.
- The amount that modifier can prevent is reduced by X. If it's reduced to 0 or less, that modifier ceases to exist.

- 717.2b 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.*

- 717.2c Each ready equipment with 1 or more DEF generates an optional prevention modifier. If a preventable packet would deal damage to a hero, that hero's controller may exhaust such an equipment to reduce that packet by that equipment's DEF. This doesn't use the chain. If that packet's amount is less than that equipment's DEF, the excess DEF is wasted. If that packet would still deal damage to that hero, that player may exhaust another equipment, and so on. Equipment can't be exhausted to prevent future or unpreventable damage.

- 717.2d If a packet is prevented partially or completely, it triggers powers or modifiers that trigger off damage being prevented.

717.3 If multiple modifiers are competing to replace the same packet, one is chosen and applied. Then, if one or more modifiers are still competing to replace the modified packet, another is chosen and applied, and so on. In each case, the next modifier to be applied is chosen as follows:

717.3a If any of the competing modifiers would increase size of the packet, or change its combat damage flag, preventability, or damage type, the controller of that packet chooses one of those modifiers.

717.3b Otherwise, the controller of the packet's destination character chooses a competing modifier. If that packet is unpreventable, that controller can't choose a prevention modifier.

Example: An opponent controls *World in Flames*. A friendly player controls *Berserker Stance* and a ready *Golem Skull Helm* (3 DEF). That opponent plays *Fire Blast* targeting that friend's hero. In response, you play *Intervene* targeting that hero. As *Fire Blast* resolves, it creates a packet that multiple modifiers compete to replace. First, that opponent chooses the order in which the *Stance* and *World in Flames* are applied (because both increase the size of the packet). He chooses to apply the *Stance* before *World in Flames* to maximize damage. Then, your friend chooses whether the *Helm* or *Intervene* applies next. He chooses to exhaust the *Helm* to prevent 3 damage before the remaining 3 damage is redirected to your hero.

Berserker Stance, 3, Warrior, Ability—Fury, Stance (1)

Ongoing: If your hero would deal damage, it deals that much +1 instead.

If your hero would be dealt damage, it is dealt that much +1 instead.

Fire Blast, 1, Mage, Instant Ability—Fire

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

Intervene, 1, Warrior, Instant Ability—Protection

The next time damage would be dealt to target friendly hero or ally this turn, it's dealt to your hero instead.

World in Flames, 8, Mage, Ability—Fire

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

717.4 Some modifiers replace “the next time” a character would deal (a specified type of) damage. If a link resolves to create multiple packets of (that type of) damage in the presence of such a modifier, then all of those packets are considered to be “the next time” and are replaced.

Example: You resolve *Stormstrike* and then use *Ramstein's Lightning Bolts*' power. As that effect resolves, it creates a packet of 1 nature damage for each hero and ally, each of which is replaced by a packet of 3 nature damage by *Stormstrike*'s modifier.

Ramstein's Lightning Bolts, 3, Item, Trinket (2)

(2), Destroy *Ramstein's Lightning Bolts* >>> Your hero deals 1 nature damage to each hero and ally.

Stormstrike, 1, Shaman, Instant Ability—Enhancement Talent

Enhancement Hero Required <p> Ready your hero and one of your Melee weapons. <p> The next time your hero would deal nature damage this turn, it deals that much damage +2 instead.

717.5 Some modifiers prevent “the first” X damage that a character would be dealt each turn. Each turn, the amount such a modifier can prevent is reduced by 1 for each damage that's already been dealt to that character this turn, and for each damage that would have been dealt to that character that's already been prevented this turn. If it's reduced to 0 or less, that modifier ceases to apply for the rest of the turn.

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 716.1. 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). If that card started the game in play, its timestamp is the start of the game.
 - 718.2b An attachment in play is the time it last attached.
 - 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 definite power (704.1b) created "as" an event happened is the time that event happened.
 - 718.2f A continuous modifier from a card's indefinite power (704.1a) 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 indefinite power returns, any continuous modifiers that power generates get a new timestamp (700.3).
 - 718.2g A continuous modifier from an unnamed counter that increases the ATK, DEF, or health of the card it's on is the time that counter was put on that card.
- 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, or what result it could apply to them. A modifier that adds to or subtracts from ATK applies a result only to cards that have an ATK value (including 0). The same is true for DEF and health. Modifiers never depend on replacement modifiers. Modifiers that don't depend on any modifiers are "independent."

