



Introduction

Warcraft: Trading Card Game (War:TCG) is a tool designed to help generate ideas for a mini-game that will appear inside of WoW. War:TCG is fast-playing, easy to learn, and will inspire people to collect and trade virtual game cards in the WoW universe.

The rules in this document are not intended as final. I expect many things to change as playtesting continues. This will be a living document that gets updated throughout the project. Its main purpose will be to keep the North and South teams synchronized as changes occur.

Goal of the Game

Be the first player to collect 3 gold coins. You may take a coin if you are in control of a battlefield at the end of the turn.

Playing Field

The table is divided into two long battlefields with 12 slots each. Each of the battlefields is split into two sections. The bottom slots are your home lands, while the top slots belong to your hated enemy.

Each turn you and your opponent will alternate placing cards onto the battlefields and fighting for control to secure the gold.

Set Up

Create a deck of cards from your collection. You may put any number of cards in your deck. [We may decide to place a minimum or maximum card limit in the future]. If you would like to start the game with a Hero you need to show it to your opponent and place it in your hand as your first card. Put a set of 5 coins in the middle of each battlefield. Shuffle your cards and let the battle begin!

The Cards

There are four types of cards: Units, Buildings, Heroes and Skills.

Units

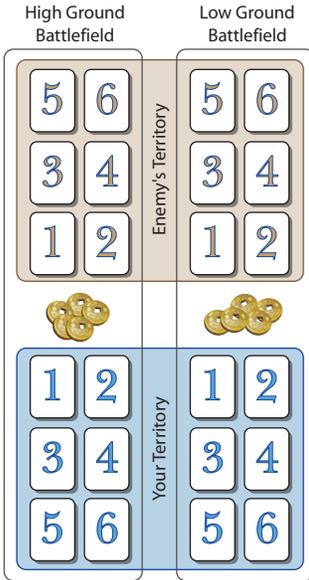
Units are your fighting force and will make up the majority of the cards in your deck.

Diagram of a Mortar Team card showing its components: Icon, Name, Damage type (Normal, Magic or Siege) and Targets (Ground, Air), Attack type (Melee or Range), Attack (2), Life (3), Special Abilities (Range: Siege attacks ground. May attack targets in an adjacent battlefield.), and Range.

Heroes

A special type of unit that gains skills as the game progresses.

Diagram of an Archmage card showing its components: Icon, Name, Damage type (Normal, Magic or Siege) and Targets (Ground, Air), Attack type (Melee or Range), Attack (2), Life (3), Hero Type (Intelligence, Strength or Agility), and Special Abilities (Range: Magic attacks ground and air.).



Buildings

Buildings provide global benefits to your army and many can be upgraded to provide powerful enhancements.

Diagram of a Farm card showing its components: Icon, Name, Bonus (1), Hit points (2), Special Abilities (May stack (limit 4) with Farms. Draw +1 card during the Draw Cards phase for each Farm.), and Range.

Skills

These cards can be attached to Heroes to give them special abilities.

Diagram of a Blizzard card showing its components: Icon, Name, Skill level (1), Hero type, and Special Abilities (Attach to Archmage. Instead of attacking, Archmage may do 1 magic damage to each enemy unit in the front row of this battlefield.).

Turn Sequence

Each turn consists of the following 7 steps:

- 1) Discard
- 2) Draw
- 3) Resurrect Heroes
- 4) Determine the first player for the round
- 5) Place Cards
- 6) Combat
- 7) Collect Gold and Check for Victory

1 - Discard

At the start of each turn both players have an opportunity to discard any number of cards from their hands. Place your unwanted cards face up in your discard pile.

2 - Draw

Both players draw cards from the top of their decks until they each have 5 cards in their hand. You cannot choose to draw fewer cards. If you run out of cards in your deck and cannot draw, you continue playing without new reinforcements. You will have to attempt to win the battle with just the cards in your hand and the troops on the battlefield.

Supply

If you have cards on the table that give you **supply** (such as Farms) then you draw cards until you have 5 plus the number of supply points. For example, if you have 3 cards in your hand and 1 Farm in play you would draw 3 new cards to give you a total of 6 cards in your hand.

Moving Heroes

Most cards cannot be moved once placed on the table. However, during the Draw step you may choose to pick up a Hero and place him into your hand instead of drawing from your deck. If you have multiple Heroes in play you may pick up any number of them. Each Hero you pick up counts as one of your draws for this phase.

