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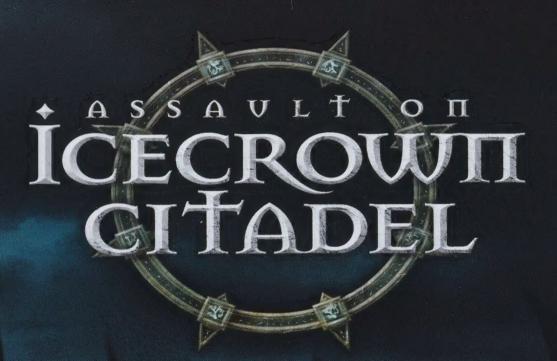
WORLD WARCRAFT
TRADING CARD GAME

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RAID RULES

Welcome to the World of Warcraft® Trading Card Game Assault on Icecrown Citadel Raid!

This box contains four decks, one for each of four epic World of Warcraft® characters: the Lich King, Jaina Proudmoore, Sylvanas Windrunner, and Tirion Fordring. The Lich King is pitted against the other three heroes, summoning the power of the Scourge in order to thwart these valiant characters' attempt to vanquish him.

The four hero cards have special gold borders because they are much stronger than typical heroes, so they can only be used when you're playing the Raid. For example, the Lich King's ability to retrieve Frostmourne from his deck on the third turn makes him too powerful to play in a normal deck, but it's also why he is able to defeat three opponents at once! Additionally, each deck includes a special gold-bordered weapon card that can only be played with the appropriate hero during the Raid. You may play any of the raiding hero decks (Jaina, Sylvanas, or Tirion) against any other World of Warcraft® TCG deck simply by replacing the hero with a normal one of the appropriate class and removing the gold-bordered weapon from the deck! The Lich King's deck and the cards in it are not designed to be played against other decks in a one-on-one game (although you could try, if you dare!), which is why they are gold-bordered and not legal to include in your other World of Warcraft® TCG decks.

· ADDITIONAL RULES AND SETUP

The Assault on Icecrown Citadel Raid plays like a normal game of the World of Warcraft® TCG with a few exceptions:

• Players may use protectors to protect any other raiding heroes or allies, not just characters they control.

 Gold-bordered cards from this Raid (the heroes, their weapons, and all the Lich King's cards) can only be used when playing the Raid itself. Any black-bordered cards can be used in a standard game of the World of Warcraft® TCG.

• You can play Jaina's, Sylvanas's, or Tirion's deck against any standard World of Warcraft® TCG deck simply by removing Staff of Antonidas, Ashbringer, or Deathwhisper from the relevant deck, then replacing the hero card with a standard hero of the appropriate class. You must still follow faction and reputation deckbuilding rules when playing Tirion's deck.

• Unique: Some cards, including allies affiliated with the Argent Crusade, have the word "Unique" on their type line. Any time you control more than one unique card with the same name, you must immediately destroy all but one of them. You choose which one to keep.

 The Lich King's deck includes event cards, which function like quest cards would in any other deck. They are placed face up and are turned face down when initiated.

• When a player's hero is destroyed, all of that player's other cards are also removed from the game.

Winning the assault on icecrown citadel

In this Raid battle, the Lich King wins by destroying all three raiding heroes, and the raiding heroes win if they are able to destroy the Lich King. A hero is destroyed when it has damage greater than or equal to its health.

SETUP AND PLAY

Each of the four players chooses one of the decks to play. The player who chooses the Lich King will face off against the other three players in a 3 vs. 1 game. Each player shuffles his deck and draws a hand of seven cards. Any player may take a mulligan at the start of the game, reshuffling his hand into his deck and drawing a new starting hand of seven cards. The player with the Lich King deck starts the game and gets to draw a card on his first turn. Play then proceeds clockwise around the table.



Welcome to the World of Warcraft® Trading Card Game!

In this game, you control a hero in the world of Azeroth. As you play, you can invite allies to join your party, complete quests, find equipment, and play abilities from the World of Warcraft® online game.