Example: You control an "animated" Arcanite Dragonling and an opponent controls Breen Toestubber. Breen's modifier can potentially change the ATK value of cards in play, and the Dragonling's modifier can potentially change whether or not it itself has an ATK value, so Breen's modifier depends on the Dragonling's. As a result, the Dragonling has 1 ATK, regardless of when Breen entered play, and even if the Dragonling's power is used again.

Arcanite Dragonling, 1, Item, Trinket (2)

(1) >>> Arcanite Dragonling is also an ally with 2 [Melee] ATK / 2 health and protector this turn.

Breen Toestubber, 5, Alliance, Ally—Gnome Warrior, 4 [Melee] ATK / 5 Health
Opposing allies have -1 ATK.

- 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.

Example: You control a Fel Reaver token and Silas Darkmoon, and an opponent controls Deafening Shout. Silas's modifier depends on Deafening Shout's, because Deafening Shout changes the result that Silas would apply, and so Deafening Shout applies before Silas, regardless of which entered play first. As a result, Silas has ATK equal to -3 (from Deafening Shout) +7 (which is the Fel Reaver's ATK after applying Deafening Shout) for a total of 4.

Deafening Shout, 7, Warrior, Ability—Fury Shout

Ongoing: Opposing allies have -3 ATK / -3 health.

Silas Darkmoon, 6, Ally—Gnome Ringleader, Unique, 0 [Melee] ATK, 0 Health

Silas has additional ATK equal to the combined ATK of all other allies in your party, and additional health equal to the combined health of all other allies in your party.

Thundering Footsteps, 8, Ability

As an additional cost to play, stomp your feet.

Put a Mechanical ally token named Fel Reaver into play with 10 [Melee] ATK / 10 health.

- 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 card, and then continue through the loop applying each modifier in dependency/timestamp order, once each.

8. Additional concepts

800. Card-specific rules

800.1 Hearthstone

Hearthstone, 6, Item

(6), [Activate], Concede the game >>> Each player chooses any number of his equipment that he owns. That equipment stays in play for the next game.

- 800.1a Hearthstone has a power with conceding the game as part of its cost. Using this power is called “hearththing” and follows the rules below, parts of which are exceptions to other rules.
- 800.1b 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.
- 800.1c Hearthing doesn’t 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 that started the match in his or her deck or sidedeck, then that game ends. As it ends, any links remaining on the chain are interrupted.
- 800.1d Chosen cards stay in play between games, keep any counters, and continue to count towards deck totals for the next game. All other cards are shuffled into decks and may be sided out between games as normal. Hearthing during the final game of a match does nothing but end that game.
- 800.1e If chosen cards cause uniqueness violations (414) as the next game starts, those violations are repaired immediately after mulligans (101.2) have been completed.

800.2 Through the Dark Portal

Through the Dark Portal, Quest

During your turn, pay (13) to complete this quest. <p> Reward: Remove your deck and graveyard from the game. Build a new ten-card deck using cards from your entire collection.

- 800.2a In a tournament, your collection is your side deck, so your side deck becomes your new deck as this reward effect resolves. If you complete this quest a second time in the same game of a tournament match, you must remove your deck and graveyard, but you can’t build a new deck.
- 800.2b In casual play, your collection includes all cards in your possession, but excludes the cards with which you started the current game. To build a new deck, you must keep the same hero and follow the usual deck building rules (100). You can include up to four copies of each non-unlimited card in your new deck, even if the deck with which you started the current game contained four copies of that card.
- 800.2c As the last part of resolving this reward effect, shuffle your new deck.

800.3 Lady Katrana Prestor

*Lady Katrana Prestor, 5, Ally—Black Dragon Traitor, Unique, 4 [Fire] ATK / 5 Health
Traitor Hero Required*

(15) >>> Remove all of your cards in all zones from the game and start an Onyxia Raid.

800.3a If you use Katrana's power, follow these steps as that effect resolves. No player gets priority during these steps. If you can't perform all of these steps, nothing happens, and then the turn player gets priority. Otherwise:

- All cards you control or own are removed from the game by the game (103.3), and Onyxia Stage 1 enters your party.
- Shuffle the *Onyxia's Lair* Main deck and Event deck. These decks can't be customized. If you don't have these decks, you can't perform this step.
- Put the top seven cards of the Main deck into your hand. You may mulligan (101.2). No other players put any cards into their hands.
- End the current turn (500.5) and skip to the start of your next turn. You skip your first draw step. Play proceeds following the ***World of Warcraft® Raid Rules***.