Note that picking up a Hero from play does not remove any damage or magical effects that are already on the Hero. When the Hero is placed back on the table (during the Place Cards step) he keeps the same status as when he was picked up.

3 - Resurrect Heroes

If one or more of your Heroes has died then you can bring them back to life by discarding cards from the top of your deck. The cost to bring back a dead hero is equal to the total level of skills attached to the Hero. For example, if you have an Archmage with a Blizzard: Level 2 skill and a Water Elemental: Level 1 skill then you would need to discard 3 cards from your deck to resurrect him. Resurrected Heroes go from the discard pile and into your hand. (Note: When a Hero dies it is placed out of play for 1 round before it can be resurrected. See the Heroes section for details).

4 - Determine First Player

During this step a **first player** is chosen for this round. Playing first gives you a slight disadvantage, because the other player can react to your moves.

To determine who should go first, compare your gold to the other player's gold. Whoever has the most gold starts placing cards first. If both players have the same amount of gold then the player with the most cards on the table goes first. If that number also ties then choose the first player randomly.

5 - Place Cards

You now begin placing cards from your hand down into your territory.

Diagram showing the placement of cards on the battlefield. The battlefield is divided into three rows: First Row ("front line"), Second Row ("range row"), and Back Row ("town"). Gold coins are placed in the center of each battlefield. Skill cards are placed behind the town row.

First Row ("front line")
Only units are allowed at the front line. No buildings can be built here.

Second Row ("range row")
Any card can be played in this area.

Back Row ("town")
This area represents your town. Only buildings can be placed here.

Hero Skills
Place Hero skill cards behind your territory.

◆ The first player takes a card and places it face down onto an appropriate slot in his territory. Only units can be placed in the front row, either units or buildings can go in the middle row, and only buildings can go in the back row. If you are playing a Hero skill card then place it face up in front of you, behind the Town row.

◆ The second player now places one of his cards face down into a slot in his territory or plays a Hero skill face up in front of him.

◆ Alternate back and forth until you have each had the opportunity to play 4 cards.

Passing

You do not have to play a card when it is your turn to go. Instead, you may **pass**. Passing does not prevent you from playing later on, but it does decrease the total number of cards you will be able to play for that turn.

For example, suppose Doom is playing Stone. They have each placed two cards this turn. It is Doom's turn, so he places his 3rd card. Stone decides to pass. Doom places his 4th and final card. Stone places his 3rd and final card and the *Place Cards* step ends.

Revealing cards

Normally, all cards are played face down to hide your battle plans from the enemy. However, certain cards have an ability that allows you to "scout" a battlefield. If you have one of these cards in play (such as a *Scout Tower*) then your opponent must play his cards face up in that battlefield.

Revealing for abilities

Many cards have special abilities. Some abilities give units additional attack or defense powers, while others let you draw additional cards or see enemy cards. You cannot use any ability unless the card is revealed. You may reveal cards at any time during your turn. For example, suppose you have placed your first card, a *Scout Tower*, into the high ground battlefield. Your opponent doesn't know what you have placed but responds by playing a card face down in the high ground. Before you play your 2nd card, you may turn over your *Scout Tower* and activate its ability to "Reveal all enemy units in this battlefield". Your opponent is now forced to turn over his card and must play all subsequent cards face up in the high ground until he finds a way to knock down the tower. (In the computer version, all reveals happen automatically at the appropriate moment).



Stacking

Usually there can only be one card in each slot. However, some cards, such as *Farms*, can be stacked on top of each other in the same slot. When you stack cards, you must reveal them. All cards in the slot are considered to be in play, but only the top one can be attacked. If a card is already damaged and you stack another card in the same slot, put the new card underneath the damaged one.

Replacing for upgrades

Some cards cannot be played unless other cards are already in play. These cards are usually upgrades, such as *Steel Plating*, which cannot be played unless an *Iron Plating* card is already in your territory. When the upgrade comes into play, move the old card into the discard pile and replace it with the new card. Damage on the old card does not carry over to the upgrade. Both the upgrade card and the original card must be revealed.



Replacing for healing and repair

You can replace any damaged card with another copy of that card to remove all damage and effects (both good and bad). This works for units, buildings and Heroes. For instance, suppose your *Paladin* battles a *Sorceress*. He emerges victorious, but lost 1 life and was wounded. During the *Place Cards* step you could replace your damaged *Paladin* with another *Paladin* card from your hand to restore him to his former glory.

Replacing cards you don't need

You can discard any card in your territory to make room for a new card.



