World of Warcraft® TCG Comprehensive Rules version 7.4

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1. Fundamentals

100. Building a deck

100.1 Each deck is built around a hero. The minimum deck size for Constructed play is 60 cards. The minimum deck size for Limited play is 30 cards. There is no maximum deck size. Decks can't include heroes unless they are Master Heroes.

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 deck only if it shares a class icon with his hero. A player can include a card with one or more faction icons in his deck only if it shares a faction icon with his hero. Cards with no trait icons can be included in any deck.

100.2b Some cards have a text restriction identified by the bold words, "[Trait] Hero Required." A player can include such a card in his deck only if his hero has that [Trait].

- Some "[Trait] Hero Required" cards refer to a specific talent spec, such as "Marksmanship Hero Required". These cards are treated as having the bold text "[Talent Spec] Talent" and follow 100.2c below.

100.2c Some cards have a text restriction identified by the bold words, "[Talent Spec] Talent." A player can include such a card in his deck only if his hero has that talent spec, or, if the hero does not have a talent spec listed, only if there are no Talent cards of a different [Talent Spec] already in the deck. Traitor heroes are an exception to this rule, and can't include any Talents in their deck.

> ***Example:*** *Your hero is Baxxel Geartooth. You can include Aimed Shot, Deuce or Lightning Reflexes in your deck because Baxxel does not have a talent spec listed. If you add Aimed Shot to your deck, you can't include either of the other Talents, but you can include other cards of the same talent (Marksmanship). Non-Talent cards can be included no matter which [Talent Spec] is included.*
>
> *Baxxel Geartooth, Horde, Hero—Goblin Hunter, 28 Health*
> *[Front]: (4) >>> Flip Baxxel face down.*
> *[Back]: Pets you control have Assault 2. (They have +2 ATK on your turn.)*
>
> *Aimed Shot, 1+X, Hunter, Ability—Marksmanship*
> ***Marksmanship Talent*** *<p> Your hero deals X ranged damage to target hero or ally.*
>
> *Deuce, 2, Hunter, Ally—Chimaera, Pet (1), 4 [Nature] / 3 Health*
> ***Beast Mastery Talent*** *<p> While this ally is in your graveyard, you can control an additional Pet.*
>
> *Lightning Reflexes, 1, Hunter, Instant Ability—Survival*
> ***Survival Talent*** *<p> Ongoing: Opposing heroes and allies have -1 ATK while in combat with your hero.*

100.2d Some cards have bold text that reads, "[Description] Reputation." These words are neither keywords nor powers. A deck can include cards of one Reputation only if it contains no cards of any other Reputation.

100.2e Some heroes have bold text that reads, "Deckbuilding" followed by inclusions and/or exclusions. These words are neither keywords nor powers. Such inclusions are the only cards that can be legally included with such a hero, and may be exceptions to applicable parts of 100.2. If inclusions are not specified, normal deckbuilding rules apply. 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 Limited 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 Limited 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 the hero in play for which the deck was built. 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 deck, and then puts the top seven cards into hand.

101.2 Once per game, after reviewing his hand but before starting the first turn, each player may mulligan. To mulligan, a player shuffles his hand back into his deck, then puts cards from the top of that shuffled deck into hand equal to the number of cards just shuffled into the deck. 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.

101.3 Some powers refer to a player's opening or starting hand. These are the cards a player has in their hand as the first turn of the game starts. Your mulligan decisions will determine your opening / starting hand.

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 hero is destroyed, or he 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 himself from the current game.

102.2 A player that loses the game is removed from the game by the game (103.3). A player that's removed from the game loses the game. All cards that player owns are removed from the game by the game. Cards removed from the game this way can't leave that RFG zone while their owner is removed from the game. Any links that player controlled are interrupted by the game. 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 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 a card or player 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. In addition, such destruction, removal, or interruption can't be replaced (716).

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] / 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 a fractional or 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, but see 712.8.

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," as are references to "this ability," "this ally," and so on.

200.1a If a power using a named self-reference is copied or added to another card, that self-reference refers to the new card's name and not the name originally referenced.

> ***Example**: Your opponent has High Prophet Barim in his graveyard. You play Skullchewer, removing Barim from the game. Your allies will have +5 ATK and +6 Health since the self-reference now refers to Skullchewer's ATK and Health.*
>
> *High Prophet Barim, 3, Monster Ally—Tol'vir Paladin Priest, Barim (1), 1 [Holy] / 1 Health*
> *Other allies you control have +ATK equal to Barim's ATK and +[Health] equal to Barim's [Health].*
>
> *Skullchewer, 5, Death Knight, Monster Ally—Vrykul Ghoul, Pet (1), 5 [Frost] / 6 Health*
> *As this ally enters play, you may remove an ally in an opposing graveyard from the game. If you do, this ally has that card's printed powers.*

200.2 If text refers to a card "named [name]," 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.

> ***Example**: You can't choose the name "Treant" because the tokens created by Force of Nature have that name, even though no card is named Treant. You can choose the name "Bolvar the Bold" because no card has that name, even though several cards have "Bolvar" in their name.*
>
> *Force of Nature, 4, Druid, Ability—Balance*
> *Balance Talent <p> Put three 1 [Melee] / 1 [Health] Treant ally tokens into play with **Ferocity**.*

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 (412). 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 unless that card is on the chain or resolving. While that card is on the chain or resolving, X is equal to the value chosen for it (707.1b).

201.4 A token's cost is always zero.

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 (like "Fire Totem"). Both can be referenced by other cards.

202.1a Each tag is a single word except for some multi-word tags.

- The following multi-word tags can be referenced either by all words in that tag, or by the last word in that tag: Air Elemental, Air Totem, Black Dragon, Black Dragonkin, Blood Elf, Blue Dragonkin, Bronze Dragonkin, Bunny Egg, Carrion Bird, Core Hound, Crashin' Thrashin' Racer, Crypt Lord, Dread Pirate, Earth Elemental, Earth Totem, Fel Orc, Fire Elemental, Fire Totem, Flame Cat, Frozen Elemental, Green Dragonkin, High Elf, Night Elf, Pit Lord, Polar Bear, Red Dragonkin, Shadow Hunter, Spectral Tiger, Spore Bat, Spring Rabbit, Timber Wolf, Twilight Dragonkin, Two-Headed Ogre, Water Elemental, Water Totem, and Wind Serpent.

- The following multi-word tags can be referenced only by all words in that tag: Crawling Claw, Crypt Fiend, Death Knight, Defias Thug, Egg Hoarder, Elder Sage, Faceless One, Fishing Pole, Flight Master, Floating Eye, Frost Wyrm, Fungal Behemoth, Ghost Cow, Gryphon Rider, High Chieftain, High Thane, Keeper of the Grove, Merciless One, Repair Bot, Sea Giant, Sea Witch, Seedling Pod, Shadow Silhouette, Sky Captain, Sword Dancer, Trade Prince, Void Seeker, Void Wurm, Warp Stalker, Wind Rider, and Wyrmrest Vanquisher.

202.2 The right side of a card's type line may contain one of the following:

- The unlimited tag (100.4)
- A restriction tag (the unique tag, or a tag followed by a number in parentheses) (414)
- Talent Spec (206.1)

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 and can't have powers, and is also 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] / 1 Health*

202.4 An ally type is any tag printed on the left side of a printed ally's type line, following the dash. It's also any tag specified for an ally token (404.2) as it's created, except Arena and Monster. If a card asks you to choose an ally type, you can choose any single or multi-word tag (202.1a) found on an ally's type line.

202.4a Archdruid is an ally type that also counts as the ally type "Druid".

202.5 Some modifiers refer to controlling cards with certain tags. These cards reference any card with that tag on its type line; however, they do not reference a hero's Talent Spec.

> ***Example**: When completing Elemental Energy, cards with the Elemental tag in its type line will count for this power (Blazing Elemental Totem), but heroes with the Elemental Talent Spec will not (Bragvi Stormstein).*
>
> *Elemental Energy, Quest*
> *Pay (5) to complete this quest. <p> Reward: Draw a card, or two cards if you control an Elemental.*
>
> *Blazing Elemental Totem, 4, Shaman, Ability Ally—Elemental, Fire Totem (1), 0 [Fire] / 2 Health*
> *Ongoing: When this Totem enters play, put two 2 [Fire] / 1 [Health] Fire Elemental ally tokens into play. <p> [Fire] allies you control have Ferocity. (They can attack immediately.) <p> (Totems can't attack.)*
>
> *Bragvi Stormstein, Alliance, Hero—Dwarf Shaman (Elemental), 28 Health*
> *[Front]: (4) >>> Flip Bragvi face down. [Back]: When an opposing hero is dealt nature ([Nature]) damage, Bragvi may deal 1 nature damage to target ally.*

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. Some heroes have a text box on their other side below their name.

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.

204.2 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.

204.3 A loot card is a card with the word "Loot" in its collector number.

205. ATK and damage type

205.1 Each ally and weapon has an attack value (ATK) in its lower left corner. Each hero 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.



Arcane **Fire** **Frost** **Holy** **Melee** **Nature** **Ranged** **Shadow**

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 can have up to six kinds of trait: class, faction, profession, race, talent spec, and treachery. A hero's **race** is on the left or upper left of its type line. A hero's **talent spec**, if listed, is on the right or lower left of its type line. Some heroes have two **professions** on the upper and lower 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 hero's **class** is both printed on its type line and represented by one of the following trait icons. A card is a [class] card only if it has that tag on its type line. A card is a [class icon] card only if that icon appears on that card outside of its text box. A card shares a class with another card only if each has that tag on its type line.

 **Death Knight**  **Druid**  **Hunter**  **Mage**  **Paladin**
 **Priest**  **Rogue**  **Shaman**  **Warlock**  **Warrior**

***Example**: Bloodclaw is a*  *card, but not a Hunter card.*

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

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.

 **Alliance**  **Horde**

206.1c If a card has a trait icon or "[Trait] Hero" followed by a colon and text, that card has that text only if its controller's hero has that trait. If this results in a triggered power (703) with no triggered effect, that power can't trigger.

***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] / 3 Health
*[Alliance] Hero: **Elusive**. <p> [Horde] Hero: **Ferocity**.*

206.1d A card is **neutral** if it has no trait icons outside its text box.

3. Card types

300. Overview

300.1 A card's type is printed on its type line. There are six card types: Ability, Ally, Equipment, Hero, Location, and Quest. Allies, heroes, and Totems (305.3) are collectively called characters. Armor, items, and weapons are 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.

300.1c Two cards have the same card type if they have the same number of card types and all of them match. Otherwise, they have different card types. Two cards share a card type if each has that card type.