801. Additional documents

801.1 Tournament players must follow these rules in addition to tournament policy outlined at www.ude.com/policy. If policy is different from these rules, policy takes precedence during a tournament.

801.2 Players must ensure that they are using the most current card text, which can be found at www.ude.com/wow/rules.

802. Simultaneity

802.1 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. If multiple modifiers apply simultaneously, see 718.

802.2 If multiple packets would be dealt to or healed from multiple characters at the same time, the turn player chooses the order in which packets destined for characters in his or her party will be processed and then processes them using 717.3, then the next player clockwise, and so on.

803. Loops

- 803.1 Sometimes a game state occurs in which a series of actions could be repeated indefinitely. This section deals with such “loops.”
- 803.2 If a loop involves one or more optional actions, one full iteration must first be performed. Then, the player that performed the first optional action in that loop must choose a number. Then, starting with the next player clockwise, any other player that performed an optional action in that loop may choose a smaller number. The smallest number chosen (X) is the number of additional times the loop starts, ending just before the first optional action of the player that chose X is performed for the Xth additional time. Then, the player who chose X gets priority. The next action taken can't be the action that would continue that loop.
- 803.3 If a loop of mandatory actions involves one or more triggered effects, and no player is able and willing to break it, one full iteration must first be performed. Then, the player that controlled the first triggered effect in that loop must choose a number greater than 1 million. That number (X) is the number of additional times the loop starts, ending just before that effect triggers for the Xth additional time. That effect doesn't trigger that time, and play proceeds normally from there.

***Example:** You control Tyrande, a Wisp ally token, and PX-238 Winter Wondervolt choosing “Night Elf.” An opponent plays Withering Shout. As it resolves, the token is destroyed by PPP, which triggers Tyrande's power. After successive passes, that triggered effect resolves, putting a new token into play, which is destroyed by PPP, which triggers Tyrande's power, and so on. You control the triggered effect, so you choose to start the loop an additional 2 million times. The loop ends just before Tyrande's effect triggers for the 2 millionth additional time. It doesn't trigger that time, and play proceeds with the turn player getting priority.*

*High Priestess Tyrande Whisperwind, 5, Alliance, Ally—Night Elf Priest, Unique
When a Night Elf in your party is destroyed, put a Wisp ally token into play with 0 [Melee] ATK / 1 health. <p> (1), Destroy a Wisp in your party >>> That Wisp deals 1 nature damage to each opposing hero and ally.*

*PX-238 Winter Wondervolt, 3, Ability
Choose an ally type. <p> Ongoing: All allies also have that type.*

*Withering Shout, 4, Warrior, Instant Ability—Fury Shout
Ongoing: Opposing allies have -1 health.*

- 803.4 A player may break a loop after some iteration, or partway through one, with an action that would stop the loop from continuing as demonstrated. If this occurs, the loop stops at that point (without completing the chosen number of iterations), and play proceeds normally from there.
- 803.5 If a loop involves neither optional actions nor triggered effects, and no player is able and willing to break it, the game is a draw.

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. An ally's activated powers can be used only if that card has been in its current party continuously since the start of its controller's most recent turn. Only allies have this restriction. Protecting with a character is not using an activated power.

Aldor: An Aldor card is a card with Aldor reputation. See **Reputation**.

Ally Type: See **Type, Ally**.

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:



Arcane



Fire



Frost



Holy



Melee



Nature



Ranged



Shadow

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 (400): To attach a card is to physically place it underneath another "host" card. Any number of attachments can be attached to a single host, including multiple attachments with the same name. As part of a host becoming a different card, each of its attachments is destroyed by the game.

Attachment (400): An attachment card can be identified by the words "attach to," followed by an attach description.

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 becomes a different card, changes controllers, or is removed from combat.

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

Bear Form: A keyword power that heroes can have. Each instance of the “bear form” power means your hero has both protector and “When you play a non-Feral ability or strike with a weapon, destroy each ability that’s the source of a modifier granting your hero bear or cat form.” See **Protector**.

Berserking: A keyword power that characters can have. It means “This character has +1 ATK for each damage on it.”

Can’t (103): 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. Events that “can’t” happen can’t be replaced. A rule that says that a card is destroyed, removed from the game, or interrupted “by the game” can’t be stopped, even if that card can’t be destroyed, removed from the game, or interrupted.

Capacity (306.4): Some locations have a **capacity** value in their lower right corner. Such a location will also have a power that “adds” one or more [description] counters. This means to put that many counters on that location. A location can’t have [description] counters in excess of its capacity.