Linking

Many cards can be upgraded by linking two or more cards together. When you link cards it automatically repairs any damage. All the linked cards must be revealed to your opponent.

Linking is similar to stacking, but the linked cards are considered one card for all purposes. Use only the hit points of the top card and ignore the hit points of all other cards in the link.

The abilities of the all the cards in the link remain in effect. For example, a *Barracks: Defend* card can be linked to a *Barracks: Long Rifles* card. The two cards are treated as one *Barracks* card with 4 hit points, but you still have both of the abilities available to you. If the linked *Barracks* takes 4 or more points of damage then both the cards would be lost at the same time.

If a card says, "May link..." then you can either link it to another card or play it alone into an empty slot. Whether you link or not depends on the current situation. Linked cards are more vulnerable but don't take up precious slots that could be used for something else.

Hero skills

Heroes become more powerful by accumulating skills throughout the game. These skills are permanent and can never be removed, even if the Hero dies. You may only play one Hero skill card per turn (even if you have multiple Heroes in play) and your Hero must be in your territory and revealed at the time the skill is played. Skill cards are always placed face up. For convenience, you should keep a Hero's skills in front of you (behind the *Town* row), instead of placing them directly under the Hero's card.

Level 1 skills are attached to your Hero. This is much like linking (above). After a *Level 1* skill has been attached to your Hero you can upgrade the skill on a later turn. Do this by replacing the *Level 1* skill card with the corresponding *Level 2* skill card. Similarly, a *Level 2* skill can be upgraded to a powerful *Level 3* skill.

Each time a skill card is played, the corresponding Hero gains +1 life and heals 1 point of damage. So a *Mountain King* with 2 skills would have 7 life total.

6 - Combat

Your troops are in the field and your town is prepared for war. Now it's time to see if you have what it takes to crush your enemy!

Combat sequence

Combat is divided into a series of phases that happen in a strict sequence. Although it may seem like a lot of steps, in most battles you will be able to skip many of them.

1) High Ground Battle

- ◆ Reveal all High Ground cards
- ◆ Fast cards attack (in order, from slot 1 to slot 6)
- ◆ Normal speed cards attack (in order, from slot 1 to slot 6)
- ◆ Slow cards attack (in order, from slot 1 to slot 6)

2) Low Ground Battle

- ◆ Reveal all Low Ground cards
- ◆ Fast cards attack (in order, from slot 1 to slot 6)
- ◆ Normal speed cards attack (in order, from slot 1 to slot 6)
- ◆ Slow cards attack (in order, from slot 1 to slot 6)

Before getting into the specifics of combat it will be helpful to cover a few of the basic concepts used during battle.



Attack speed

If a card can attack it will have one of three speeds: **Fast**, **Normal** or **Slow** (if a card doesn't specify Fast or Slow then the type is Normal). All fast cards attack first, then all normal cards, and finally all slow cards. The *Sorceress* is a normal speed unit.

Attack type

If a card can attack it will have one of two attack types, either **Melee** or **Range**. Melee units need to be in the first row to attack while ranged cards can attack from any row. The *Sorceress* is a ranged unit, so she can attack while in the first or second row.

Attack strength

This number represents the base amount of damage that will be caused to the targeted card. It is often abbreviated as "Attack". The amount of damage may be modified by Armor and Damage Type (see the chart below). The *Sorceress* does 1 damage to an enemy when attacking.

Damage type

There are three types of damage: **Normal**, **Magic** or **Siege** (if a card doesn't specify Magic or Siege then the type is Normal). The different types cause different amounts of damage depending on the target. The *Sorceress* does magic damage.

Damage Type	vs. Unit	vs. Building
Normal	Attack Strength minus Armor.	Attack Strength minus Armor, but cannot do more than 1.
Siege	Attack Strength minus Armor, but cannot do more than 1.	Attack Strength minus Armor.
Magic	Full Attack Strength (ignores Armor).	Cannot damage buildings.

Targets

An attacking card will specify whether it can attack **air** units, **ground** units, or both. In addition, some cards have extra targeting restrictions. (For instance, a *Steam Tank* can only attack buildings). The *Sorceress* can attack both ground and air units.

Life

This number represents how much damage the card can take before it must be discarded. (On buildings, the life number is referred to as **Hit Points**). The *Sorceress* has only 1 life. Each time a card takes damage from an attack its life value is reduced. We recommend placing a 6-sided die on the Life square to keep track of damage. As the card loses life, rotate the die to show how many life points are left.

