



WORLD
WARCRAFT
TRADING CARD GAME

QUICK START GUIDE



CRYPTOZOIC
ENTERTAINMENT



START THE GAME



HERO HEALTH

Winning: You win the game by using the cards in your deck to attack your opponent's **hero** until you deal **damage** to it equal to its **health**.

START THE GAME:

1. Put your **hero** on the table
2. Randomly decide who goes first
3. Draw a hand of seven cards (that only you see)

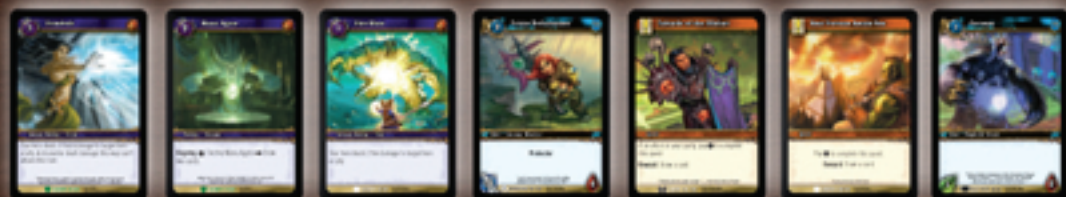
You and your opponent alternate taking turns in the game. On your turn, you can play cards from your hand and attack your opponent's hero and allies with your hero, allies and abilities. When you have completed all actions you wish to take, pass the turn, allowing your opponent to take the next turn.



DECK



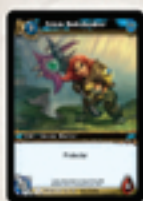
HERO



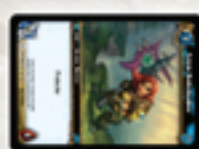
HAND

START A TURN

1. **READY** – Skip this step on your first turn. First, **ready** (turn upright) any **exhausted** (sideways) cards on the table. During the course of the game, you will exhaust your cards on the board as you use them.



READY



EXHAUSTED

2. **DRAW** – Draw a card.

GAME PLAY

3. **PLAY ONE RESOURCE EACH TURN** – You spend resources by exhausting them to play cards and use powers. Once a turn, play a **quest** card from your hand face up on the table as a resource. If you don't have any quests, you may play any other card face down instead.
4. **PLAY AN ALLY** – To play an **ally** card in your hand, you must **exhaust** (turn sideways) a number of resources equal to the **cost** of the card (in its upper-left corner).

Example: Play **Your Fortune Awaits You** as your resource, putting it on the table. To play the ally **Cerwyn**, you must exhaust your resource to pay her cost of 1 (upper left) and put her on the table.



COMBAT

5. **COMBAT** – The primary way to attack your opponent’s hero and allies is via combat. Choose a ready hero or ally in your party to be the attacker, exhaust that character, and choose an opposing hero or ally to be the defender. *You can’t attack with an ally the turn you play it.*

Example: You declare a combat with **Cerwyn** as the attacker, exhausting her to attack your opponent’s hero, “**Bonewall**” **Simms**. Next, the characters deal combat damage to each other.

OPPONENT’S HERO



ATTACKING ALLY

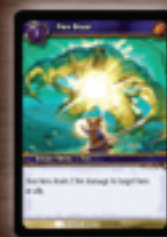
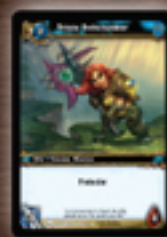
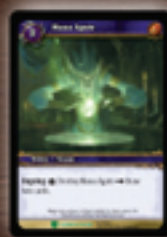
HERO



DECK



RESOURCES



HAND

DAMAGE

6. **DAMAGE** – Each ally has an **ATK** value in its lower-left corner and a **Health** value in its lower-right corner. The attacker and defender deal **combat damage** to each other equal to their ATK values. (Note: heroes don't have a built-in ATK, but they can gain ATK from weapons and abilities.) Damage dealt to a character remains on it until it is destroyed or healed. A character is destroyed when the damage on it is equal to or greater than its health. When a player's hero has taken enough damage to destroy it, that player loses the game.