Card In Play (415.3): If text refers to a “card in play,” it’s referring to a card in play or a token in play.

Card Type: See **Type**, **Card**.

Cat Form: A keyword power that heroes can have. Each instance of the “cat form” power means your hero has both “+1 ATK while attacking” and “When you play a non-Feral ability or strike with a weapon, destroy each ability that’s the source of a modifier granting your hero bear or cat form.”

Chain (415.7): 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. 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.

Class (206.1a): There are ten classes: death knight, druid, hunter, mage, paladin, priest, rogue, shaman, warlock, and warrior. No other tag is a class, and so not all character cards have a class.

Collection (800.2): In a tournament, your collection is your side deck. In casual play, your collection includes all cards in your possession, but excludes the cards with which you started the current game. Any time you’re told to choose a card from your collection and put it into a game zone, you must choose a legal card.

Combat Damage (603.1): Combat damage is dealt during combat conclusion or by modifiers that specify that the damage they deal “counts as combat damage.” 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 non-sabotage combat 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.

Complete (702): To complete a quest is to add one of its reward effects to the chain.

Conspicuous: A keyword power that characters can have. It means “Opposing heroes and allies can protect against this character.” To protect with a character, exhaust it at the protect point of a combat step.

Continuous Modifier (714): Continuous modifiers modify the game over a period of time, and are either definite or indefinite. An indefinite modifier is generated by a card's indefinite power. It 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 definite modifier is created by a definite power or a resolving link. It usually has a specified duration. If no duration is specified, such a modifier lasts until the game ends.

Continuous Power (704): Any power that is not a payment, reward, or triggered power. Continuous powers generate modifiers without using the chain, and are either definite or indefinite.

Control (401): A player controls his or her hero, each card 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.

Copy, Card In Play (402.2): Some modifiers say that a card in play "becomes a copy" of a second card. As such a modifier is created, the first card loses all of its printed information, and then its printed information becomes identical to that of the second card. Copied information can itself be copied, so if the second card is a copy of a third card, the first card gains the printed information of the third card, and so on.

Copy, Card On Chain (402.1): Some modifiers tell a player to copy a card on the chain. This means that player adds a duplicate of that card to the chain. A duplicate isn't "played." A duplicate copies the original's name, play cost, type, tags, text, and current target, as well as all other choices that have been made for it, including modes, costs, and the value of X. Before adding a duplicate to the chain, that player may choose new legal targets for it. As part of a duplicate leaving the chain, it ceases to exist.

Cost (402): 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 that allows all of them to be taken. If an action can't be taken, any costs involving that action can't be paid. See **Payment Power**.

Cost, Play (403.4): A card's play 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 play cost.

Cost, Resource (403.4): A resource cost can appear in a card's text box, represented by a number in a circle (and by a number between parentheses in these rules). A card's play cost is also a resource cost.

***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).*

Counter (404.1): A small object placed on a card by a modifier. If a card refers to a counter, it's referring to a counter on itself unless otherwise specified. All counters are removed from a card as part of it becoming a different card. Counters remain on a card until they are removed.

Damage (405): Damage on a character is permanent unless it's healed or that character becomes a different card. 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 is destroyed during PPP. If a hero is destroyed, its controller immediately loses the game.

Damaged (405): A character is damaged if it has any amount of damage; otherwise it's undamaged.

Damage Type (408.3a): There are eight different types of damage:



Deal (405.3): Damage can be either dealt to or put on a character. Damage that would be dealt is represented by packets that can be replaced and/or prevented.

Deck (415.4): A deck is a pile of cards in a deck zone. Cards are usually drawn from the top of a deck.

Deckbuilding (100.2d): Some heroes have bold text that reads, “Deckbuilding” followed by inclusions and exclusions. These words are neither keywords nor powers. Such inclusions are the only cards that can be legally included with such a hero. Exclusions take precedence over inclusions.

Decked (410.6b): During PPP, all players who have been required to draw a card from an empty deck become “decked” and immediately lose the game.

DEF (304.1): The defense (DEF) of an equipment 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 one of his or her equipment with 1 or more DEF to prevent that much damage from that packet. If that packet would still deal damage to that hero, that player may exhaust another equipment, and so on. This doesn't use the chain.

Defender: A defender is a defending [thing]. A [thing] defends as it enters combat with an attacker, immediately after the protect point of a combat step. It stops being a defender as the combat step ends or as it becomes a different card, changes controllers, or is removed from combat.