Special abilities

Some cards have special abilities that give them powers in addition to their normal attack values. Refer to the card for the timing and effects caused by the abilities.

Armor

Most cards start the game with zero armor, therefore an armor value is not printed on the cards. However, as you begin upgrading your buildings and Heroes you might gain abilities that increase the armor of your units and buildings. In most battles the Armor value of the defender is subtracted from the Attack Strength of the attacker to determine the total amount of damage. This number can be further modified by the Damage Type chart on the previous page. For instance, the psychic properties of Magic damage let the *Sorceress* ignore armor on units, but cannot even scratch a purely physical building.

Blocking

When it is a unit's turn to attack it must fight any enemy unit that blocks it. If a unit is not blocked it can attack any target. To determine if one of your units is blocked refer to the following rules:

- ◆ Units in slot 1 can only be blocked by enemy units in slot 1.
- ◆ Units in slot 2 can only be blocked by enemy units in slot 2.
- ◆ Only ground units can block ground units.
- ◆ Only air units can block air units.
- ◆ Some units have special abilities that change these basic rules. For instance, a *Steam Tank* cannot be blocked by range units and invisible units cannot block or be blocked.

Melee units and charge attacks

Melee units in the 2nd row cannot attack, since they must be close to the action on the front line. However, if a melee unit is in the 2nd row when it is his turn to attack, and the slot in front of him is empty, then he will automatically **charge** forward into the first row. After moving he immediately attacks following normal front row rules.

Melee units in slot 3 must charge forward into slot 1 (if it is empty). Melee units in slot 4 must charge into slot 2 (if empty).

Combat order

During each *Combat* step attacks happen in order based on speed. Fast cards attack first, normal speed cards go next, and slow cards attack last. If two or more cards have the same speed then the attacks happen in slot order. All units in slot 1 attack first, followed by the units in slot 2, then slot 3, etc., up to slot 6.

Opposing units with the same speed and in the same slot number attack simultaneously. It is possible that both of the units could destroy each other at the same time.

Also, note that a unit might die before it even gets a chance to attack. For example, a fast *Gyrocopter* will kill a normal speed *Gryphon Rider* before it can respond. Also, an unblocked *Footman* in slot 1 could kill a *Priest* in slot 2 before the *Priest* did anything.

Example 1



Example 2



Example 3a



Example 3b



Melee units blocked

In this example, the enemy *Knight* and your *Rifleman* must attack each other because they are both blocking each other (they are ground units facing off against each other in slot 1). The *Knight* does 3 damage to your *Rifleman* and kills him. Simultaneously, your *Rifleman* does 2 damage to the enemy *Knight*, wounding him.

Your *Gryphon Rider* is not blocked and has a ranged attack, so he can also attack the *Knight* when it is his turn. He will do 2 damage which is enough to kill the *Knight*.

Air units blocked

The *Gryphon Rider* and the *Rifleman* in slot 1 attack first. Neither are blocked (since air cannot block ground and vice-versa). In this example they choose to fight each other, although they could have chosen to attack any unit. The *Gryphon* takes 2 damage from your *Rifleman* and dies. Your *Rifleman* takes 2 damage from the *Gryphon* and is wounded with 1 life point left.

Next, the two *Gryphons* attack. Since they block each other (air units facing off in slot 2) they must fight. Both *Gryphons* are destroyed at the same time.

Finally, it is the *Knight's* turn to attack. Unfortunately, he can't, since melee troops can only fight from the first row.

Slot 1 attacks

The *Knight* and *Rifleman* must attack each other because they are both ground units in slot 1. The enemy *Knight* does 3 damage to your *Rifleman* and kills him. Simultaneously, your *Rifleman* does 2 damage to enemy *Knight*, wounding him.

Your *Rifleman* is discarded from play, leaving slot 1 open.

Slot 3 charge attacks

There are no units in slot 2 so combat proceeds to slot 3. Your *Knight* is a melee unit in the second row, so it must move forward into slot 1 (presumably tromping on the body of his fallen comrade) and attack.

The enemy *Knight* takes 3 more damage (it only had 2 life left) and is discarded. Note that the enemy *Knight* does not get to attack back, since it already attacked during this combat phase.

Timing of abilities

Many units, buildings and Heroes have special abilities which can be used during the **Combat** step. As a general rule, all of these abilities are in effect throughout combat unless the ability explicitly states otherwise. For instance, the *Blacksmith: Iron Plating* card says, "Your *Footmen*, *Knights*, *Gyrocopters* and *Steam Tanks* gain +1 armor". Since there is no timing stated on the card it is considered in effect at all times. However, the *Priest* card says, "In addition to attacking, heal 2 damage to all non-mechanical units in this area". This means the healing effect cannot happen whenever you want, but can only happen when it is the *Priest's* turn to attack.