I. WINNING THE GAME

You win the game by dealing damage to the opposing hero equal to or greater than its health.

2. WHAT YOU REED TO PLAY

To play, you need a 60-card deck, a starting hero that shares a faction (Horde or Alliance) with the cards in your deck, and some dice.

3. SETUP

Each player starts by putting his hero into play and then rolling a die. The high roller decides which player goes first. After shuffling, each player draws an opening hand of seven cards. Once per game, before starting the first turn, each player may decide to mulligan his starting hand of cards by shuffling those cards into his deck and then drawing a new hand of seven cards.

4. PARTS OF A CARD

World of Warcraft® TCG cards have:

- A name.
- A cost in the upper-left corner, which tells you how many resources you must exhaust (turn sideways) to play the card from your hand.
- Trait icons (class or faction), which are important when you construct your deck.
- A type line between the art and the text box, which tells you what type of card it is. To find out more about the different types of cards, see "Card Types" on page 13.

A card may also have a tag on the right-hand side of the type line, followed by a number in parentheses. That number is how many cards with that tag you can have in your party at the same time. Any time you control more than that number of cards with that tag, you must immediately destroy all but that number of them. You choose which ones to keep.

• A text box under the type line, which tells you the card's powers.



5. BASIC GAMEPLAY

A. Resources

You exhaust resources to pay the costs of various actions, such as playing allies or using your hero's powers and abilities. Once on each of your turns, you may choose any card from your hand to place as a resource.

B. Costs



A cost is anything you must pay to play a card, use a power, or perform any other game action.

Resource costs are represented by a number within a resource cost symbol. These symbols are shown above. You pay a resource cost by exhausting that many resources. For example, a Horde ally that you must exhaust two resources to play will have a in its upper left corner, and a power that you must exhaust two resources to use will have a 2 as part of its cost in its text box.

C. Ready and Exhausted

When a card enters play, it starts out ready, as shown here. To use a card, you exhaust it by turning it sideways. At the start of each of your turns, ready (turn upright) all of your exhausted cards in play.

Some cards have powers with as part of the cost. This means that you must exhaust the card as a cost to play the power.



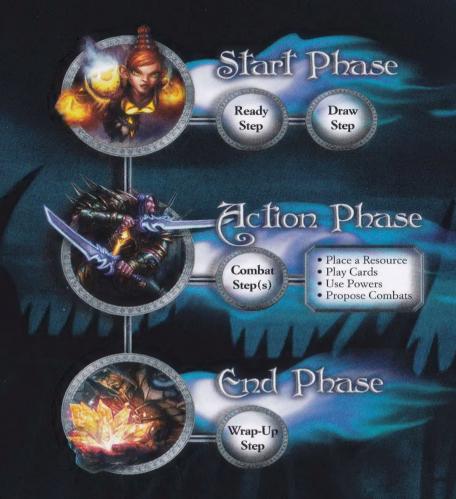
Ready



Exhausted

6. TURП SEQUEПСЕ

Your turn is divided into three phases, and some phases are divided into steps.



A. Start Phase

Your start phase is divided into two steps: the ready step and the draw step.

Ready Step: As your ready step starts, you ready (turn upright) all your cards in play.

Draw Step: As your draw step starts, you draw a card. On the first turn of the game, the player that goes first skips the draw step.

B. Action Phase

During your action phase, you can perform any of four actions in any order: place a resource, play a card, use a power, and propose a combat. You may place only one resource a turn, but you may perform each of the other actions as many times as you are able.

Place a Resource

You may place one resource on each of your turns. To do so, take any card from your hand and put it into your resource row face down. If the card is a quest or location, you may place it face up instead.

Play a Card

To play a card, reveal it from your hand, pay its cost (the number in its upper-left corner) by exhausting that many of your resources, and follow the instructions in its text box.

Once you've done that:

- ❖ If the card is an ally, it enters play in your ally row.
- ❖ If it's a weapon or armor, it enters play beside your hero in your hero row.
- ❖ If it's an Ongoing ability that attaches to a card, it enters play underneath that card.
- ❖ If it's an Ongoing ability that doesn't attach, it enters play in your hero row.
- ❖ If it's an ability that doesn't have "Ongoing" in its text box, it goes to your graveyard.