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

Definite Modifier (714.3): One of the two types of continuous modifier. A definite modifier is created by a definite power or a resolving link. It usually has a specified duration. If no duration is specified, such a modifier lasts until the game ends.

Definite Power (704.1b): One of the two types of continuous power. A definite power generates a modifier “as” an event happens.

Destroy (415.10d): To destroy a card is to put it into its owner's graveyard from play. A character with fatal damage or 0 health is destroyed during PPP.

Dice, Die: Some cards say to roll dice. All rolls are done with six-sided dice, between one and two centimeters wide. If a card references a die roll, it's referring to a die that was rolled because of an explicit instruction to do so, rather than one rolled to choose something at random, for example.

Diplomacy: A keyword power that characters can have, followed by a [description]. It means “You pay (1) less to play [description] allies, to a minimum of (1).”

Discard (415.10c): A player discards a card from his or her hand by revealing it and then putting it into his graveyard. Cards can be discarded only from hand. If a player discards multiple cards, each of those cards is discarded one at a time.

Draw (415.10e): A player draws a card from his or her deck by putting it into his or her hand. Cards can be drawn only from a deck. Not all events that put a card from a deck into a player's hand are draw events. If a player draws multiple cards, each of those cards is drawn one at a time.

Dual Shield: A keyword power that heroes can have. The controller of a hero with dual shield can have two Shields without violating uniqueness. Adding a Melee weapon or another Off-Hand equipment causes a uniqueness violation.

Dual Wield (406): A keyword power that heroes can have. The controller of a hero with dual wield or Two-Handed dual wield can have certain combinations of equipment that would normally violate uniqueness without violating uniqueness, and strike with two Melee weapons per combat.

Dual Wield, Ranged (406): A keyword power that heroes can have. The controller of a hero with Ranged dual wield can have two Ranged weapons without violating uniqueness, and strike with two Ranged weapons per combat.

Dual Wield, Two-Handed (406): A keyword power that heroes can have. The controller of a hero with dual wield or Two-Handed dual wield can have certain combinations of equipment that would normally violate uniqueness without violating uniqueness, and strike with two Melee weapons per combat.

Effect (705.3): An effect is a placeholder on the chain. Using a power, completing a quest, proposing a combat, and striking with a weapon (collectively called “playing an effect”) all add an effect to the chain. Triggering a power or modifier also creates an effect that is added to the chain during PPP. An effect waits on the chain until it resolves or is interrupted. An effect that resolves leaves the chain and modifies the game. An interrupted effect leaves the chain and does nothing.

Elusive (601.2b): A keyword power that cards can have. It means “This card can't be proposed as a defender.”

Enter Combat (602.3): Attackers and defenders enter combat immediately after the protect point of a combat step.

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

Exhaust (411): To exhaust a card in play, turn it sideways. Only a physically ready card can be exhausted. A card exhausts only if it physically transitions from ready to exhausted. The opposite of exhausted is ready (upright).

Faction (206.1b): A card's faction is represented by one of the following icons. For example, a "Horde ally" is an ally with the Horde icon. An Alliance player is one who controls an Alliance hero and a Horde player is one who controls a Horde hero.



Alliance



Horde

Fatal Damage (405.2): Damage on a character greater than or equal to its health. A character is dealt fatal damage if it has damage greater than or equal to its health after that damage is dealt. "More than fatal damage" is damage in excess of a character's health.

Ferocity: A keyword power that allies can have. It means "This ally can be proposed as an attacker regardless of how long it's been in your party." However, the activated (🔥) powers of an ally with ferocity can't be used unless that card has been in its current party continuously since the start of its controller's most recent turn, as normal.

Finishing Move: A keyword power that abilities can have, optionally followed by a [description]. If no [description] is specified, the default is "Combo." It means "As an additional cost to play, remove X [description] cards in your graveyard from the game, where X is 5 or less."

Flip: To flip a face-up hero, turn it face down, and vice versa. Not all events that turn a hero over are flip events. If a hero was ready before it flipped, it stays ready. If a hero was exhausted before it flipped, it stays exhausted.

Flip Power (301.2): A hero's power that involves flipping that hero.

Friendly: Friendly players include you and, in multiplayer games, other players on your team. Friendly cards and effects are controlled by friendly players. Friendly zones are owned by friendly players.

Heal (407): To heal an amount of damage from a character is to remove that much damage from it. If that character has less than that amount of damage, the excess is wasted. If a modifier would heal damage from a character with no damage or a character that can't be healed, it fails to heal that character. Damage that would be healed is represented by packets that can be replaced.