300.1d Some modifiers say to put a card of one type into play "as [a different type]." Such a card enters play with the specified type instead of its printed type, and remains the specified type until it leaves play. It is never seen in play with its printed type, and is never seen out of play with the new specified type.

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. Some heroes have two trait icons and most have a type line with one or more printed traits (206).

301.2 Most heroes have two sides and start the game face up with their smaller art visible. Most heroes have a flip power while face up, which is a power that involves flipping that hero.

301.2a Most heroes have no powers printed on their other side, but some do. A hero's powers function only if they're on the side currently visible.

301.2b Most heroes have the same ATK and health on their other side, but some don't.

301.2c A face-down hero is identical to a face-up hero in all other ways.

301.3 You can propose a hero as an attacker or use its activated () powers regardless of how long it's been under your control.

301.4 Master Heroes, unlike other heroes, start the game in a deck and can be played.

301.4a 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 flipped the same way by the game (103.3). 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 (but see 301.4c).

301.4b 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. If your hero is in combat, it continues to be in combat appropriately. If your hero is dealt damage with a card, and then you play a Master Hero, a modifier that checks if "damage was dealt to your hero this game" with that card remains true. These are exceptions to applicable parts of 415.9a.

301.4c Some Master Heroes have a power that triggers "when your hero becomes [name]." Such a power triggers only when such a hero enters play while your hero is not named [name].

301.4d Some Master Heroes have a power that "puts your starting hero back into play." Such a modifier puts your starting hero into your party flipped the same way it was removed. This is an exception to 301.4a and 301.5. Your starting hero enters your party with the same attachments, counters, damage, and ready/exhausted state as your previous hero, and then that previous hero is removed from the game by the game (103.3). None of this uses the chain. A hero removed from the game this way can't leave that RFG zone. Any links targeting that previous hero now target your starting hero, and any modifiers to that previous hero now apply to your starting hero within their durations. If your hero is dealt damage with a card, and then you put your starting hero into play, a modifier that checks if "damage was dealt to your hero this game" with that card remains true. These are exceptions to applicable parts of 415.9a.

301.4e If multiple Master Heroes would enter your party simultaneously, you choose the order in which they replace your master hero as they enter play.

301.5 Some modifiers temporarily remove a hero from the game. Such a hero becomes a different card (415.9a) each time it changes zones. 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, but see 301.4c.

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.

302.3 A Mount ally can be identified by the word "Mount" on its type line. Mounts can't be proposed as attackers or defenders.

303. Equipment (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 pay the cost of striking and associate that weapon with a "wielder". To pay the cost of striking with a weapon, you must both exhaust that weapon and exhaust resources equal to its strike cost. You may strike with a weapon you control only as a wielder you control becomes an attacker or defender. Unless otherwise specified, all heroes (and only heroes) are wielders. You can strike with a weapon whether that wielder is ready or exhausted.

303.2a Striking with a weapon doesn't use the chain. As a strike is performed, that weapon becomes associated with that wielder for the duration of the combat step. A weapon

stops being associated with a wielder as it becomes a different card (415.9a), changes controllers, stops being a weapon, or if that wielder is removed from combat (602.4).

303.2b While a weapon remains associated with a wielder, a strike modifier gives that wielder the following:

- +X ATK, where X is the ATK of that weapon.
- The damage type (205) of that weapon (in addition to any other damage types it has).
- Absorb, Conspicuous, Long-Range, Smash, and/or Stealth while that weapon has any of those keyword powers.

A strike modifier always uses information from the current game state.

303.2c You can strike with only one weapon per combat (but see 406).

303.2d You can strike with some weapons "while an ally in your party is in combat." Some allies allow you to strike with weapons "while this ally is attacking or defending." Allies you control are also wielders while you control such a weapon, or that ally has such a power.

303.3 You can strike with a weapon or use its activated () powers regardless of how long it's been under your control.

304. Equipment (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 You can use an armor or item's activated () powers, or exhaust it to prevent damage, regardless of how long it's been under your control.

304.4 **Golems**

304.4a A Golem can be identified by the word "Golem" on its type line. Each Golem has an ATK and health value. Golems are equipment allies and count as both in all zones.

305. Abilities

305.1 An ability is either ongoing (305.2) or non-ongoing. As a non-ongoing ability 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 can be identified by the bold word "**Ongoing**" in its text box, followed by a colon. That word is neither a keyword nor a power. 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 You can use an ability's activated () powers regardless of how long it's been under your control.

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 (707.1c). This is an exception to 305.2a and 400.1.

305.3 **Totems**

305.3a A Totem can be identified by the word "Totem" on its type line. Each Totem has an ATK and health value. Totems can't be proposed as attackers. Totems are ability allies and count as both in all zones.

> ***Examples**: Your opponent controls a hero, an ally, and a Totem. You play Arcane Burst. As it resolves, all three opposing characters are dealt 1 arcane damage each. You can target a Totem with Vanquish. You can target a Totem with Resurrection.*
>
> *Arcane Burst, 1, Mage, Ability—Arcane*
> *Your hero deals 1 arcane damage to each opposing hero and ally.*
>
> *Resurrection, 4, Priest, Ability—Holy*
> *Put target ally from your graveyard into play if its cost is less than or equal to the number of resources you control.*
>
> *Vanquish, 4, Ability*
> *Destroy target ally.*

306. Quests and Locations

306.1 Quests and locations can't be played (409). They can only be placed as resources (412).

306.2 Most quests have a reward power (702).

306.3 Locations stay face up until turned face down by PPP (410.5). Some locations have a **capacity** value in their lower right corner. Such a location will also have a power that adds (404.1a) one or more [description] counters. A location can't have [description] counters in excess of its capacity.

4. Game concepts

400. Attachments

400.1 An attachment 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. An attachment that loses its powers remains an attachment.

> ***Example**: You control Icon of the Silver Crescent. Each non-token ally that becomes an ability has the attach description: "Attach to a hero."*
>
> *Icon of the Silver Crescent, 4, Equipment—Item, Trinket (2)*
> *If a non-token ally you control would be destroyed, attach it to a hero instead. That ally loses all powers and becomes an ability with "Ongoing: 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 Some attachments say to "put [something] from [somewhere] into play and attach this to it." That [something] is the attach description for that attachment. Any text beginning with 'from' is not part of that attach description.

> ***Example**: Vigil of the Light has an attach description of "target ally". Malfurion's Gift has an attach description of "target ally with cost less than or equal to the number of resources you control".*
>
> *Vigil of the Light, 6, PaPr, Ability—Holy*
> *Put target ally from your graveyard into play. If you do, attach this ability to it. <p> Ongoing: At the start of each turn, your hero heals all damage from attached ally.*
>
> *Malfurion's Gift, 5, Druid, Instant Ability—Restoration*
> *Restoration Talent <p> Put target ally with cost less than or equal to the number of resources you control from your graveyard into play and attach this ability to it. <p> Ongoing: Attached ally has +2 / +2. <p> When this ability leaves play, destroy attached ally.*

400.5 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. As part of a host becoming a different card (415.9a), each of its attachments is destroyed by the game (103.3).

400.6 In addition to its attach description, each attachment has a **host description**, which is the "attached [thing]" specified in its powers. If no "attached [thing]" is specified, its host description is the same as its attach description. An attachment that loses its powers retains both descriptions. Each attachment checks whether it's attached to a host matching its host description as part of PPP (410.5). If it's not, it's destroyed by the game (103.3).

400.7 **Moving attachments**

400.7a Some modifiers tell you to "reattach" an attachment, or move it from its current host "to another" card of your choice, or into play from a non-chain zone without specifying a new host. In all such cases, you must attach it to a card in play that matches its attach description (400.1). Moving an attachment in this way doesn't add it to the chain, so its pre-ongoing text is not reprocessed. If no such host can be chosen, that attachment stays where it is.

400.7b If that attach 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.

400.7c 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 you control. 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.

Inventor's Focal Sword, 3, Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 2 Strike (2), [Activate] >>> If target ability is attached to a hero or ally, attach it to another hero or ally.

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 this ability.

***Example**: Your opponent attaches Entangling Roots to an ally you control. 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. <p> Ongoing: Attached ally can't ready during its controller's ready step.

401. Control and ownership

401.1 A player **controls** his hero, each card he puts into play, and each link he adds to the chain. Cards in other zones have no controller. Unless otherwise specified, text that refers to control of a card is referring to control of a card in play. A player controls a card type if he controls a card in play of that type. 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 ally, hero, or resource row, if applicable. Such a card functions normally whether or not it's legal (100.2) for its new controller's deck. Any attachments 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. Duplicates aren't "played," nor do they follow the rules for adding links (707). 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 tell a player to copy a card in a zone other than the chain, and then play that copy. That copy is "played," and follows the rules for adding links (707), and can be interrupted. That copy is not represented by a physical card, but is a card in all other ways. As part of that copy leaving the chain, it ceases to exist.

402.2a The copy is controlled by the player who added it to the chain. The source of the copy is the copy itself.

402.2b The copy has the original's name, play cost, type, tags, and text, unless otherwise specified by the power that created it. Any self-references (200.1) on the copy refer to itself rather than the original.

402.3 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.

402.3a 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.

402.3b 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 (701.4) that they were prior to copying.

402.3c If any choices have been made about the second card, they are undefined for the first card. They are neither copied nor chosen again.

402.4 Some modifiers tell you to “put a copy of a token” into play, or to “put a token copy” of another card into play. That copy is also a token (404.2). That token's printed information is the same as the printed information of the card it's copying (402.3a), except for that card’s cost. A token’s cost is always zero (201.4). It does not copy any modifiers affecting that card, unless those modifiers are altering the card's printed information. A token’s printed information can be accessed as it’s entering play (710).

> ***Example:*** *You control Kor Cindervein with two +1 / +1 counters, and a Highborne Soul Mirror. You activate the Mirror’s power, targeting Kor. The token put into play is a Dwarf Paladin ally token named Kor Cindervein with 3 [Melee] / 3 [Health]. It does not enter play with any +1 / +1 counters.*
>
> *Kor Cindervein, 3, Alliance, Ally—Dwarf Paladin, 3 [Melee] / 3 Health*
>
> *Highborne Soul Mirror, 7, DkDrHuMaPaPrRoShLoWa, Equipment—Item*
> *When an ally you control is destroyed, destroy each other ally you control with the same name as that ally. <p>*
> *On your turn: [Activate] >>> Put a token copy of target ally you control into play.*

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 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 (707.1e).

403.4 Some links require you to "remove all [type] counters" as part of its cost. If that card has no counters, then you can remove zero counters from that card and this will satisfy that portion of the cost.