Cards can be played only during your turn unless they have "Instant" on their type line. Instant cards can be played any time, including during your opponent's turn.

Use a Power

You can use payment powers or complete quests during any phase of any player's turn. You can recognize a payment power by the arrow symbol (→) in its text. The text before the arrow is the cost you must pay to use the power, and the text after the arrow is what happens when you do. You can use a payment power as many times as you'd like, as long as you can afford to pay the cost each time.

Propose a Combat

You can attack with your ready hero and allies. For more information, see "Combat."

C. End Phase

During your end phase, players can only play instants, use powers, and complete quests.

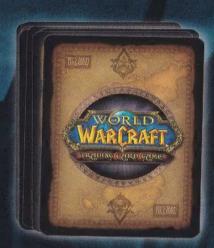
Once all players have performed the actions they want to take, you move into your wrap-up step. During your wrap-up step, if you have more cards in hand than your maximum hand size (seven cards), you must discard down to your maximum hand size. After a player's wrap-up step is over, the next player begins his or her start phase.

7. CARDS İП PLAY

While you are playing a game, you will put allies, resources, and other cards into play.

- * The play zone is where most of the game's action happens. Each player has an ally row for allies; a hero row for equipment (weapons and armor), Ongoing abilities, and his or her hero; and a resource row for resources. To see where the different types of cards belong in the play zone, look at the diagram.
- Destroyed or discarded cards and non-Ongoing abilities you have played go into your graveyard. Cards in a graveyard are face up, and you can look through any player's graveyard.

DECK



GRAVEYARD









Ally



Hero



Ongoing Ability



Weapon







8. COMBAT

A. Attacking

To propose a combat, choose a ready hero or ally in your party to be the attacker, then choose an opposing hero or ally to be the defender. You can't normally attack with an ally on the turn that you play it.

As a combat starts, your attacker exhausts (turns sideways) to attack, then there's an opportunity for you and your opponents to play cards and use powers. During a combat, you can only play instant cards, complete quests, and use powers of cards in play.

B. Protecting and Defending

If an opponent is attacking and you have a ready protector, you can choose to exhaust that protector to have it become the new defender for the attack. You can use a character's protector power even if you played the protector on your last turn. This is the only time a character can protect. You can't, for example, exhaust a protector to protect against an ability that's targeting one of your characters.

Next, there is a second opportunity for you and your opponents to play instants, use powers, and complete quests.



C. Combat Conclusion

As a combat concludes, the attacker and defender deal combat damage to each other equal to their respective ATKs. Damage dealt to characters remains until it is healed or the character is destroyed. A character is destroyed when the damage on it is greater than or equal to its health.

Example: You propose Kor Cindervein (3) to attack an opposing ally with (1). Your opponent has no responses and no protectors, so you exhaust Kor. As the combat concludes, Kor deals 3 combat damage to the defender, and the defender deals 1 combat damage to Kor. The defender is destroyed because it has taken fatal damage. Kor has taken 1 damage, but he's not destroyed because he has 3 .

D. Combat with a Hero

If your hero is in a combat, you can strike with a weapon to add its ATK to your hero's ATK for the combat. This is the only time a player can strike with a weapon. To strike with a weapon, pay its strike cost and exhaust it.

Example: You propose your hero to attack Kor Cindervein (3 \$\alpha / 3 \alpha\$). As you attack, exhaust your hero and his ready Fel Iron Hatchet (2 \$\alpha\$), paying its strike cost to give your hero +2 ATK this combat. As the combat concludes, your hero deals 2 combat damage to Kor, and Kor deals 3 combat damage to your hero.





9. DAMAGE

A. Damage Tracking and Types of Damage

Damage dealt to a character remains until that character is destroyed or that damage is healed. A character is destroyed when it has damage greater than or equal to its health. Keep track of damage on your characters using dice.