Health: 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 PPP. If a hero is destroyed, its controller immediately loses the game.

In Combat (602.3): An attacker or defender is in combat while there's an opposing attacker or defender. No characters are in combat before the protect point of a combat step.

Indefinite Modifier (714.2): One of the two types of continuous modifier. An indefinite modifier is generated by a card's indefinite power. It 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.

Indefinite Power (704.1a): One of the two types of continuous power. Each of a card's indefinite powers generates a continuous modifier that doesn't have a specified duration and lasts as long as that card is in the appropriate zone and has that power.

Inspire (501.1b): A keyword power that characters can have, followed by [card(s)]. It means “As each other player’s ready step starts, you may ready (an) exhausted [card(s)] in play you control.” This doesn’t use the chain and happens at the same time as that other player readies his or her cards in play. Only an exhausted card can be inspired. You can’t choose to inspire a ready card, or the same card more than once each turn.

Instant: A tag 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. A link can’t interrupt itself. A card can be interrupted only while it’s on the chain. A card in any other zone is not a legal target for interruption.

Keyword: A bold word representing a power that appears in a card’s text box. Each keyword has an entry in this glossary. Not all bold words that appear in a card’s text box are keywords. Current keywords are: bear form, berserking, cat form, conspicuous, diplomacy, dual shield, dual wield (including Ranged and Two-Handed dual wield), elusive, ferocity, finishing move, inspire, long-range, protector, resistance, sabotage, sextuple wield, shadowmeld, stealth, thrown, trap, untargetable, and war stomp.

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 create triggered effects that are added to the chain during PPP.

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

Loyal (206): A hero is loyal if it doesn’t have the traitor tag.

Master Hero (301.4): Master heroes, unlike other heroes, start the game in a deck and can be played. A Master hero enters a party face up with the same attachments, counters, damage, and ready/exhausted state as that party’s previous hero, and then that previous hero is removed from the game. None of this uses the chain. A Master hero can’t be flipped or turned face down, and a hero removed from the game this way can’t leave that RFG zone.

Modal (707.1b): A modal link is indicated by the phrases “choose one:”, “choose two:”, “choose one or both:”, “choose one or more:”, or “an opponent chooses one:”. Each mode is separated by a semicolon.

Modifier (711.2): There are two types of modifiers: one-shot and continuous. One-shot modifiers modify the game but have no duration. Continuous modifiers modify the game over a period of time.

Mulligan (101.2): Once per game, before starting the first turn, each player may mulligan by shuffling his or her hand back into his or her deck, and then putting the top seven cards of that shuffled deck into hand.

Neutral (206.1b): A card is neutral if it has neither the Alliance nor the Horde trait icon.

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 (409)
- Place a resource (411)
- Propose a combat (600.3)

One-Handed: A weapon without the two-handed tag is a one-handed weapon.

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

Ongoing (305.2): A bold word that some ability cards have, followed by a colon. Ongoing abilities enter play as they resolve; non-ongoing ability cards are put into their owner's graveyard as they resolve.

Opposing: Opponents are opposing players. Opposing zones are owned by opponents. Opposing effects and modifiers are controlled by opponents. Opposing cards are cards in play or on the chain controlled by opponents, or cards in opposing zones.

Orientation: Whether a card in play is ready or exhausted, or face up or face down, is its orientation.

Other: If a card refers to "other" cards, it's referring to cards other than itself.

Owner (401.2): 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. 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 (408): Packets represent damage that would be dealt or healed. Each packet has the following attributes: amount, destination character, source character, and controller; and may have one or more of the following attributes: damage types, 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.

Party (415.9b): Cards in play a player controls are collectively called his or her party. There is no limit to the size of each party. A card enters a player's party as it enters play under that player's control, or that player gains control of it. A card leaves a party as it leaves play or changes controllers. A card in play that gains or loses a card type neither enters nor leaves a party.

Pass (410): 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 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 (412.1): 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 may place only one resource per turn. 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. Only quests and locations may be placed face up or face down. Other card types can be placed only face down.

Play (Noun, 415.9): 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 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, 409): To play a card is to add it to the chain from another zone. 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 from placing a resource, although both add a card to the chain. Quests and locations can’t be played; they can only be placed.

Play Cost: See **Cost, Play**.

Power (700): A card’s powers may include the game text in its text box, as well as any keywords or quoted text added to it by modifiers. Powers function only on cards in play unless otherwise specified. There are four types of powers: payment, reward, triggered, and continuous.