403.5 Some costs involve 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.

403.6 **Resource costs**

403.6a 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.

403.6b 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 ❷ (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. If a card says to "add" a counter but doesn't specify where, it means to put that counter on itself.

404.1b All counters are removed from a card as part of it becoming a different card (415.9a). 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 zero (201.4). 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**: You control Tyrande. 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 [Holy] / 4 Health*
> *When a Night Elf you control is destroyed, put a 0 [Melee] / 1 [Health] Wisp ally token into play. <p> (1), Destroy a Wisp you control >>> That Wisp deals 1 nature damage to each opposing hero and ally.*

404.2a An ally token enters play in its controller's ally row and behaves like any other ally. An equipment token enters play in its controller's hero row and behaves like any other equipment. 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 Some powers tell you to put a Totem token into play. A Totem token represents a Totem (305.3) and follows all applicable rules for Totems. A Totem token also has the following information by default, unless stated otherwise by the modifier:

- "**Ongoing**," even if no **Ongoing** power is specified.
- Air Totem (1) and [Nature] ATK if an Air Totem is specified.

- Earth Totem (1) and [Melee] ATK if an Earth Totem is specified
- Fire Totem (1) and [Fire] ATK if a Fire Totem is specified.
- Water Totem (1) and [Frost] ATK if a Water Totem is specified.
- [Melee] ATK and no restriction tag if none of the above types are specified.

Example: *You play Erunak Stonespeaker and choose to put a Water Totem token into play. That token is an ability ally with Water Totem (1) and "**Ongoing**." Erunak's power specifies the damage type, so the token will have [Melee] ATK instead of the default [Frost] ATK associated with Water Totems.*

Erunak Stonespeaker, 5, Neutral, Ally—Broken Shaman, Erunak (1), 5 [Fire], 5 Health
When Erunak enters play, put a 0 [Melee] / 2 [Health] Air, Earth, Fire, or Water Totem token into play.

404.2c 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 object (415.9a) 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 (415.9a). 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. If a modifier says to put more than fatal damage on a character, put exactly fatal damage on that character.

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] / 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. As it resolves, its modifier creates three packets of 1 frost damage each.*

Frost Nova, 4, Mage, Instant Ability—Frost
Your hero deals 1 frost damage to each opposing hero and ally. A character dealt damage this way can't attack this turn.

***Example**: When Vexra 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] / 2 Health
When this ally 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.

405.6 Some modifiers say something happens "for each damage" on a character, or "for each damage" dealt, healed, or prevented a certain way. Such a modifier counts only integer amounts of damage. Any fractions are ignored.

405.7 Some modifiers say to "switch" all damage on one character with the damage on a second character. Such a modifier removes damage from the character with more initial damage and puts damage on the character with less initial damage. It neither deals nor heals damage. If either character is not in play as such a modifier is created, nothing happens.

405.8 Some modifiers say to "smash" [an amount of damage] to an ally. Such a modifier deals that much damage to that ally, and if more than fatal damage would be dealt this way, exactly fatal damage is dealt to that ally, and the rest to that ally's controller's hero instead.

406. Wielding

406.1 There are several variations of wielding weapons and armor. Dual Wield, Two-handed Dual Wield, Ranged Dual Wield, Sextuple Wield, Infinite Wield, and Dual Shield.

406.2 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 414.3a:

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

406.2a 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 an Off-Hand equipment, it causes a uniqueness violation which you must immediately repair by destroying any one of the equipment.*

Deathbringer, 3, Equipment—1H Weapon—Axe, Melee (1), 2 [Melee], 2 Strike
When your hero deals combat damage with this weapon to an ally, your hero also deals that much shadow damage to target hero in that ally's party.

Sword of Zeal, 4, Equipment—1H Weapon—Sword, Melee (1), 2 [Melee], 2 Strike
When your hero deals combat damage with this weapon, target player may ready that many of his resources.

406.2b 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.

406.3 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 414.3a. 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.

406.3a 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.

406.4 The controller of a hero with Ranged dual wield can have two Ranged weapons without violating uniqueness. This is an exception to 414.3a. A hero losing Ranged dual wield while its controller has two Ranged weapons causes a uniqueness violation (414).

406.5 The controller of a hero with Infinite Wield can have any number of One-Handed melee weapons without violating uniqueness. This is an exception to 414.3a. A hero losing Infinite Wield while its controller has two or more One-Handed melee weapons causes a uniqueness violation (414). However, a hero losing Infinite Wield while its controller has Dual Wield or Two-handed Dual Wield will cause a uniqueness violation only if its controller has more than two One-Handed melee weapons.

406.6 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. The controller of a hero with Infinite Wield can strike with any number of One-Handed melee 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. If a player strikes with multiple weapons in the same combat, all those weapons are struck simultaneously and the combat damage is associated with all of them (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 you control has 5 health and 1 damage. An opponent targets it with Lightning Bolt and you respond with Flash Heal. Your link resolves first and removes 1 damage, then your opponent's link resolves and adds 4 damage. Your ally is not destroyed.*

Flash Heal, 1, Priest, Instant Ability—Holy
Your hero heals 4 damage from target hero or ally.

Lightning Bolt, 3, Shaman, Ability—Elemental
Your hero deals 4 nature damage to target hero or ally.

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 healing 0 or less 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, Equipment—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 you control 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. As it resolves, its modifier creates three packets of 1 frost damage each (405.4). 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. Modifiers can specify more than one damage type for a packet. The damage from such a modifier is all of the damage types specified.

  ***Example**: Fel Flame creates a modifier that deals a packet of shadowfire damage. That damage is both shadow and fire damage.*

Fel Flame, 2, Warlock, Ability—Destruction
Ongoing: When this ability enters play, your hero deals 2 unpreventable shadowfire damage to target hero or ally.

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, Equipment—1H Weapon—Axe, Melee (1), 3 [Melee], 2 Strike
Combat damage that your hero would deal with this weapon 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 wielder associated with that weapon, even if that packet's size is not equal to that weapon's ATK. If that wielder is associated with multiple weapons, 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 [that wielder] 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, Equipment—1H Weapon—Sword, Melee (1), 2 [Melee], 2 Strike
When your hero deals combat damage with this weapon for the first time on each of your turns, ready this weapon 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
Combat Talent <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, Equipment—1H Weapon—Mace, Melee (1), 1 [Melee], 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.

***Example**: You have one opponent who controls two allies and a hero. You play Frost Nova. As it resolves, its modifier creates three packets of 1 frost damage each (405.4). Each of those packets is* dealt ***by** your hero (source character) **with** an ability (Frost Nova).*

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 has priority. A player can play a non-instant card only during his non-combat action phase (502.1) while he 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 (412), 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 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 his non-combat action phase, while the chain is empty, that player can also:

- Play a non-instant card (409)
- Place a resource (412)
- Propose a combat (601)

410.3 Playing a card or placing a resource adds that card to the chain. Using a power, completing a quest, 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
Target up to three heroes and/or allies. Your hero deals 3, 2, and 1 nature damage to them, respectively.

Ironforge Guards, 2, Alliance, Ally—Dwarf Warrior, Unlimited, 1 [Melee] / 1 Health
This ally has +1 [Health] for each other ally named Ironforge Guards you control.

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

410.6c Each attachment checks whether it's attached to a host matching its **host description** (400.6). If it's not, it's destroyed by the game. Its attach description (400.1) is ignored.

***Example**: Your opponent attaches Turn the Blade to an Arcanite Dragonling ally you control. Early next turn, after the Dragonling stops being an ally, Turn the Blade checks whether it's attached to an "attached card". As a result, Turn the Blade is not destroyed, even though it's attached to neither an ally nor a weapon.*

Arcanite Dragonling, 1, Equipment—Item, Trinket (2)
(1) >>> This item is also an ally with 2 [Melee] / 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 (404.2c).

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) must choose one and turn the rest face down.

411. Ready and exhausted

411.1 Cards in play are either ready or exhausted. 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.

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 hand and place it as a resource. Placing a resource is optional. A player may place only one resource per turn, but see 412.1c below.

412.1a A player can place a resource only during his non-combat action phase while he has priority and the chain is empty, but see 412.1c below. Placing a resource follows the applicable rules for adding links (707) and puts a resource on the chain. Resources on the chain can't be targeted for interruption (711.3). As a resource resolves, it enters play in its controller's resource row.

412.1b Quests and locations can be placed face up or face down. Other card types can only be placed face down. A face-down resource 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 non-resource in play becomes a face-down resource, it loses all of these things and becomes a different card (415.9a). However, modifiers can add any of these things to a face-down resource.

> ***Example**: You play Readiness, then pay Nalonae'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*
> *Survival Talent <p> You can play abilities from your graveyard this turn. <p> If an ability would enter your graveyard this turn, remove it from the game instead.*
>
> *Nalonae, 2, Horde, Ally—Blood Elf Priest, 2 [Holy] / 2 Health*
> *You may destroy a resource you control rather than pay this ally's cost.*

412.1c Some modifiers tell you to reveal one or more cards from the top of your deck and place them into your resource row either ready or exhausted "as an additional resource." Placing a resource this way follows the applicable rules for adding links (707) and puts a resource on the chain. Any costs associated with placing that resource face up must be paid as normal. Placing an additional resource this way does not count towards your one resource per turn (412.1).

> ***Example**: You control Eranikus at the start of your turn. As Eranikus' trigger resolves, you reveal the quest The Ring of Blood: Brokentoe. Brokentoe is then added to the chain as either a face-up or face-down resource. If you choose to place Brokentoe face up, you must discard a card as part of the cost for doing so. If you don't or can't discard a card, you must place Brokentoe face down.*
>
> *Eranikus, 5, Ally—Green Dragonkin Consort, Eranikus (1), 5 [Nature] / 6 Health*
> *At the start of your turn, reveal the top card of your deck, then place it into your resource row ready as an additional resource.*

The Ring of Blood: Brokentoe, Arena Quest
As a cost to place this quest face up, discard a card. <p> Pay (3) to complete this quest. <p> Reward: Draw two cards.

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. 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, 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 checks.*
>
> *Fury, 5, Hunter, Ally—Cat, Pet (1), 5 [Melee] / 3 Health*
> ***Ferocity***

Goldenmoon, 3, Alliance, Ally—Night Elf Rogue, 2 [Melee] / 2 Health
Elusive *<p> You can control an additional Pet while Pets you control have different names.*

Hootie, 2, Hunter, Ally—Owl, Pet (1), 2 [Melee] / 2 Health
Opposing heroes and allies have -1 ATK.

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 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. A card with no name can't have the same name as another card.

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 wielding uniqueness, see **Error! Reference source not ound.**.