All damage has a type. The symbol around an ally's ATK tells you what type of combat damage it deals, and the symbol around a weapon's ATK tells you what type of combat damage a hero deals with that weapon. Damage type only matters when cards refer to it specifically.

These are the eight damage symbols:

















B. Healing Damage

Damage on a character is permanent unless it's healed or that character leaves play. If damage is healed from a character, simply remove that much damage from it.

Damage dealt to a character can also be prevented. An effect that prevents damage simply stops some or all damage from ever being successfully dealt to a character.

You can't heal damage that hasn't been dealt, and once a character has taken fatal damage, it's too late to heal it.

Example: Tyrennius (2 **b**) is in your party with no damage. Your opponent targets Tyrennius with a card that reads, "Your hero deals 2 melee damage

to target ally," and you have a card in your hand that reads, "Your hero heals 2 damage from target ally." Playing your card won't do anything, because your ally hasn't taken any damage yet. Your opponent's card deals 2 damage to Tyrennius, which destroys him immediately. If you'd had an effect that said, "Prevent the next 2 damage that would be dealt to target ally this turn," you would have had an opportunity to use that effect to save Tyrennius before the damage had resolved, but you don't have a chance to heal or prevent fatal damage once it's been dealt.



10. RESPONDING

You can respond to your opponent's actions. When you do, your response happens first. You can only respond by playing instants, using powers of cards in play, and completing quests.

Example: You have Cerwyn (an ally with 2) in play and a Mark of the Wild card in your hand. Your opponent targets Cerwyn with Fire Blast, which will deal 2 damage to her and send her to the graveyard. Because Mark of the Wild is an instant, you can play it in response to your opponent's Fire Blast. Your Mark of the Wild will enter play first, giving Cerwyn +2 / +2. Then, the Fire Blast will deal 2 damage to your ally, but the extra 2 from Mark of the Wild will be enough to keep her alive.

II. CARD TYPES

A. Hero

Each hero has a health (value printed in its lower-right corner. If your hero has damage greater than or equal to its health, you're out of the game.

Each hero card has two sides (front and back) and starts the game with the front side up. During the game, you may use your hero's power, which flips the hero over to the back side with full artwork. You can flip your hero card even if it's exhausted.

Unless a card says otherwise, once a hero is flipped over, it won't flip back to the other side again. That means you can usually use your hero's power only once per game.



B. Ally

As the game progresses, you can invite allies to join your party by putting them from your hand into play. Allies can attack and defend against opposing characters, and some of them have powers in their text box that you can use during the game.

You can attack with an ally or use its activated

(***) powers only if that card has been in your party since the start of your most recent turn.

Only allies have this restriction. An exception bamage Symbol is that you can protect with an ally even if you

Ally Card

5 Bount fleadshot

Faction

Ally Ore Hunter

Ferocity (This ally can attack immediately.)

Health

The constitution of the control
In addition to the cost in its upper left corner, each ally eard has:

A health () value in its lower right corner, which is how much damage it takes to destroy that ally. If your ally is destroyed, put it in your graveyard.

Cosi

An attack value (ATK) in its lower left corner, which is how much damage the ally deals in combat.

C. Ability

played it on your last turn.

Abilities represent your hero's special skills and magical spells.

Ongoing

Abilities normally go to your graveyard after **Power** you play them from your hand, but abilities with "**Ongoing**" in their text box enter play. The text after the word "Ongoing" tells you what the ability's powers are while it's in play.

Ability Card



If an Ongoing ability says to attach it to a card in play, you put the ability underneath that card as the ability enters play as an attachment. As a card leaves play, each of that card's attachments is destroyed and goes to its owner's graveyard. More than one ability can be attached to the same card—even abilities with the same name.

D. Weapon

Your hero starts the game with no ATK, but when your hero attacks or defends, you can strike with a ready weapon to increase your hero's ATK for that combat. Only your hero can strike with a weapon.

To strike with a weapon, pay its strike cost and exhaust it. You can strike with a weapon even if your hero is exhausted. Also, you can strike with a weapon on the same turn that it enters play.



