

CHALLENGE OF THE BLACK DRAGONFLIGHT



OFFICIAL RULEBOOK

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Overview

Whether masquerading among Stormwind's elite or brooding within her fiery lair deep in the Wyrmbog, Onyxia is a foe not to be trifled with. One of the few remaining elder dragons in Azeroth, the Behemoth of the Black Flight is a master tactician with elaborate machinations to return her kind to power. With cunning surpassed only by prowess, adventurers foolish enough to face her find themselves wishing for a painless death—but Onyxia is not in the business of granting wishes.

In this game, one player will take on the role of Onyxia, and the other players will take on the role of a raiding party. The Onyxia player will play the Onyxia raid deck, and the raiding players will play their own decks from the World of Warcraft TCG card pool.

Check out the complete World of Warcraft TCG rules on www.ude.com/wow.

What's in This Box?

- 60-card Onyxia raid deck (2 copies each of 30 different cards)
- 30-card event deck (30 different cards)
- 10-card treasure pack
- 3 two-sided oversize Onyxia hero cards (one for each stage)
- 20 Whelp tokens

Object of the Game

For the Onyxia player, the object of the game is simple: destroy all who dare to oppose you. A raiding player is destroyed if his or her hero takes fatal damage, or if that player has to draw a card and his or her deck is empty.

When a raiding player's hero is destroyed, all of his or her cards are removed from the game. This includes abilities that are attached to other players' cards.

For the raiding players, the object of the game is to work together to destroy Onyxia. The Onyxia player is destroyed if the Stage 3 Onyxia hero card takes fatal damage.

If Onyxia is destroyed, it's a victory for all raiding players, even those who fell before the Dragon was defeated.



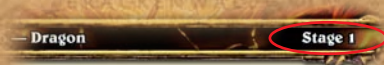
Setup

Each raiding player brings a standard 60-card (minimum) deck and hero. The raiding players' heroes must all belong to the same faction, either Horde or Alliance.

Onyxia has a 60-card raid deck and a 30-card event deck. Shuffle each deck before the start of each game.

Players should also bring a six-sided die for cards that require die rolls.

The Onyxia hero card with "Stage 1" on its type line is the Onyxia player's starting hero. Put this card into play at the start of the game.



Onyxia has +1 ATK while attacking.

Each player (including the Onyxia player) draws a starting hand of seven cards. Players may choose to mulligan as normal.

The Onyxia player draws a starting hand from the Onyxia raid deck, not the event deck. Unlike the raiding players, the Onyxia player's maximum hand size is ten cards. The raiding players' maximum hand size is seven cards.

The Onyxia player goes first, and then play proceeds clockwise. Just like in a traditional game, the first player (Onyxia) skips drawing a card during the first draw step.

Gameplay

The game plays like a traditional multiplayer game of the WoW TCG. For the raiding team, a hero or ally with protector can protect **any** friendly hero or ally.

Example: Warrax has the ability Defensive Stance, which gives him protector. Onyxia attacks Boris Brightbeard, a friendly hero. Warrax can exhaust to protect Boris, forcing Onyxia to fight him instead.

If a raiding player's hero is destroyed, all of his or her cards are removed from the game. This includes abilities that are attached to other players' cards.

Like in a multiplayer game, Onyxia and the Whelps can attack any opposing hero or ally. The Onyxia player doesn't have to attack the same hero or ally each turn. Players from the raiding team can choose to attack Onyxia or any of the Whelps.

However, there are some important differences between a traditional multiplayer game and a raid scenario.

Three Stages

The game takes place over three different stages. Many Onyxia abilities interact with the current stage, and some can be played only on certain stages. Cards that can be played only on a certain stage have "Stage X Only" in bold on the top of their text box.

There's a different Onyxia hero card for each stage, and each one has its own powers and health.

Each Onyxia hero card has a flip power that the Onyxia player can use once while that card is in play. To use this power, follow the instructions on the card and flip it face down.

When Onyxia takes fatal damage on stage 1 or 2, immediately replace the Onyxia hero card in play with the one for the next stage. When Onyxia takes fatal damage on stage 3, the Dragon is destroyed, and the raiding players win the game.

When a new Onyxia hero card replaces a previous one, the new card is treated just like the old one in most ways.

- The new Onyxia hero card enters play in the same orientation (ready or exhausted) as the previous one.
- The new Onyxia hero card retains all attachments that were on the previous one.

Example: The Stage 1 Onyxia hero card has a Curse of Agony attached to it. When Stage 1 Onyxia takes fatal damage, it's replaced with the Stage 2 Onyxia, and the Curse of Agony remains attached to it. If Curse of Agony has any agony counters on it, those counters also remain.

- The new Onyxia hero card retains all modifiers that were affecting the previous one.

Example: The Stage 2 Onyxia hero card is exhausted by Gouge, so it can't ready during its controller's next ready step. During the same turn, the Stage 2 Onyxia is destroyed, and the Stage 3 Onyxia enters play. The new Onyxia is still affected by Gouge, so it won't be able to ready during the Onyxia player's next ready step.