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 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 **Deck zone**

415.3a Each deck zone contains a player's deck. Cards are usually drawn from the top of a deck. Cards in decks are face down and so are not public. Unless a card says otherwise, players can't look through decks or rearrange their order. The number of cards in each

deck is public. If text refers to a player's deck, it's referring to the pile of cards from which he draws.

415.3b Any time a player shuffles a deck, he 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. Decks do not have a top, bottom, or order while they are being searched or shuffled.

415.3c If multiple cards are simultaneously put on the top or bottom of a player's deck, he may arrange them in any order without revealing that order, unless otherwise specified.

415.3d 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. If a deck is turned back over, such that it's no longer face up, then it's no longer public and can't be looked through unless specified by another modifier (as usual).

415.3e Some modifiers say you may look at the top card of a deck at any time. This means any time you have priority.

415.3f 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).

415.4 **Hand zone**

415.4a Each hand zone contains the cards a player has drawn. Cards in hand are not public, but each player may look at his hand at any time. The number of cards in each hand is public.

415.4b The default maximum hand size is seven cards. During a wrap-up step (503.2), the turn player must discard down to his maximum hand size.

415.5 **Graveyard zone**

415.5a Each graveyard zone contains the cards of a player that have been destroyed, discarded, or interrupted, as well as non-ongoing abilities that have resolved. Cards in graveyards are face up and public.

415.6 **Chain zone**

415.6a 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, except resources being placed face down.

415.7 **Removed from game (RFG) zone**

415.7a To remove a card from the game, put it into its owner's RFG zone, then reveal it unless it's being removed face down (either by a modifier that specifies "face down," or while it's a face-down starting hero or resource). Putting a card into an RFG zone is also called "removing [it] from the game."

415.7b A card in an RFG zone is face up and public, unless it was removed face down. A face-down card that's not a starting hero is blank—it has no name, powers, text, types, tags, or traits—while in an RFG zone, and only its owner may look at it. If a face-down card that's not a starting hero enters play from an RFG zone, it enters play as a face-down resource.

415.8 **Play zone**

415.8a 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 hero. Attachments are physically attached to other cards in play.

415.8b Cards in play a player controls are collectively called his 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 (415.9a), modifiers that persist while that card "remains in your party" expire (714.3b).

415.8c 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 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 affected.

415.8d A non-ongoing ability can't enter play unless it's placed face down as a resource (412). If a modifier tries to put a non-ongoing ability into play any other way, that card stays where it is.

415.8e Some modifiers tell you to "exchange" control of two cards. To exchange control of two cards, they must be in play and controlled by different players. Otherwise, nothing happens.

415.9 **Changing zones**

415.9a 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 415.9b). Any counters or damage are removed as part of it becoming a different card, 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.

415.9b 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 415.9a.

> ***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 Cat Form, Form (1)*
> *Ongoing: Your hero has **Cat Form**. (+1 ATK while attacking. Destroy this card when you strike with a weapon or play a non-Feral ability.) <p> When this ability 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.*

415.9c Some links trigger off of a card being destroyed, and then a modifier from that link tries to explicitly affect an attachment in the graveyard that was attached to that card at the time the host was destroyed. That modifier can affect that attachment, but only if the attachment has stayed in the graveyard continuously since the host was destroyed. This is an exception to 415.9a.

415.9d 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.

415.9e 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.

415.9f To **draw** a card is to put it from the top of a player's deck into his hand, unless otherwise specified. 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.
- For modifiers that tell you to draw cards until a limit is reached, see 713.2.

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. There are no priority windows (410.4) between phases or turns. 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.

500.2 When a turn, phase, or step starts, any powers or modifiers that trigger at the start of that turn, phase, or step trigger (501.1a). 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, or additional, 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 next turn, then that player skips his 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 following actions are performed in order. None of this uses the chain.

- All modifiers that last "until the start of [this turn]" expire.
- The turn player readies all physically exhausted cards in play he controls.

- All remaining modifiers that are created "as [this turn] starts" are created. However, if any such power is gained at this time, it is gained too late for that power to apply, and if any such power is lost at this time, it is lost too late to stop that modifier from being created.

- All powers and modifiers that trigger "at the start of [this turn]" trigger. Any such powers that are gained while processing one of the previous steps trigger. However, any such powers lost while processing one of the previous actions don't trigger.

- After these actions have been completed, a priority window opens. As that window closes, the ready step ends and the draw step begins.

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 controls at the same time (802) as the turn player readies his cards.

  ***Example**: You control two Vindicator Kaldels and one other ally. All of them are exhausted as your turn ends. As the next player readies his 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] / 2 Health
  *Aldor Reputation <p> **Inspire**: Ally*

- 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 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] / 2 Health
  *Aldor Reputation <p> **Inspire**: Quest <p> 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 control Exarch Orelis, a hero, and six resources. All of them are exhausted as your turn ends. As the next player readies his 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] / 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, and an action phase starts.

501.2b The first player skips the draw step of the first turn, so he 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 **non-combat action phase**. A player can do the following (in any order) during his non-combat action phase, while the chain is empty:

- Play a non-instant card (409)
- Place a resource (412)
- Propose a combat (601)

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, the action phase ends, and an end phase starts.

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 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 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 non-combat action phase if he could legally propose a combat with that character.

600.2a Some modifiers say that a character "must attack [a specified character] if able." If a character is affected by one or more such modifiers, while a legal combat could be proposed with that character as an attacker and one of the [specified characters] as a defender, that character's controller can't pass priority while the chain is empty during his non-combat action phase, and that character can be proposed as an attacker only if one of the [specified characters] is proposed as the defender.

600.2b If a character is simultaneously affected by one or more "must attack [one group of characters] if able" modifiers and one or more "can attack only [a second group of characters] if able" modifiers, that character can be proposed as an attacker only if the proposed defender is a member of the second group of characters, unless such a proposal can't be made. If any of the members of the second group are also in the first group, then that character can be proposed as an attacker only if the proposed defender is also a member of the first group, unless such a proposal can't be made. This is an exception to 600.2a.

> ***Example:*** *You control Sarmoth. On an opponent's turn, you play Vigilant Guard targeting one of his allies. If that ally can attack Sarmoth, it can only attack Sarmoth, but will not be forced to attack. If that ally cannot attack Sarmoth (if it's Bloodsoul, for example), it can attack only your hero, and must do so if able.*
>
> *Sarmoth, 3, Warlock, Ally—Voidwalker Demon, Pet (1), 1 [Shadow] / 5 Health*
> *Opposing heroes and allies can attack only this ally if able.*
>
> *Vigilant Guard, 1, Instant Ability*
> *Target opposing ally must attack your hero this turn if able. Draw a card.*
>
> *Bloodsoul, 1, Horde, Ally—Orc Warlock, 2 [Shadow] / 3 Health*
> *This ally can attack only heroes.*

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].

600.3a Some modifiers say that a character "can't attack or exhaust unless its controller [pays a cost]." There is no additional cost for such a character to exhaust to attack, and it can't exhaust for any other reason unless its controller chooses to [pay that cost].

601. Combat proposal

601.1 A player may propose a combat only during his non-combat action phase while he 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 he controls 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 under the turn player's control continuously since the start of his 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] / 5 Health*
> *Opposing heroes and allies can attack only this ally 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 (415.9a) 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 (711). 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 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). An attacking player can strike with any applicable weapons at this time (and only at this time). None of this uses the chain. Then, a

priority window, called the **Attack Window**, opens. 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 he controls that can protect the proposed defender against the attacker. This is called the **Protect Point**. This doesn't use the chain and is the only time a character can protect. If that happens, the proposed defender is removed from combat, and that exhausted character becomes the proposed defender and starts protecting.

602.2a While an attacker has **Stealth**, characters can't protect.

602.2b Only one character per proposed defender 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, or another proposed defender.

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. A defending player can strike with any applicable weapons at this time (and only at this time). None of this uses the chain. Then a priority window, called the **Defend Window**, opens. 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] / 2 Health*
> ***Protector*** *<p> When this ally defends against an ally, destroy her. If you do, destroy all attacking allies.*
>
> *High Overlord Saurfang, 8, Horde, Ally—Orc Warrior, Unique, 9 [Melee] / 4 Health*
> ***Protector*** *<p> When an ally enters combat with this ally, destroy that ally.*

602.3a If a modifier causes a character to "become a defender" during combat, the current defender is removed from combat, that new 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.

602.3b 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. **This does not cause the combat step to end immediately.** A card is removed from combat as it becomes a different card (415.9a), changes controllers, stops being a character, or by a power or effect. 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. Any remaining attacker or defender continues to attack, defend, and protect as applicable. A combat step always proceeds to conclusion whether or not an attacker or defender remains.

602.4a If a card is removed from combat in the middle of a chain, the combat step does not end immediately. You must complete the resolution of the chain as normal. The presence of attackers, defenders, proposed attackers, and/or proposed defenders will be checked at the next appropriate interval, at which point, if applicable, the combat will conclude (603).

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 to lose its powers. Such a card effectively has a blank text box for the duration of such a modifier. However, an ongoing ability (305.2) remains ongoing, and an attachment (400) remains an attachment and retains both its attach and host descriptions. 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 (701.4a).

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."

701.1a Some payment powers have the Basic restriction. A player may only use a Basic power during his non-combat action phase (502.1) while he has priority and the chain is empty.

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 has priority. A player may use a payment power multiple times as long as he 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 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 (415.9a) 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] / 1 Health*
> *Once per turn: (1) >>> Target ally has +2 ATK this turn.*

701.4a A lost power that returns will be the same power as it initially was if its source is the same card (415.9a) 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. <p> Ongoing: Attached ally can't attack or protect, loses and can't have powers, and is also a Sheep.*

702. Reward powers

702.1 Reward powers appear only on quests. They're similar 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 the reward effect can be added to the chain. Such restrictions are checked only as the reward effect is added to the chain; they aren't rechecked as that reward effect resolves. A quest can be exhausted to help pay the completion cost of its own power.

702.1a Some reward powers have the Basic restriction. A player may only use a Basic reward power during his non-combat action phase (502.1) while he has priority and the chain is empty.

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 has priority, regardless of how long it's been under his control. Only a quest's controller can complete it. Completing a quest follows the applicable rules for adding links (707). As the last part of adding one of its own reward effects to the chain, if the quest is still in play, it's turned face down and continues to be a resource. This is an exception to 707.1e.

***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.

702.2b Some cards allow you to complete quests controlled by other players. When you complete a quest this way, you must pay all costs required to complete that quest, including exhausting your own resources, discarding and/or destroying your cards, etc. That quest cannot be exhausted to help pay the completion of its own power. (This is an exception to 702.1.) Completing a quest this way follows all other rules for completing quests.