In addition to the cost in its upper left corner, each weapon card has:

- A strike cost () in its lower-right corner, which is how many resources you must exhaust to strike with the weapon.
- An ATK in its lower-left corner, which is how much ATK the weapon gives your hero for the combat after you strike with it.
- A tag on the right side of its type line, which tells you that you can have only one melee and one ranged weapon in play at a time. For example, you can't have two weapons with the tag Melee (1) in play at the same time. If you do, you must immediately choose and destroy one of them.

E. Armor

Any time damage would be dealt to your hero—both inside and outside of combat—you can exhaust a ready armor card to prevent damage equal to that armor's DEF (). Armor can prevent all kinds of damage, including damage from combat and abilities. Armor can be used only to prevent damage to your hero.

Cost



You can exhaust an armor on the same turn that it enters play.

You can exhaust multiple armor cards to prevent damage from a single source. For example, you can exhaust both an armor with 1 and an armor with 2 to prevent 3 damage that would be dealt to your hero.

TRIL

DEF

Each armor has a tag on the right side of its type line, which tells you that you can have only one piece of armor in a given slot in play at a time. For example, you can't have two pieces of armor with the tag Head (1) in play at the same time. If you do, you must immediately choose and destroy one of them.

Armor is different from other cards and effects that prevent damage in two ways:

- Using armor is optional. You can exhaust an armor if you want to use it to prevent damage, but you never have to use it.
- ❖ If an armor prevents damage that's less than its ♥, the remaining ♥ is wasted.

Example: Your hero would be dealt 2 damage, and you control a ready Golem Skull Helm (3). If you exhaust the armor, it prevents the 2 damage, and the remaining 1 is wasted. That armor won't prevent any additional damage later in the turn unless you ready it and use it again.

You can exhaust armor to prevent damage only while you're taking damage. For example, if your opponent plays an ability that destroys a piece of your armor, you can't exhaust that armor to prevent future damage.

F. Quest

On each of your turns, you may choose a card from your hand to place (put into play) as a resource. Quest cards are the best to place as resources, because you can place them face up. A quest has an exclamation point instead of a cost in its upper-left corner.

While a quest is face up in your resource row, you can exhaust it to pay costs. In addition, you can complete it to receive its reward. As you complete a quest, you must turn the card face down to show that it's been completed. You can complete a quest whether it's ready or exhausted.

If you don't have any quests in your hand, you can place any card as a resource, but if you do, you must place it face down. You can use face-down resources to pay costs, but they don't have any other powers.



Example: You have Your Fortune Awaits You face up in your resource row. If you exhaust three resources and turn this quest face down, you draw a card. (Note that you can exhaust the quest itself to pay part of the resource cost.) Once turned over, the quest stays face down in your resource row. You can still use it as a resource to pay costs, but you can't complete it again because it's no longer face up.

Unless the card says otherwise, you can complete a quest on the same turn that it enters play, or during any phase of any player's turn.

12. TRAITS



Warrior Class Icon

The cards you can use to build a deck are determined by your hero's traits, which include:

CLASS: The ten classes represented in the TCG are:





















Death Knight Druid

Hunter

Mage

Paladin

Priest

Rogue

Shaman

Warlock

Warrior

FACTION AND RACE: While open warfare between the Horde and the Alliance may be over, the hostility is not, and skirmishes often break out between the two sides



The **Alliance** races in the TCG are Draenei, Dwarf, Gnome, Human, Night Elf, and Worgen.



The Horde races in the TCG are Blood Elf, Goblin, Orc, Tauren, Troll, and Undead

13. DECKBUILDING REFERENCE

If you'd like to build your own deck, there are only a few rules you need to follow:

- You can include a card with one or more class icons in your deck only if that card shares a class icon with your hero. You can include a card with one or more faction icons in your deck only if that card shares a faction icon with your hero. For example, Lady Jaina Proudmoore has the class icon and the faction icon. Cards with no class or faction icons can be included in any deck.
- You can't include more than four copies of a single card in your deck unless that card has "Unlimited" on its type line. You can include any number of unlimited cards in your deck.
- A Constructed tournament deck must include at least 60 cards, not counting your hero. Your hero starts the game in play, and it isn't considered a part of your deck.
- For more information and frequently asked questions about the rules, please visit **WoWTCG.com**.