PPP, Pre-Priority Processing (410.5): 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 are added to the chain, and 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. 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 (410): A player’s option to add a link to the chain is called priority. 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. No more than one player can have priority at the same 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 (600.3): During a player’s non-combat action phase, that player may propose any number of combats. Each combat is proposed as either a sabotage or normal (non-sabotage) combat. 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 chooses one ready character in his or her party to be the proposed attacker, and a proposed defender. As a proposal effect resolves, a combat step starts.

Protect (602.2): At the protect point of a combat step, any player opposed to the attacker may exhaust a character in his or her party that can protect the proposed defender against the attacker. If that happens, the proposed defender stops being the proposed defender, and that exhausted character becomes the proposed defender and starts protecting. This doesn't use the chain and is the only time a character can protect. Only one character can protect each combat. A proposed defender can't protect itself.

Protect Point (602.2): The protect point of a combat step takes place after the attack window closes and before the defend window opens. Exhausting a character to protect doesn't use the chain.

Protecting (602.2): During combat, a defender is protecting if it exhausted to protect earlier that combat.

Protector: A keyword power that characters can have. It means "This character can protect." To protect with a character, exhaust it at the protect point of a combat step.

Put (405.3): Damage can be either dealt to or put on a character. If a modifier adds damage to a character but doesn't specify that it deals that damage, that damage is put on that character. Damage that would be put on a character can't be replaced or prevented.

Race: There are ten races. The Alliance races are: draenei, dwarf, gnome, human, and night elf. The Horde races are: blood elf, orc, tauren, troll, and undead. No other tag is a race, and so not all character cards have a race.

Random: Some cards say to choose something at random. Players may use any mutually agreeable method to randomize the choice, such as rolling dice or shuffling cards face down.

Ranged Dual Wield: See **Dual Wield, Ranged**.

Rarity (204.1): 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.

Ready (411): Cards enter play ready (upright) and stay ready until they are exhausted (turned sideways). To ready a card in play, turn it upright. Only a physically exhausted card can be readied. A card readies only if it physically transitions from exhausted to ready. As a ready step starts, the turn player readies all physically exhausted cards in play that he or she controls. This doesn't use the chain.

Reattach (400.6a): To reattach an attachment is to attach it to another card in play that matches its attach description.

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 packets that would be dealt or healed. 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.

Reputation (100.2): Some cards have bold text that reads, "Aldor Reputation" or "Scryer Reputation." These words are neither keywords nor powers. A player can include Aldor cards in his or her deck only if it contains no Scryer cards, and vice versa.

Resistance: A keyword power that characters can have, preceded by a [damage type]. It means “Prevent all damage with that [type] (regardless of any other types it has) that this character would be dealt.”

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, 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 (411): 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: See **Cost, Resource**.

Respond (410.1): 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 Power (702): Reward powers appear only on quests. A reward power can be identified by the bold word “reward,” followed by a colon. The text preceding that word is that power’s completion cost. The text after that word is its reward effect. A player can complete a quest any time he or she has priority, regardless of how long it’s been in his or her party. As part of paying the completion cost of its own power, a quest is turned face down and continues to be a resource if it’s still in play.

RFG (415.8): To remove a card from the game, first reveal it unless it’s being removed face down (either by a modifier that specifies “face down,” or while it’s a face-down resource), then put it into its owner’s removed from game (RFG) zone. A card in an RFG zone is face up and public, unless it was removed face down. If a face-down card from an RFG zone enters play, it enters play as a face-down resource.

Sabotage (702): A keyword power that characters can have, followed by a [thing]. Such a character can propose either a sabotage combat against a non-friendly [thing] or a normal combat against a non-friendly character. As a sabotage combat concludes, no combat damage is dealt, and powers that trigger “when [the attacker] sabotages” do so, even if it has 0 ATK. If a character protects during a sabotage combat, it stops being a sabotage.

Scryer: A Scryer card is a card with Scryer reputation. See **Reputation**.

Search (413): 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.

Sextuple Wield (413): The controller of a hero with sextuple wield can have up to six “hands” of Melee weapons without violating uniqueness, and strike with up to six hands of Melee weapons per combat. A One-Handed weapon occupies one hand; a Two-Handed weapon occupies two. Adding dual wield to such a hero doesn’t give it any additional hands.

Shadowmeld: A keyword power that characters can have. It means “This character is elusive and untargetable while ready.”