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 doesn'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, that effect is interrupted.*

Lei of Lilies, 4, Equipment—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 A card's triggered power is active only while that card is face up in play and that power hasn't been lost (700.3). Otherwise, it's inactive.

703.3a A card's power that can trigger only while that card is in a non-play zone is active only while that card is revealed in that zone and that power hasn't been lost in that zone. This is an exception to 703.3.

***Example**: Bimble's power is active only while he's removed from the game face up. Jubilee's power is active only while she's revealed from a deck. A card's Death Rattle power is active only while that card is in a graveyard and that power hasn't been lost.*

Bimble Blackout, 3, Alliance, Ally—Gnome Warlock, 4 [Shadow] / 2 Health
When this ally is removed from the game from anywhere, draw a card.

Jubilee Arcspark, 3, Alliance, Ally—Gnome Mage, 3 [Arcane] / 3 Health
***Untargetable** <p> When this ally is revealed from your deck by a quest, draw a card.*

703.3b A card's power that can trigger only while that card is in one of multiple zones is active only while that card is revealed in one of those zones and that power hasn't been lost in that zone. This is an exception to 703.3.

***Example**: Dimzer's power is active only while he's face up in play or on the chain.*

Dimzer the Prestidigitator, 5, Alliance, Ally—Gnome Warlock, 5 [Shadow] / 6 Health
*Gnome Hero Required <p> **Escape Artist** <p> When you play this or another ally, you may put 1 damage on it as it enters play. If you do, draw a card.*

703.3c If a triggered power becomes active or inactive 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 with 1 health in his graveyard. You use Kaal Soulreaper's power to put both allies into play. Mal'wi's power becomes active at the same time as this 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] / 6 Health
(7), Remove this ally from the game >>> Players put all allies from their graveyards into play.

Watcher Mal'wi, 4, Horde, Ally—Troll Hunter, 3 [Ranged] / 3 Health
When an opposing ally enters play, this ally deals 1 ranged damage to it.

703.4 Some events "pollute" themselves with respect to triggered powers watching them. Such a power uses the game state immediately before such 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 such an event.

***Example**: You control an undamaged ally. Your opponent attacks that ally with Brigg, who deals 1 combat damage to it. The game state immediately before that event (undamaged ally) is used to determine whether Brigg's power triggers. As a result, it doesn't trigger.*

Brigg, 1, Horde, Ally—Orc Warrior, 1 [Melee] / 2 Health
When this ally deals combat damage to a damaged ally, destroy that ally.

703.5 Some cards say to "trigger" other cards. To trigger a card, trigger all of its triggered powers as if their triggered events had happened.

703.6 Some cards list a trigger event, followed by a "—" and two or more trigger effects separated by line breaks. This is a collection of separate triggered powers that each look for the same trigger event.

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 (412)
- Using a payment power (701)
- Completing a quest (306)
- Proposing a combat (601)

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, or proposing a combat (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 usually must be chosen by the controller of such a link as part of adding it to the chain (707). Each target has

a target description specified in the link's text. A target can't be chosen unless it meets that description and isn't an untargetable card in play. A link can't be chosen as one of its own targets. A card or player may only be chosen once for each instance of the word "target" in a link's text. If a link specifies "another target" or "a second target," the same player or card can't be chosen again.

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 exactly once as it's added to the chain.

706.1b Some target descriptions allow cards in non-play zones to be targeted. Unless a description specifies one or more such zones, cards in non-play zones can't be targeted. However, only cards on the chain can be targeted for interruption (711). This is an exception to this rule.

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

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). This triggers any powers or modifiers that trigger off that second target becoming targeted. 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 Reflection. However, as Spell Reflection resolves, you fail to change the Judgement's target because the Judgement's target description specifies a character opposed to its controller, so your opponent'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 Reflection, 3, Warrior, Instant Ability—Protection*
> *You may exhaust a Shield you control rather than pay this ability's cost. <p> If an ability 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 can choose zero to avoid targeting that magnet. If that link is modal (707.1c), that opponent can choose a mode that doesn't involve targeting that magnet. If that link has a variable cost (707.1b), that opponent can choose a value for X that precludes that magnet from being chosen as a target for that link. 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.

706.6 Some modifiers check to see if a card "could target" another card. Such a card can target the second card if, at that moment, that card would be able to legally choose the second card as one of its targets if it were added to the chain.

707. Adding links

707.1 To add a link to the chain, you must go through the following steps in order. You can't start to add a link if there's a modifier that stops you from adding that link.

707.1a You announce the card or effect, reveal its source if that source is not currently revealed, and then put 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 has a variable cost represented by an X, you choose 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.

707.1c If the link is modal, indicated by the phrase "choose [a number]:", you choose which mode or modes to use. If "an opponent chooses one:", you first choose an opponent, then that opponent chooses a mode. Each mode is separated by a semicolon. You can't choose the same mode more than once.

707.1d If the link has targets (706), you must choose those targets in any order that allows all of them to be chosen. The link can't be added unless legal choices can be made for all of its targets.

- If the link is modal, you choose targets for only the chosen modes.
- If the link has a variable number of targets, you must first choose that number and then choose those targets. If the link requires information from the game to determine the number of targets that can be chosen, that information is locked in first.
- If the link deals or heals different amounts or types of damage to or from different targets, you must specify an amount and type for each target.
- If the link divides counters or damage among multiple targets, you must specify a division such that each target is assigned a positive integer. Any fractions are ignored.
    - If the link requires information from the game to determine the amount of counters or damage it divides, that information is locked in first.

- You can't choose to divide a non-zero amount of counters or damage among zero targets.

707.1e Calculate 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. You must then 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 power being used, a quest being completed, or a target becoming targeted. Then, if the link is anything other than a triggered effect (708), you get 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 until the link resolves.*
>
> *Shield Bash, 3, Warrior, Instant Ability—Protection*
> *You may exhaust a Shield you control rather than pay this ability's cost. <p> Your hero deals 1 melee damage to target hero or ally. If you targeted a hero, you may interrupt an ability played by its controller.*

707.2 If, at any time during these steps, you're 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. If a player had priority, it will be returned to that player.

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 triggered effects go on the chain, and then they are added to the chain. Then, the next player clockwise chooses in what order his 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] / 7 Health*
> ***Protector** <p> When an opposing hero or ally attacks, ready this ally.*
>
> *Voss Treebender, 1, Horde, Ally—Tauren Druid, 2 [Nature] / 1 Health*
> *When this ally 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] / 2 Health*
> *When this ally 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 one or more 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 (415.9a), or can no longer be targeted by the link's controller. If a link targets cards "in one" place and any of them are in a different place as it resolves, those 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 (601.3), that link is interrupted by the game (103.3).

> ***Example**: Your opponent targets an ally you control 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 you control. <p> Ongoing: Attached character has **Untargetable**. <p> At end of turn, destroy this ability.*
>
> *Charge, 1, Warrior, Ability—Arms*
> *Exhaust target hero or ally. 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 can't choose to do anything that can't be done.

> ***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 an ability, ally, or equipment he controls." 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.*

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 copy (402) 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 read as needed during that link's resolution. After all such information has been read, it's locked in. 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. <p> 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] / 1 Health*
> *(2), Destroy this ally >>> 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 1 [Melee] / 1 [Health] Unique Turtle ally token named Tooga into play. 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 under your control. 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] / 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] / 2 Health*
> ***Protector** <p> When this ally defends against an ally, destroy her. If you do, destroy all attacking allies.*
>
> *Ritual Sacrifice, 2, Warlock, Ability—Demonology*
> *Ongoing: Destroy an ally you control >>> 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. A token's printed information can be accessed as it's entering play.

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.
- If a card gains an "as enters play power" here, it does so too late for that power to apply.

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.

> ***Example**: You control Circle of Life. Your Manthos is destroyed, so you search for another. 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 with the same name and put it into play exhausted.*
>
> *Greatsword of Horrid Dreams, 4, Equipment—1H Weapon—Sword, Melee (1), 1 [Melee], 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] / 8 Health*
> *This ally enters play with 3 damage.*

710.1c The card enters play at this time.

- Attachments enter play attached to a card in play.
- Allies enter their controller's ally row.
- Equipment, heroes, and non-attaching ongoing abilities enter their controller's hero row.
- Locations, quests, and face-down resources enter their controller's resource row. If a resource was added to the chain face up, it enters play face up, and vice versa.

710.1d 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.

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

710.1f 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 further 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. An effect can be targeted for interruption only if the applicable target description specifies that an effect can be targeted.

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.

712.3a If text says to do something to "that [thing]," it's done to whatever [thing] was last explicitly mentioned in that text, even if "that [thing]" doesn't currently describe it (but see 415.9a).

712.3b However, if information is to be read from "that ally" (rather than "that card"), that information is read from the last time that ally was in play, if applicable.

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 can perform them in their entirety.

712.8 Some modifiers tell a player to compare two [things] by guessing "whether [something] has a higher or lower [ATK/DEF/cost/etc.] than [something else]." If one of those [things] doesn't exist, then that comparison can't be made. Because no comparison was made, those [things] aren't considered to be the same or different, and their [ATK/DEF/cost/etc.] isn't higher, lower, or equal to each other. Also, the cost of such a non-existent [thing] is not treated as zero in this instance. This is an exception to 104.2.

> ***Example****: You control Farseer Nobundo. In response to Farseer's power being added to the chain at the start of your turn, your opponent completes a quest and draws the last card in his deck. As Farseer's power resolves, you still guess whether your card is higher or lower, and you still reveal the top card of your deck; however, since no cards exist in your opponent's deck, he can't reveal and no comparison can be made. As a result, you aren't considered to have guessed correctly, no matter what card you revealed, so you don't draw a card.*
>
> *Farseer Nobundo, 5, Ally—Draenei Shaman, Nobundo (1), 3 [Nature] / 8 Health*
> *You may look at the top card of any opponent's deck at any time. <p> At the start of your turn, guess whether the top card of your deck has a higher or lower cost than the top card of target opponent's deck. Then, both players reveal the top card of their deck. If you guessed correctly, draw a card.*

712.9 Some modifiers say to "switch the ATK and [Health]" of an ally. Such effects take the value of ATK and apply it to the ally's [Health], and take the value of [Health] and apply it to the ally's ATK.

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.

713.2 Some modifiers tell you to do [something] "until" a limit is reached. If that limit has already been reached or exceeded as such a modifier is created, you do nothing. Otherwise, you do [something] until that limit is reached or exceeded.