14. TAKE YOUR GAME TO THE HEXT LEVEL!

Whether you're looking for some competition, searching for an epic prize, or just trying to find an awesome World of Warcraft[®] TCG community, Organized Play has what you're questing for!

Have fun at relaxed weekly Battlegrounds events at your local hobby shop or strive for glory in big events, such as the Realm, Continental, and World Championships!

There are events happening every week in your area, so find out all the latest Organized Play events and information at **WoWTCG.com**!

15. GLOSSARY

ACTIVATE: Some payment powers have an activate symbol () as part of their cost. To activate a card, you exhaust it (turn it sideways). 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 since the start of its controller's most recent turn. Only allies have this restriction. Protecting with a character does not count as using an activated power.

ASSAULT: A card with Assault X has +X ATK on your turn.

ATK: This is the attack value of a card. A card's ATK is the number in its lower-left corner. A hero or ally's ATK is how much combat damage it deals, and the symbol around the ATK tells you its damage type. If you strike with a weapon, its ATK and damage type are added to your hero that combat.

ATTACH: If an ability tells you to attach it to a card, you put the ability underneath such a card as the ability enters play. As a card leaves play, each of its attachments is destroyed. More than one attachment can be attached to the same card—even attachments with the same name. For example, several copies of Mark of the Wild could be attached to the same ally.

ATTACKER: An attacker is a hero or ally that's attacking. A hero or ally becomes an attacker as it exhausts to attack.

CARD TYPE: There are six different card types: ability, ally, equipment, hero, location, and quest.

CHAIN: The chain is the zone where cards and effects go before they resolve. The chain keeps track of the order in which things happen in the game. The order that things resolve off the chain is "last on, first off." The chain is empty while there are no cards or effects waiting to resolve.

CHARACTER: A character is a hero or ally.

COMBAL During your action phase, you can propose combats with ready heroes and allies in your party. Combat damage is damage that's dealt by an attacker or defender during the conclusion of a combat. Any other damage is not combat damage, even if it's dealt during a combat step.

CONTROL: You control your hero and all cards you put into play, including any abilities that you attach to a card in play, even if that card is controlled by another player. You also control cards and effects that you add to the chain.

COST: Cards and effects have costs that you must pay to play them. You can't pay only part of a cost, and you can't pay more of something than you have. The number in the upper-left corner of each card is its cost, which is how many resources you must exhaust to play that card.

COUNTER: A card may tell you to put one or more counters on a card in play. It will also tell you what those counters do. You can track counters on a card with beads, dice, or other small objects.

DAMAGE: Damage on a character stays on it until the damage is healed or the character leaves play. Damage greater than or equal to a character's health is called fatal damage. If an ally has fatal damage, it's destroyed. If a hero has fatal damage, its controller loses the game. A character is damaged if it has any amount of damage; otherwise, it's undamaged.

DEATH RATTLE: When a card with Death Rattle is put into a graveyard from anywhere, it has a power that triggers as explained on the card.

DEF: This is the defense value of an armor card. An armor's DEF () is the number in its lower-right corner. The DEF is how much damage the armor prevents as you exhaust it.

DEFENDER: A defender is a character that's defending. A character becomes a defender as it enters combat with an attacker.

DESTROY: To destroy a card is to put it into its owner's graveyard from play. If a character has fatal damage or 0 health, it's destroyed.

DISCARD: To discard a card is to put it from a player's hand into his graveyard. Cards can be discarded only from a player's hand.

EFFECT: An effect is a placeholder on the chain. Using a power, completing a quest, proposing a combat, and striking with a weapon all add effects to the chain. Triggering also creates an effect that is added to the chain. An effect waits on the chain until it resolves or is interrupted.