- Damage on one Onyxia hero card **does not** carry over to the next one. The new Onyxia hero card enters play with no damage on it.

Example: Stage 1 Onyxia has 19 damage. One more damage will send the game to stage 2. A Shaman hero deals 4 nature damage to Onyxia with a Lightning Bolt, but the extra 3 damage is wasted, because Stage 2 Onyxia enters play with 0 damage.

- The new Onyxia hero card enters play face up.



Stage-Based Draw

During the Onyxia player's draw step, he or she draws cards equal to the current stage. The Onyxia player draws one card per draw step on stage 1, two cards on stage 2, and three cards on stage 3.

The Onyxia player has a maximum hand size of ten cards, so sometimes (especially in the later stages) he or she will have to discard down to ten cards at the end of the turn.

The raiding players have a maximum hand size of seven cards. If a raiding player has more than seven cards at the end of his or her turn, that player must discard down to seven cards.

The Event Phase

There are some important differences between how the Onyxia player and the raiding players play a raid scenario. First, the Onyxia raid deck does not have quests. (Onyxia cleared out her quest log long, long ago.) In addition, the Onyxia player isn't allowed to place a resource each turn. Instead, the Onyxia player has an event phase.

Each raiding player's turn follows the phases and steps of a traditional game, as described by the diagram below:



Onyxia's turn sequence is slightly different:



Start Phase

Ready Step

Draw Step



Event Phase

Play New Event

Add Event to Resource Row



Action Phase

Combat Step(s)

- Play Cards
- Use Powers
- Make Attacks



End Phase

Wrap-Up Step

During the event phase, the Onyxia player reveals the top card of the event deck and follows its instructions. Once the card has resolved, the Onyxia player adds it face down to his or her resource row. That card then becomes a resource and can be exhausted to play abilities and use powers.

Generally, the Onyxia player gains one resource a turn, though some events can alter that.

Playing the Event Deck

While most events help the Onyxia player, some of them benefit all players, and a few help just the raiding players.

The game text on event cards is directed at the Onyxia player. For example, if an event reads, "Draw a card," the Onyxia player draws a card. When an event refers to "you," it is referring to the Onyxia player.

Event cards use the chain. This means that once an event is revealed and all targets have been selected, each player (starting with the Onyxia player and going clockwise) has the opportunity to respond with cards and effects before the event resolves.

When an event card resolves, the Onyxia player puts it face down and ready into his or her resource row. That card then becomes a resource and can be exhausted to play abilities and use powers.

Some events have a duration that lasts several turns. You can put those cards face up in the Onyxia player's resource row as a reminder until their effects wear off. If you do this, the resource is still considered to be face down and can be exhausted to play cards and use powers.

Event cards can only be in the event deck, in the event discard pile, in the Onyxia player's resource row, on the chain, or removed from the game. If an effect would put an event card anywhere else, ignore that effect.

Cards from the event deck can only be played in Onyxia raid scenarios.



Playing the Onyxia Raid Deck

The Onyxia raid deck is designed to be played against three to five players. While some cards scale up depending on the size of the raiding party, in general, the more raiding players in a game, the easier it is to beat Onyxia. With five well-built decks, the raiding players should have a fair chance. With four raiding players, it'll be a real challenge. And with only three, it'll be an uphill battle.

While the Onyxia raid deck was designed to take on three to five opponents, you can play with more or fewer players. However, playing against more than five opponents will be a tough challenge for the Onyxia player. On the other hand, opposing Onyxia with only one or two players will go relatively quickly—probably because Onyxia will devour them right away.

Onyxia and the Whelps can attack any opposing hero or ally. The Onyxia player doesn't have to attack the same hero or ally each turn.

Onyxia doesn't have a built-in ATK. However, each Onyxia hero card gives her an ATK bonus while she's attacking. Onyxia doesn't have weapons, but she has abilities that can further increase her ATK while attacking.

Stage 2 Onyxia has long-range. This means that while she's attacking, defenders deal no combat damage to her.


Cards from the Onyxia raid deck can only be played in Onyxia raid scenarios.

Whelps

Several events and cards in the Onyxia raid deck put Whelp ally tokens into play. This box comes with 20 Whelp tokens. Each token represents a single Whelp.

Building Your Own Onyxia Raid Deck

The Onyxia raid deck comes with two copies each of 30 different cards. You can customize your deck once you build up a collection of Onyxia cards. The rules are the same as for building a regular deck:

- 60 card minimum
- No more than 4 copies of any one card.
- Only cards with the Onyxia trait icon  can go into the Onyxia raid deck. Event cards go into a separate deck.

If you customize your Onyxia raid deck, you still play with the same three Onyxia hero cards.

You can't modify the event deck.

The Treasure Pack

The treasure pack comes with ten cards: two epics, three rares, and five uncommons.

Some of the treasure pack cards are especially good in raid scenarios. All of the treasure pack cards are playable in traditional games.

You can save opening the treasure pack to reward raiding players who finally defeat Onyxia, or you can choose to open it right away. It's up to you.





Credits



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