713.2a If a modifier tells you to draw cards until a limit is reached, and that limit hasn't been reached or exceeded yet, and you're affected by a modifier that replaces (716) drawing a card with:

- "You may skip drawing it," you choose any number (104.1) of draws to skip, and then draw until that limit is reached or exceeded.
- "Choose a card [from another zone] and put it into your hand," put cards from that [zone] into your hand until that limit is reached or exceeded, or until that [zone] runs out of cards.
- "[Another player] draws a card," that [player] draws until he becomes decked (410.6b).

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] / 2 Health*
> *This ally has +1 ATK for each ally you control.*

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 [a card] remains [a specified way]." That [card] 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, that [card] hasn't remained [that way] if it becomes a different card (415.9a).

> ***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] / 2 Health*
> *You may choose not to ready this ally during your ready step. <p> [Activate] >>> While this ally 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 you control 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 under your control.*

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 714.3e.

***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] / 1 Health
When this ally enters play, exhaust all other allies you control. 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 an opponent controls. 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. Replacement modifiers are not "can't" modifiers (103.2).

716.1a 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. In addition, the replacement event itself may trigger powers or modifiers (for example, skipping a draw).

716.1b 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 717.4). Then, if one or more modifiers are

still competing to replace that event, that player chooses another one and applies it, and so on.

716.1c 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. The game state immediately before that event is used to determine whether it can be replaced. 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.

716.1d 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. <p> Ongoing: If you would draw a card, choose a card you removed this way and put it into your hand instead.

716.1e 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.

716.1f Some modifiers perform an action on, or reference information from, a set of cards. If a replacement modifier changes the set of card(s) involved, the first modifier looks at the cards in the altered set to determine what to affect or reference, not the original un-altered set.

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 and/or dividing (717.7, 717.8) 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, Equipment—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 this way.

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, Equipment—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 "shielder" you control, you may exhaust such an equipment you control to reduce that packet by that equipment's DEF. Unless otherwise specified, all heroes (and only heroes) are shielders. 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 shielder, you may exhaust another equipment, and so on. None of this uses the chain. Equipment can't be exhausted to prevent future or unpreventable damage.

- Some equipment "can prevent damage that would be dealt to allies in your party." Allies you control are also shielders while you control such an equipment.

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

717.3 Some modifiers tell a player to perform one or more actions "if [something] would happen", followed by a sentence starting with "If you do, prevent that [something]." This is a type of replacement modifier (even though it doesn't use the word 'instead') called a conditional prevention modifier, and follows the rules for applying non-prevention replacement modifiers. Such a modifier only creates a prevention modifier if those actions were actually

performed. If such a modifier is applied to a packet of damage that cannot be prevented, it does as much as possible.

> ***Example**: You control Blessed Life and your hero is dealt damage. Putting Blessed Life into its owner's hand is an optional action. A prevention modifier will only be created if you put Blessed Life into its owner's hand. If that damage is unpreventable, you can still choose to put Blessed Life into its owner's hand. If you do, that prevention modifier will be created, but will do nothing since it can't be applied, and then expire.*
>
> *Blessed Life, 2, Paladin, Ability—Holy*
> *Holy Talent <p> Ongoing: If your hero would be dealt damage, you may put this ability from play into its owner's hand. If you do, prevent that damage.*

> ***Example**: You control Power Word: Barrier with one or more counters and your hero is dealt unpreventable damage. Removing a counter isn't an optional action, so it will be removed. A prevention modifier will be created that attempts to prevent that damage; however, the damage is unpreventable, so the prevention modifier can't be applied to it. That modifier will do nothing, and then expire.*
>
> *Power Word: Barrier, 1, Priest, Instant Ability—Discipline*
> *Discipline Talent <p> Ongoing: This ability enters play with two bubble counters. <p> If a hero or ally you control would be dealt damage, remove a bubble counter from this ability. If you do, prevent that damage. Then, if none remain, destroy this ability.*

> ***Example**: You control two Ice Barriers, both with one or more counters and your hero is dealt damage. Since there are multiple replacement modifiers, you choose which one to apply first. If the first prevents all of the damage being dealt to your hero, the second is no longer applicable and no counter will be removed from it. If the damage being dealt is unpreventable, then both cards will lose a counter and fail to prevent any of that damage.*
>
> *Ice Barrier, 3, Mage, Ability—Frost*
> *Frost Talent <p> Ongoing: This ability enters play with three ice counters. <p> If your hero would be dealt damage, remove an ice counter from this ability. If you do, prevent that damage. Then, if no counters remain, destroy this ability. <p> At the start of your turn, your hero deals 5 frost damage to target opposing hero.*

717.4 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:

717.4a If any of the competing modifiers would increase the size of the packet, or change its combat damage flag, preventability, or damage type, the controller of that packet chooses one of those modifiers.

717.4b Otherwise, the controller of the packet's destination character chooses a competing modifier (but see 717.4c below). 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. <p> If your hero would be dealt damage, it's 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.

717.4c Modifiers that divide a packet into one or more packets are applied after all other modifiers for that packet have been applied. If a packet is reduced to 0 or less before reaching this point, then such a modifier ceases to apply. These steps (717.4) are repeated for each new packet created by such a modifier. Each of those packets can be affected by additional modifiers, but only if those modifiers have not previously affected the original packet (716.1e).

717.5 Some modifiers replace "the next time" a character would deal or be dealt (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, Equipment—Item, Trinket (2)
(2), Destroy this item >>> Your hero deals 1 nature damage to each hero and ally.

Stormstrike, 1, Shaman, Instant Ability—Enhancement
Enhancement Talent <p> Ready your hero and a Melee weapon you control. <p> The next time your hero would deal nature damage this turn, it deals that much +2 instead.

717.6 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.

717.7 Some modifiers divide a packet into one or more packets by allowing its damage to be "divided as you choose among any number of [characters] instead." The timing of the application of such a modifier is after all other modifiers for the original packet have been applied (717.4c). Once it's applied, all choices (how that packet is divided, and among which characters) are made by the source player. That player must specify a division such that each point of damage is assigned to a [character].

717.8 Some modifiers divide a packet into one or more packets by dealing "exactly fatal damage to that ally, and the rest to that ally's controller's hero instead." The timing of the application of such a modifier is after all other modifiers for the original packet have been applied (717.4c).

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 controls. All are time stamped 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 controls, with his all being time stamped 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, Equipment—Item, Trinket (2)*
> *(1) >>> This item is also an ally with 2 [Melee] / 2 [Health] and Protector this turn.*

Breen Toestubber, 5, Alliance, Ally—Gnome Warrior, 4 [Melee] / 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 / -3.

Silas Darkmoon, 6, Ally—Gnome Ringleader, Unique, 0 [Melee] / 0 Health
This ally has additional ATK equal to the combined ATK of all other allies you control, and additional [Health] equal to the combined [Health] of all other allies you control.

Thundering Footsteps, 8, Ability
As an additional cost to play, stomp your feet. <p> Put a 10 [Melee] / 10 [Health] Mechanical ally token named Fel Reaver into play.

719.3 Two or more modifiers that depend on each other are called interdependent modifiers, and are an exception to 719.2. Interdependent modifiers are arranged in timestamp order after all other modifiers which any of them depend on have been arranged in dependency/timestamp order. Apply the modifiers in the resulting order once each.

719.4 Some modifiers say to "double" the [ATK/DEF/Health] of other cards in play. "Double", in this instance, is dependent upon all other modifiers affecting that [thing] and will always be applied last regardless of time stamp order.

8. Additional concepts

800. Card-specific rules

800.1 **Hearthstone**

Hearthstone, 6, Equipment—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 "hearthing" and follows the rules below, parts of which are exceptions to other rules.

800.1b A player may hearth any time he 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 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 controls that started the match in

his 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
On 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 <p> (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 play under your control.
- 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 (500.4) 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 the official document download page. 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 in the Official Card Reference (OCR) at the official document download page.

801.3 Official document download page: http://www.wowtcg.com/official-document-download

802. Simultaneity

802.1 If simultaneous events require simultaneous choices from one or more players, the turn player makes all of his 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 he controls will be processed and then processes them using 717.4, 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, 3 [Holy] / 4 Health
When a Night Elf you control is destroyed, put a 0 [Melee] / 1 [Health] Wisp ally token into play. <p> (1), Destroy a Wisp you control >>> 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

+X / +X: This is an abbreviation that means +ATK and +[Health] equal to the value(s) specified.

-X / -X: This is an abbreviation that means –ATK and –[Health] equal to the value(s) specified.

1H: See **One-Handed**.

2H: See **Two-Handed**.

Aberration: A keyword power that characters can have. It means "Prevent all non-combat damage that would be dealt to this character."

Absorb: A keyword power that characters and weapons can have. Absorb on a character means "When this character deals combat damage to a hero, it heals that much damage from your hero." Each instance of Absorb a character has will trigger when that character deals combat damage to a hero. A character has Absorb while associated with a weapon that has Absorb. Absorb has no other impact on that weapon.

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.

Add (404.1a): If a card says to add a counter but doesn't specify where, it means to put that counter on itself.

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

Arcane Torrent: A keyword power that cards can have. It means "When this card enters play, target opposing card in play loses and can't have powers this turn."

Artifact: A keyword power that cards can have. It means "You may play this card from your graveyard."

Assault: A keyword power that cards can have. Assault 1 means "This card has +1 ATK on your turn." Some modifiers say a character has "Assault X." Such a modifier doesn't grant Assault to that character if X equals 0. Such a modifier grants Assault 1 to that character if X equals 1, and so on.

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 wielder while they remain associated 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 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.

AWESOME: A keyword power that cards can have. It means "At the start of your turn, each player may compliment this card. If he does, he draws a card."

Basic: A tag that some cards have on their type line, and a restriction that some payment and reward powers can have. A player can play a basic card or use a basic power only during his non-combat action phase while the chain is empty and he has priority.

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**.

- Bear Form is also a tag on some abilities. This tag has no special rules, but can be referenced by other cards.

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

- Cat Form is also a tag on some abilities. This tag has no special rules, but can be referenced by other cards.

Chain (415.6): 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 standard classes: Death Knight, Druid, Hunter, Mage, Paladin, Priest, Rogue, Shaman, Warlock, and Warrior. No other tag is a class, and so not all characters have a class. A card is a [class] card only if it has that tag on its type line. A card is a [class icon] card only if that icon appears on that card outside of its text box. A card shares a class with another card only if each has that tag on its type line.

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 and weapons can have. Conspicuous on a character 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. A character has Conspicuous while associated with a weapon that has Conspicuous. Conspicuous has no other impact on that weapon.