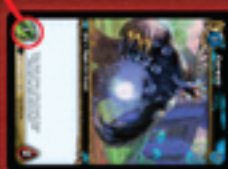
Example:

Cerwyn (1 ATK) is attacking “Bonewall” Simms, dealing 1 damage to him. Mark the damage dealt with a die or counter. “Bonewall” has no default ATK as a hero, so Cerwyn takes no damage from the combat.

OPPONENT'S HERO



DAMAGE



ATTACKING ALLY



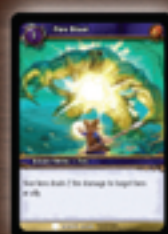
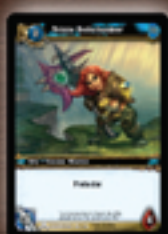
HERO



DECK



RESOURCES



HAND

ABILITIES

7. **PLAY AN ABILITY** – The other way for you to interact with your opponent's cards is with **ability** cards. To play an ability, you reveal it from your hand, exhaust resources equal to its cost, and choose any targets. Most abilities are placed in your graveyard after you play them.

Example: You play **Fire Blast**, revealing it from your hand and choosing **Tyrennius Scatheblade** as the target. You pay 1 resource, deal 2 damage to **Tyrennius**, and put **Fire Blast** in your graveyard. Since **Tyrennius** has 2 Health, the **Fire Blast** deals fatal damage, so he is placed in his owner's graveyard.



ADDITIONAL RULES

QUESTS – Your face-up quests on the table have a cost to pay and a reward. When you pay the cost, you receive the reward and turn the quest face down, indicating that you have completed it. Completed quests can still be used as resources.

Example: You choose to complete **Your Fortune Awaits You**. You exhaust 3 resources, draw a card, and turn the quest face down, indicating that you have completed it.



WEAPONS – A weapon allows your hero to deal combat damage. You play a weapon by paying its cost, and it remains on the table with your hero. To strike with a weapon, you pay its strike cost (lower right) and exhaust it, adding its ATK value (lower left) to your hero for a combat.

Example: You attack with your hero, **Loraala the Frigid**, exhausting her. As you attack, you strike with your weapon, **Crimson Shocker**, paying 1 resource and exhausting it. This gives your hero 1 ATK, so she will deal 1 combat damage to the defender.



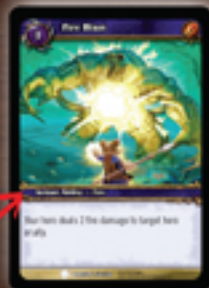
ADDITIONAL RULES

INSTANT ABILITIES – Some abilities are **Instant Abilities**, noted on their type line. This means that you can play them at any time, even during an opponent's turn! Use these abilities to surprise your opponent, catching them off-guard to gain a tactical advantage.

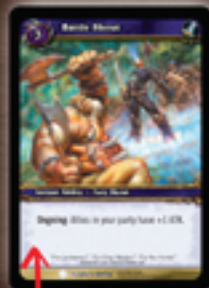
ONGOING ABILITIES – Some abilities explain in their text that they are Ongoing. This means that they stay on the table generating an effect for the rest of the game instead of going to the graveyard after you play them.

ATTACHMENTS – Some abilities attach to another card. You put those underneath the card they attach to, and they tell you what happens to the attached card.

INSTANT



ONGOING



ATTACHMENT

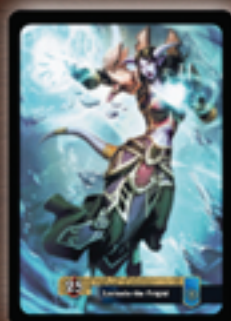


HERO POWER – Your Hero has a special power listed on its front. This is a power you may use once per game. To use your hero power, pay the cost listed, choose a target, resolve the effect, and flip your hero over.

HERO
FRONT



HERO
BACK



WORLD OF WARCRAFT TRADING CARD GAME



Start Phase

Ready Step

Draw Step



Action Phase

Combat Step(s)

- Place a Resource
- Play Cards
- Use Powers
- Propose Combats



End Phase

Wipe-Up Step

For more information on how to play the
World of Warcraft® Trading Card Game, please visit wowtcg.com.

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