ELUSIVE: Characters with Elusive can't be attacked. However, they can still attack, and they can still be targeted as usual.

EQUIPMENT: An equipment card is an armor, item, or weapon.

EXHAUST: To exhaust a card in play, turn it sideways; once that's been done, the card is referred to as "exhausted." You can't exhaust a card that's already exhausted to pay a cost. The opposite of exhausted is "ready."

FATAL DAMAGE: Fatal damage is damage on a character that's greater than or equal to its health.

FEROCITY: An ally with Ferocity can attack on the same turn that it joins a party.

FLIP: To flip a face-up hero, you turn it face down, and vice versa. Heroes can be flipped whether they're ready or exhausted.

FRIENDLY: All the characters controlled by you and the players on your team are friendly.

HEAL: To heal an amount of damage from a character, remove that much damage from it. You can only heal damage that's already been dealt. Healing can't raise a character's health.

HEALTH: The number in the lower-right corner of a character card is its health (**b**). If a character accumulates damage equal to or greater than its health (fatal damage), it's destroyed. If a hero is destroyed, its controller loses the game.

IN COMBAT: An attacker or defender is in combat while there's an opposing attacker or defender.

INSTANT: Some cards have this word on their type line. You can play an instant any time you have priority—even during your opponent's turn.

INTERRUPT: An interrupted card or effect is removed from the chain and does nothing. If a card is interrupted, it's put into its owner's graveyard. A card can be interrupted only while it's on the chain.

INVINCIBLE: A card with Invincible can't leave play, be targeted, or be dealt damage.

LONG-RANGE: Defenders deal no combat damage to an attacking character with Long-Range. This is different from the ranged damage type.

LOOT: A Loot card is a card with a special foil treatment and scratch-off section. The revealed code beneath the scratch-off section can be input and redeemed for special accessories for your World of Warcraft® online characters.

MEND: At the start of your turn, a character with Mend X may heal X damage from target hero or ally.

MULLIGAN: Once per game, before starting the first turn, you may decide to mulligan your starting hand of cards by shuffling those cards into your deck and then drawing a new hand of seven cards.

NEUTRAL: A neutral card has no class or faction icon, so it can go into any deck.

ONGOING: Ongoing abilities enter play as they resolve; non-Ongoing abilities enter your graveyard. The text after the word "Ongoing" tells you an ability's powers while it's in play.

OPPOSING: Opponents are opposing players. Opposing zones are owned by opponents. Opposing cards are cards in play or on the chain that are controlled by opponents, cards in opposing zones, or any attachments that were played by an opponent (including ones on your cards).

OWNER: You are the owner of your hero and any card that started the game in your deck. If a card would enter a deck, hand, or graveyard, it enters its owner's deck, hand, or graveyard.

PASS: A player with priority may add a card or effect to the chain or pass priority clockwise to the next player.

PAYMENT POWER: A payment power can be identified by the arrow symbol in its text (). The text before the arrow is the cost that you must pay to use the power, and the text after the arrow is what happens as that effect resolves. Unless a card says otherwise, you can use payment powers during any phase of any player's turn.

PLACE: Once on each of your turns, you may place a resource. To place a resource, choose a card from your hand and put it into your resource row. Quests and locations may be placed face up; other cards can only be placed face down.

PLAY: To play a card, put it on the chain, choose any targets it describes, and pay its costs. A player can play an instant card any time he or she has priority. Quests and locations can't be played; they can only be placed.

POWER: When a card has text in its text box that has an impact on the game, that text is a power. Powers function only on cards in play unless otherwise specified.

PREVENT: Prevented damage is never dealt. Exhausting an armor to prevent damage that would be dealt to your hero is an example of preventing damage.

PRIORITY: A player's option to add a card or effect to the chain is called priority. Priority is handed from player to player; only one player can have it at a time. The turn player is always the first to get priority at the start of a phase or step. If the player with priority adds to the chain, that player keeps priority. Otherwise, priority passes clockwise. After a card or effect resolves, priority returns to the turn player.

PROPOSE: To propose a combat, choose a proposed defender and a ready hero or ally in your party to be the proposed attacker.