Conditional Replacement Modifier (717.2d): Some modifiers tell a player to perform one or more actions "if [something] would happen", followed by a sentence starting with "If you do, prevent that [something]." This is a type of replacement modifier (even though it doesn't use the word 'instead') called a conditional prevention modifier, and follows the rules for applying non-prevention replacement modifiers. Such a modifier only creates a prevention modifier if those actions were actually performed. If such a modifier is applied to a packet of damage that cannot be prevented, it does as much as possible.

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 hero, each card he puts into play, and each link he 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 ally, hero, or resource row, if applicable. Any attachments 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.

Copy, Token (402.4): Some modifiers tell you to "put a copy of a token" into play, or to "put a token copy" of another card into play. That copy is also a token. That token's printed information is the same as the printed information of the card it's copying. It does not copy any modifiers affecting that card, unless those modifiers are altering the card's printed information. A token's cost is always zero (201.4).

Cost (403): 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 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 (403.6a): 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 (403.6b): 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* ❷ *(represented by (2) in these rules).*

Cost, Strike (303.1): A weapon's strike cost is the number in its lower right corner. To pay the cost of striking with a weapon, you must both exhaust that weapon and exhaust resources equal to its strike cost.

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:



Arcane **Fire** **Frost** **Holy** **Melee** **Nature** **Ranged** **Shadow**

Damage Type, Magical: Arcane, fire, frost, holy, nature, and shadow damage are collectively called magical damage.

Damage Type, Physical: Melee and ranged damage are collectively called physical 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. Damage that would be ***put*** on a character can't be replaced or prevented.

Death Rattle: A keyword power that cards can have, followed by a [triggered effect]. It means "When this card enters a graveyard from anywhere, [triggered effect]." A card's Death Rattle power is active only while that card is in a graveyard and that power hasn't been lost.

Deck (415.3): A deck is a pile of cards in a deck zone. Cards are usually drawn from the top of a deck.

Deckbuilding (100.2e): 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 (717.2c): The defense (DEF) of an equipment is the number in its lower right corner. If a preventable damage packet would be dealt to your hero, you may exhaust an equipment you control with 1 or more DEF to prevent that much damage from that packet. If that packet would still deal damage to that hero, you may exhaust another equipment, and so on. None of this uses 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.

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.

Delve: A keyword power cards can have. It means "Look at the top two cards of your deck. Put any number of them on top of your deck in any order, and the rest on the bottom."

Destroy (415.9c): To destroy a card is to put it into its owner's graveyard from play. Only cards in play can be destroyed. 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 cards can have, followed by a [description]. It means "You pay (1) less to play [description] allies, to a minimum of (1)."

Discard (415.9e): A player discards a card from his hand by revealing it and then putting it into his graveyard. Only cards in hand can be discarded. If a player discards multiple cards, each of those cards is discarded one at a time.

Double (719.4): Some modifiers say to "double" the [ATK/DEF/Health] of other cards in play. "Double", in this instance, is dependent upon all other modifiers affecting that [thing] and will always be applied last regardless of time stamp order.

Doubled: Some modifiers say "damage is doubled for each [X]". Such modifiers apply separately for each of X.

> ***Example:*** *Concussive Barrage resolves with three cards named Concussive Barrage in your graveyard. Your hero will deal 16 damage to the targeted character. (2 damage doubled three times.)*
>
> *Concussive Barrage, 1, Hunter, Instant Ability—Marksmanship*
> *Marksmanship Talent <p> Your hero deals 2 ranged damage to target hero or ally. That damage is doubled for each other card named Concussive Barrage in your graveyard.*

Draw (415.9f): A player draws a card from his deck by putting it into his 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.

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 (406.4): 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 (406.2): 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.

Echo: A keyword power that abilities can have. It means "When you play this ability, if you control two or more allies that share a [Horde] or [Alliance] race, copy this ability." Echo is a double-check power (703.2).

Effect (705.3): An effect is a placeholder on the chain. Using a power, completing a quest, and proposing a combat (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: A keyword power that cards can have. It means "This card can't be proposed as a defender."

Empower [thing]: Text that cards can have. Empower text on allies is a double-check power (703.2). The following rules apply to Empower text on abilities:

- You must control that [thing] both when you add the ability to the chain and when it resolves.
- If you don't control that [thing] when the ability is added to the chain, that part of the link's text is ignored. No targets, modes, or costs from that text are required.
- If you don't control that [thing] when the ability resolves, that part of the link's text is not processed. Any costs paid are not refunded.
- Gaining control of a [thing] you didn't previously control after the ability is added to the chain does nothing and will not cause that Empower text to become active.

***Example**: You play Amano, Herald of the Sun. His power triggers only if you control another Paladin when he enters play, and will be interrupted if you don't control one when that power resolves.*

Amano, Herald of the Sun, 4, Horde, Ally—Tauren Paladin, 4 [Holy] / 4 Health
Empower Paladin: When this ally enters play, if you control another Paladin hero or ally, each ally you control with cost 2 or less has +X ATK this turn, where X is its ATK.

***Example**: You control a Warlock and no Hunters, and your opponent controls an ally that's been in play for several turns. You can play Fear and Loathing targeting that opposing ally to return it to its owner's hand. Because you don't control any Hunters, the Empower Hunter text is ignored. As a result, the target associated with that text is not required to be chosen.*

Fear and Loathing, 3, Instant Ability
Empower Hunter: If you control a Hunter hero or ally, destroy target opposing ally that entered play this turn. <p>
Empower Warlock: If you control a Warlock hero or ally, put target opposing ally into its owner's hand.

***Example**: You control a Shaman hero and don't control any Mages. You can play Rime and Freezin' targeting only their hero. Because you don't control any Mages, the Empower Mage text is ignored. As a result, the target associated with that text is not required to be chosen. Gaining control of a Mage after Rime and Freezin' has been added to the chain will not cause the link to change and will not allow you to now target an opposing ally.*

***Example**: You control a Mage ally and a Shaman ally and play Rime and Freezin'. You target your opponent's ally and hero. In response, your opponent destroys your Mage ally. When Rime and Freezin' resolves, you will deal 4 damage to their hero, but will not deal any damage to the targeted ally since you no longer control a Mage.*

Rime and Freezin', 2, Instant Ability
Empower Mage: If you control a Mage hero or ally, your hero deals 4 frost damage to target opposing ally. <p> Empower Shaman: If you control a Shaman hero or ally, your hero deals 4 frost damage to target opposing hero.

Enrage: A keyword power cards can have. It means "As this card enters play, you may reveal the top card of your deck." One or more powers may be triggered based off the card you reveal this way.

Enter: A card enters a zone as it comes into that zone from any other zone.

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.

Escape Artist: A keyword power that cards can have. It means "When this card becomes targeted by an opposing link, you may put it into its owner's hand."

Eternal: A keyword power cards can have. It means: "When this card enters your graveyard from anywhere, you may shuffle it into your deck."

Exchange (415.8e): To exchange control of two cards, they must be in play and controlled by different players. Otherwise, nothing happens.

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). “Exhausts” means exactly the same as “becomes exhausted,” and “can’t exhaust” means exactly the same as “can’t be exhausted.”

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 under your control.” 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.

Find Treasure: A keyword power that cards can have. It means “When this card enters play, you may draw a card. If you do, discard a card.”

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.

Golem (304.4): A Golem can be identified by the word “Golem” on its type line. Each Golem has an ATK and health value. Golems are equipment allies and count as both in all zones.

Hardiness: A keyword power that characters can have. It means “If this character would be dealt damage, prevent 1 of it.”

Harmonize: A keyword power that cards can have. It means “You pay (1) less to play allies with printed cost 4 or more.”

Haste: A keyword power that cards can have. Haste 1 means "You pay (1) less to play this card if an ally you controlled dealt damage to an opposing hero this turn." Some modifiers say a character has "Haste X." Such a modifier doesn't grant Haste to that character if X equals 0. Such a modifier grants Haste 1 to that character if X equals 1, and so on.

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. If a character 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.

Host (400.5): An attachment's host is the card in play to which it's attached.

Host description (400.6): An attachment's host description is the "attached [thing]" specified in its powers. If no "attached [thing]" is specified, its host description is the same as its attach description. An attachment that loses its powers retains both descriptions. Each attachment checks whether it's attached to a host matching its host description as part of PPP. If it's not, it's destroyed by 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.

Infinite Wield (406.5): A keyword power that cards can have. It means "You can control any number of one-handed melee weapons, and can strike with any number of one-handed melee weapons during the same combat."

Inspire (501.1b): A keyword power that cards 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 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.

Inspiring Presence: A keyword power that cards can have. It means "If a hero or ally you control would deal non-combat damage, it deals that much +1 instead."

Instant: A tag that some cards have on their type line. A player can play an instant card any time he has priority. A player can play a non-instant card only during his non-combat action phase while the chain is empty and he 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.

Invincible: A keyword power that cards can have. It means "This card can't leave play, be targeted, or be dealt damage."

Irradiated: A keyword power that characters can have. It means "When this character deals combat damage to an ally that doesn't have Irradiated, that ally has Irradiated."

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. A card with a power that can be represented by a keyword doesn't necessarily have that keyword. Current keywords are: Aberration, Absorb, Arcane Torrent, Artifact, Assault, AWESOME, Bear Form, Berserking, Cat Form, Conspicuous, Death Rattle, Delve, Diplomacy, Dual Shield, Dual Wield (including Ranged and Two-Handed Dual Wield), Echo, Elusive, Enrage, Escape Artist, Eternal, Ferocity, Find Treasure, Finishing Move, Hardiness, Harmonize, Haste, Infinite Wield, Inspire, Inspiring Presence, Invincible, Irradiated, Long-Range, Mend, Portal, Preparation, Protector, Resistance, Rift, Sabotage, Sentinel, Sextuple Wield, Shadowmeld, Smash, Spellshield, Stash, Stealth, Thrown, Time is Money, Trap, Untargetable, War Stomp, Warp, and Will of the Forsaken.

Link (705): A card or effect on the chain. Playing a card or placing a resource adds it to the chain. Using a power, completing a quest, 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 and weapons can have. Long-range on a character means "While this character is attacking, defenders can't deal combat damage." This is different from the ranged damage type. A character has long-range while associated with a weapon that has Long-Range. Long-Range has no other impact on that weapon.

Loot (204.3): A loot card is a card with the word "Loot" in its collector number.

Loyal (206.1): 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 flipped the same way. None of this uses the chain. A Master Hero can't be flipped or turned face down.

Mend: A keyword power that characters can have. Mend 1 means "At the start of your turn, this character may heal 1 damage from target hero or ally." Some modifiers say a character has "Mend X." Such a modifier doesn't grant Mend to that character if X equals 0. Such a modifier grants Mend 1 to that character if X equals 1, and so on.