Shuffle (415.4b): 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. If a modifier says to shuffle one zone into another, first combine the cards from the source zone into the destination zone, then shuffle that combined pile, even if one of those zones is empty.

Side Deck (100.3): 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 (602.2a): A keyword power that characters can have. It means “While this character is attacking, characters can't protect.”

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 defend 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 (in addition to any other damage types that hero has).

Tag (202.1): A card's type line contains that card's type and any number of tags. A tag either has associated rules (like “Instant”), or is an expression that has no associated rules but can be referenced by other cards (like “Fire Totem”). For example, Dwarves are cards in play with the “Dwarf” tag. 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.

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 and isn't untargetable. 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.

Text (203): Text refers only to text in a card's text box, and may include game text (not italicized), reminder text, and/or flavor text. Modifiers can also add text to a card. An effect or definite modifier inherits the text of its source as it's created. An indefinite modifier always uses its source's current text.

Thrown: A keyword power that weapons can have. It means “When you strike with this weapon, your hero has long-range this combat. At the end of this turn, put this weapon into its owner's hand.”

Token (404.2): An object that represents a card put into play by a modifier. A token has tags (and an ally token has ATK and health) as specified by that modifier. A token's cost is always 0. Tokens entering, leaving, or in play are cards in all respects except that they can be distinguished by text that refers explicitly to "tokens" or "non-token" cards. If a token leaves play, it ceases to exist as part of PPP.

Totem (305.3): A Totem can be identified by the word "totem" on its type line. Each Totem has a health value but no printed ATK. Totems can't gain ATK or be proposed as attackers. Totems can be proposed as defenders. Totems are abilities, but can be targeted as though they were allies while they are in play. Each attachment attached to a Totem is destroyed by the game as part of PPP.

Trait (206): Each hero has six kinds of trait: class, faction, profession, race, talent spec, and treachery. 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]. If a card has a trait icon or "[Trait] Hero" followed by a colon and a power, that card has that power only if its controller's hero has that trait.

Trait Icon (100.2a): Many cards have trait icons. A player can include a card with one or more class icons in his or her deck only if it shares a class icon with his or her hero. A player can include a card with one or more faction icons in his or her deck only if it shares a faction icon with his or her hero. Cards with no trait icons can be included in any deck.

Traitor (206): A hero is a traitor if it has that word on its type line; otherwise it's loyal.

Trap: A keyword power that ability cards can have. It means "You may exhaust a defending hero in your party rather than pay this card's cost."

Triggered Effect (708): Triggered effects are created by triggered powers or modifiers and are added to the chain during PPP. 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 (715): Triggered modifiers can be identified by the words "at" or "when." A triggered modifier functions like a triggered power, except that it triggers off its specified event only within its duration.

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

Turn Player: The player whose turn it is.

Two-Handed Dual Wield: See **Dual Wield, Two-Handed**.

Type, Ally (202.4): Any tag on the left side of an ally's type line, following the dash. For example, "Dwarf."

Type, Card (300): There are eight different types of card: ability, ally, armor, hero, item, location, quest, and weapon. If text refers to a "type" without any other specification, it's referring to a card type.

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

Undamaged (405): A character is undamaged if it has no damage; otherwise it's damaged.

Unique (414): A tag that some cards have on 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].” If a card says “you may” do [something] “unless” a player does [something else] then, first, you choose whether or not to do [something], and the rest of the sentence is processed only if you choose to 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, 1, Rogue, 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 (100.4): A tag that some cards have on their type line. A deck can include any number of unlimited cards.

Untargetable: A keyword power that cards can have. It means “This card can't be targeted.” Such cards are untargetable only while in play. A link can't target an untargetable card. A target is illegal if it becomes untargetable.

Use (701): To use a payment power is to add its payment effect to the chain.

War Stomp: A keyword power that characters can have. It means “When this character attacks or defends, you may exhaust target opposing hero or ally.”

Window (410.4): 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. 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 0 or any positive integer. If a card's cost or text contains an X, that X is treated as 0 in every zone except the chain. While that card is on the chain, X is equal to the value chosen for it.

You: If a link or modifier refers to “you,” it's referring to the controller of that link or modifier.

Zone (415): Cards can be in any one of six game zones: chain, deck, graveyard, hand, play, and removed from game (RFG). All players share two zones: chain and play. Each player has his or her own deck, graveyard, hand, and RFG zone. If a card is put into a deck, graveyard, hand, or RFG zone, it's put into its owner's instance of that zone. If a card changes zones, it becomes a different card.