PROTECT: Just before a proposed defender enters combat, any player opposed to the attacker may exhaust a character in his or her party that can protect (for example, a character with the Protector keyword). If that happens, the proposed defender stops being the proposed defender, and that exhausted character becomes the proposed defender and starts protecting. Only one character can protect each combat. A proposed defender can't protect itself.

RARITY: The color of a card's collector number tells you its rarity: white for common, green for uncommon, blue for rare, purple for epic, and orange for legendary.

READY: A card in play is ready while it isn't exhausted (turned sideways). All cards enter play ready. Only ready cards can be exhausted to attack or pay costs. As your ready step starts, ready all exhausted cards in play that you control. As you ready a card, you change it from the exhausted position to the ready (upright) position.

RESOLVE: If there are no responses to the last card or effect on the chain, it resolves and has its impact on the game. An ability card goes to its owner's graveyard after it resolves, unless it's Ongoing. An Ongoing ability, ally, or equipment card that resolves enters play.

RESOURCE You may place one resource on each of your turns. Any type of card can be placed face down as a resource, but only quests and locations can be placed face up. You exhaust resources to pay the resource costs to play cards, use payment powers, complete quests, and strike with weapons. Resources can be exhausted whether they're face up or face down.

RESPOND: While a card or effect is on the chain, players can respond to it with other cards and effects. If a player responds, that response will resolve and have an impact on the game before the original card or effect. A player doing something "in response" is acting before the latest card or effect on the chain resolves.

REVEAL: To reveal a card is to turn it face up so that all players can see it. Revealing a card doesn't move it out of the zone that it's in. After a card is revealed, it goes back to being unrevealed in the same zone unless otherwise specified.

TEALTH: While a character with Stealth is attacking, opposing characters can't protect.

STRIKE: The strike cost of a weapon is the number in its lower-right corner. That number is how many resources you must exhaust to strike with that weapon. While a hero is in combat, its controller may strike with a ready weapon by paying its strike cost and exhausting it. This adds the weapon's ATK and damage type to the hero for the rest of the combat.

TAG: A card may have a tag on the right-hand side of the type line, followed by a number in parentheses. That number is how many cards with that tag you can have in your party at the same time. Any time you control more than that number of cards with that tag, you must immediately destroy all but that number of them. You choose which ones to keep.

TALENT: A talent is a special card that can only be played by a hero with the matching talent spec in its type line.

TARGET: If a card or effect tells you to target something, you must choose that target as you play it. If there is no legal target, you can't play that card or effect. Once you choose a target, you can't change your choice, even if something happens to the target you chose. If a card or effect tries to resolve and all of its targets have become illegal, it's interrupted. If at least one target is legal, it resolves.

UNIQUE: Some cards have the word "Unique" on their type line. Any time you control more than one unique card with the same name, you must immediately destroy all but one of them. You choose which one to keep and which to destroy.

ZONE: Cards can be in any one of six game zones: chain, deck, graveyard, hand, play, and removed from game (RFG).

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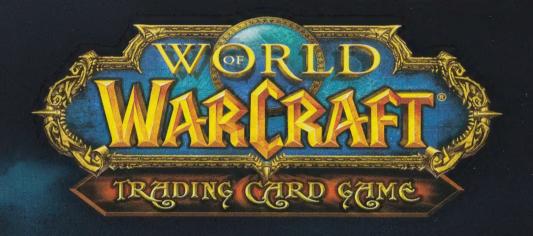
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2011 Worldbreaker Block Release Schedule

Set 13 Worldbreaker Booster Release 12/14/2010

Set 13 Worldbreaker Epic Collection Release 1/13/2011

Assault on Icecrown Citadel Raid Deck Release February 2011

Set 14 War of the Elements Booster Release March/April 2011

Set 14 War of the Elements Epic Collection Release April 2011

2011 Class Starter Decks Release May 2011

Set 15 Twilight of the Dragons Booster Release July 2011

Set 15 Twilight of the Dragons Epic Collection Release August 2011