Modal (707.1c): A modal link is indicated by the phrases "choose [a number]:", or "an opponent chooses one:". Each mode is separated by a semicolon.

Modifier (712): 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.

Mount (302.3): A Mount ally can be identified by the word "Mount" on its type line. Mounts can't be proposed as attackers or defenders.

Mulligan (101.2): Once per game, before starting the first turn, each player may mulligan by shuffling his hand back into his deck, then putting cards from the top of that shuffled deck into his hand equal to the number of cards just shuffled into the deck.

Neutral (206.1d): A card is neutral if it has no trait icons outside its text box.

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 non-combat action phase. A player can do the following only during his non-combat action phase, while the chain is empty and he has priority:

- Play a non-instant card (409)
- Place a resource (412)
- Propose a combat (601)

One-Handed: A weapon without the 2H 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 abilities have, followed by a colon. That word is neither a keyword nor a power. An ongoing ability enters play as it resolves; a non-ongoing ability enters its owner's graveyard as it resolves. An ongoing ability that loses its powers remains ongoing.

Opening / Starting Hand (101.3): The cards in your hand as the first turn of the game starts. Your mulligan decisions will determine your opening / starting hand.

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 (415.8a): Cards in play a player controls are collectively called his 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 has priority, as long as he 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 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 non-combat action phase while he has priority and the chain is empty. Placing a resource puts a resource 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, 415.8): 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 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 has priority. A player can play a non-instant card only while he has priority during his 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**.

Portal: A keyword power cards can have. It means "Reveal the top three cards of your deck. You may put a revealed Demon ally with cost less than this card's cost into play. Put the remaining cards on the bottom of your deck."

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.

Preparation (403.3): A keyword power that cards can have. It means "On your first turn, you may play this card without paying its cost."

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.

Printed: A card's printed information is the information physically printed on it (or in the case of a token, the information specified for that token by the modifier that created it). A card that becomes a copy of another card first loses its printed information. Nothing else can change a card's printed information.

Priority (410): 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 a player chooses to add a link, he gets priority again after adding that link. After a link resolves, priority returns to the turn player.

Priority 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.

Propose (601): 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 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 he controls 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 he controls 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 per proposed defender can protect each combat. A proposed defender can't protect itself, or another proposed defender.

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 twelve standard races. The Alliance races are: Draenei, Dwarf, Gnome, Human, Night Elf, and Worgen. The Horde races are: Blood Elf, Goblin, Orc, Tauren, Troll, and Undead. The non-standard races are: Beast, Demon, Dragonkin, Murloc, Naga, and Ogre. No other tag is a race, and so not all characters 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 (204.2): 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 controls. This doesn't use the chain.

Reattach (400.7a): To reattach an attachment is to attach it to another card in play that matches its attach description.

Remaining Health: A character's remaining health, or remaining [Health], is the difference between its health and the amount of damage that character has.

Removed from Game: See **RFG**.

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 (100.2d): Some cards have bold text that reads, "[Description] Reputation." These words are neither keywords nor powers. A deck can include cards of one Reputation only if it contains no cards of any other Reputation.

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 (412): A card that has been placed or put 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.

Restriction Tag: A tag followed by a number in parentheses, or the unique tag.

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. If a modifier says to reveal an already-revealed card, that event will trigger a power or modifier watching for that card to be "revealed."

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 has priority, regardless of how long it's been under his control. As the last 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 (415.7): 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 starting hero or 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 that's not a starting hero enters play from an RFG zone, it enters play as a face-down resource.

Rift: A keyword power that cards can have. It means "As you play this card, choose a [Horde] or [Alliance] race. This card costs (1) less to play for each ally you control of the chosen race." The choice is made during the steps of adding a link to the chain (707.1e).

Sabotage: 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.

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.

Sentinel: A keyword power that cards can have. It means "When this card exhausts for the first time each turn, ready it."

Sextuple Wield (406.3): 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 cards can have. It means “This card has Elusive and Untargetable while ready.”

Shielder (717.2c): If a preventable packet would deal damage to a “shielder” you control, you may exhaust such an equipment you control to reduce that packet by that equipment’s DEF. Unless otherwise specified, all heroes (and only heroes) are shielders.

Shuffle (415.3b): Any time a player shuffles a deck, he 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 Limited play, a side deck is all cards in a player’s card pool that are not being played in the main deck.

Smash: A keyword power characters and weapons can have. Smash on a character means "If this character would deal more than fatal combat damage to a defending ally, it deals exactly fatal damage to that ally, and the rest to that ally’s controller’s hero instead." A character has Smash while associated with a weapon that has Smash. Smash has no other impact on that weapon.

Smash (Verb): Some modifiers say to “smash” [an amount of damage] to an ally. Such a modifier deals that much damage to that ally, and if more than fatal damage would be dealt this way, exactly fatal damage is dealt to that ally, and the rest to that ally’s controller’s hero instead..

Spellshield: A keyword power cards can have. It means “This card can’t be targeted by opponents.” Such cards can’t be targeted by opponents only while in play. A card with Spellshield can’t be chosen as a target for powers or abilities an opponent controls while in play.

Stash: A keyword power that cards can have, followed by [text]. It means “As this card enters your resource row from anywhere, if it would enter face down, you may have it enter face up, then immediately turn it face down instead. When you do, [text].” While you stash, a card is blank except for its stash power. As a result, it doesn’t violate uniqueness. A card's stash power is active only while that card is entering a resource row and that power hasn't been lost.

Stealth (602.2a): A keyword power that characters and weapons can have. Stealth on a character means “While this character is attacking, characters can’t protect.” A character has Stealth while associated with a weapon that has Stealth. Stealth has no other impact on that weapon.

Strike (303.2): You may strike with a weapon you control only as a wielder you control becomes an attacker or defender. Striking with a weapon doesn’t use the chain. As a strike is performed, that weapon becomes associated with that wielder for the duration of the combat step. While a weapon remains associated with a wielder, a strike modifier gives that wielder the following:

- +X ATK, where X is the ATK of that weapon.
- The damage type of that weapon (in addition to any other damage types it has).
- Absorb, Conspicuous, Long-Range, Smash, and/or Stealth while that weapon has any of those keyword powers.

Strike Cost: See **Cost, Strike**.

Tag (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 (like "Fire Totem"). Both can be referenced by other cards. 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.

Tag Word: A bold word designating a power that follows it in a card's text box. Tag words have no rules meaning of their own. Not all bold words that appear in a card's text box are tag words. A card with a power that can be designated by a tag word doesn't necessarily have that tag word. Current tag words are: Bloodrush, Tribe, and Unity.

Target (706): A link is targeted only if it has the word "target" in its text. A target is a card or player that usually must be chosen by the controller of a link as part of adding it to the chain. Each target has an associated description, and a target is legal only if it matches that description and isn't an untargetable card in play. 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.

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.

This Way: If a card's text refers to [something] being done "this way," it's referring only to [something] being done by that card's text, and not by any other card with the same name or 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 from play into its owner's hand."

Time is Money: A keyword power that allies can have. It means "This ally can use [Activate] powers from the turn it enters your party." However, an ally with time is money can't be proposed as an attacker unless that card has been under the turn player's control continuously since the start of his current turn, as usual.

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 zero (201.4). 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 an ATK and health value. Totems can't be proposed as attackers. Totems are ability allies and count as both in all zones.

Trait (206): Each hero can have up to six kinds of trait: class, faction, profession, race, talent spec, and treachery. Some cards have bold text that reads, "[Trait] Hero Required" (100.2b). A player can include such a card in his deck only if his hero has that [Trait]. Some cards have bold text that reads, "[Talent Spec] Talent" (100.2c). A player can include such a card in his deck only if his hero has that talent spec, or, if the hero does not have a talent spec listed, only if there are no Talents of a different [Talent Spec] already in the deck. Traitor heroes can't include any Talents in their deck. 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. (206.1c)

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

Traitor (206.1): A hero is a traitor if it has that word on its type line; otherwise it's loyal**.**

Trap: A keyword power that cards can have. It means "You may exhaust a defending hero you control 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 triggered effects go on the chain, and then they are added. Then, the next player clockwise chooses in what order his 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: A weapon with the 2H tag is a two-handed weapon.

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

Type, Ally (202.4): Any tag printed on the left side of a printed ally's type line, following the dash. Any tag specified for an ally token as it's created, except for Arena and Monster.

Type, Card (300): There are six card types: Ability, Ally, Equipment, Hero, Location, and Quest. 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. A card with no name can't have the same name as another card.

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 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****: You have the option of paying (3) as Crippling Poison's triggered effect resolves. If you don't or can't pay (3), you must exhaust the attached character.*
>
> *Crippling Poison, 1, Rogue, Instant Ability—Poison*
> *Attach to target hero or ally that was dealt combat damage by your hero this turn. <p> 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. An untargetable card in play can't be chosen as a target. A target is illegal if it becomes untargetable.

Until (713.2): Some modifiers tell you to do [something] "until" a specified limit is reached. If that limit has already been reached or exceeded as such a modifier is created, you do nothing. Otherwise, you do [something] until that limit is reached or exceeded.

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

War Stomp: A keyword power that cards can have. It means "When this card attacks or defends, you may exhaust target opposing hero or ally."

Warp: A keyword power that cards can have. It means "As this card is revealed from your deck, you may remove it from the game. If you do, you may play it immediately without paying its cost." A card's **Warp** power must be used as soon as it is revealed or not at all.

If a card with **Warp** is revealed while a link is resolving, before processing the rest of the link, immediately decide whether to remove the card from the game, then whether to play it if you choose to remove it. If you play the card, add it to the chain on top of the link that is currently resolving, then finish resolving that link. Players will have a chance to respond to the card with **Warp** after the link that revealed it finishes resolving.

If multiple cards with **Warp** are revealed simultaneously, they can be played in any order. The last one played will resolve first.

Wielder (303.2): You may strike with a weapon you control only as a "wielder" you control becomes an attacker or defender. Unless otherwise specified, all heroes (and only heroes) are wielders.

Will of the Forsaken: A keyword power that cards can have. It means "This card can't leave play unless it has fatal damage or 0 health."

Window: See **Attack Window; Defend Window; Priority Window**.

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 maximum hand size, that player must discard down to that maximum hand size. The default maximum hand size is seven cards.

X (707.1b): 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 unless that card is on the chain or resolving. While that card is on the chain or resolving, X is equal to the value chosen for it. If X appears in the text of a link but not in a cost, if the value of X isn't defined, the controller of that link chooses the value of X at the appropriate time (either as it's added to the chain or as it resolves.)

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 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.