Scope of abilities

Cards with abilities will always state which zones and/or cards are affected by the ability. Usually an ability will specify the location of an effect: in **this area** (the six slots where the card is located), in **this battlefield** (all 12 slots in either the High ground or Low ground), or **your territory** (the 12 slots where you place your cards).

Some abilities will specify types of cards, instead of areas. For instance, many buildings affect your units, while a Hero's attack skill might affect enemy units.

The scope of an ability can get complex, but will always follow a standard format. (For example, the *Mountain King's Thunder Clap* skill which affects **enemy ground units in the front row of this battlefield**).

Damage

When one card attacks another, the attacker has a chance to do damage to the target. To determine the amount of damage you need to factor in the attacker's Attack Strength and Damage Type vs. the defender's Armor and card type.

Damage Type	vs. Unit	vs. Building
Normal	Attack Strength minus Armor.	Attack Strength minus Armor, but cannot do more than 1.
Siege	Attack Strength minus Armor, but cannot do more than 1.	Attack Strength minus Armor.
Magic	Full Attack Strength (ignores Armor).	Cannot damage buildings.

Use the table above to figure out how much damage the attacker does to the target. Subtract the total damage from the target's life. If the target takes enough damage to reduce its life to zero (or less) then it is destroyed and placed face up on top of the owner's discard pile.

Units which take damage but manage to survive need to be marked with damage counters (small beads or coins) or by noting the remaining life with a 6-sided die.

Example 4



Example 5



Example 6a



Example 6b



Magical abilities

In a normal fight the enemy *Knight* would destroy your *Rifleman* in slot 2. Fortunately for you, your *Sorceress* is here to save the day. She attacks first since she is in slot 1. She is unblocked so she can attack the enemy *Knight* and do 1 damage to him. In addition, she also slows the *Knight*.

During the slot 2 attack your *Rifleman* must attack the *Knight* who is blocking him. The *Knight* does not get to fight back, since he has been slowed and slow units do not get to attack until all normal speed units have finished their attacks.

The *Gryphon* in slot 3 goes next, doing 2 more damage and killing the *Knight*.

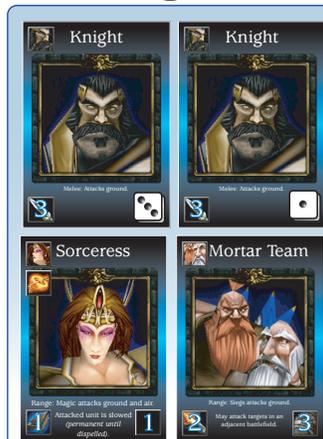


Building abilities

Your *Gryphon* is in a duel to the death, but the enemy has the edge with +2 points of Armor (from the *Blacksmith* upgrade).

Your *Gyrocopter* goes first because it is fast. However, his attack strength of 2 is not strong enough to even scratch the upgraded *Gryphon*. Luckily, you also have an upgrade which can turn the tide. Your *Workshop* lets the *Gyrocopter* attack ground with 1 point of siege damage. In this case, that's just enough to take out the enemy's *Blacksmith*. The enemy *Gryphon* immediately loses his +2 armor.

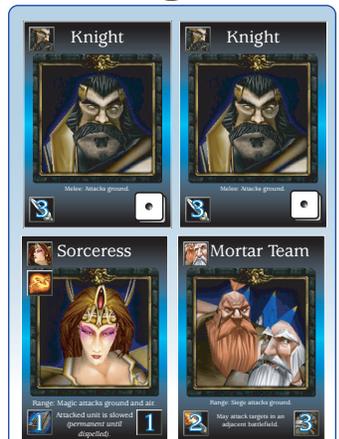
Now both *Gryphons* attack each other and are simultaneously destroyed.



Magic and Siege damage

Your damaged front line is about to fall to the enemy! First, the *Footmen* and your *Knight* in slot 1 must attack each other. This takes your *Knight* down to 1 life, but the *Footmen* take no damage because of their enchanted *Mithril Armor* (giving them +3 Armor, which negates the *Knight's* attack strength of 3).

Your *Knight* in slot 2 attacks. Normally he could attack any target since he is not blocked. However, in this case the *Footmen's* special ability prevents the *Knight* from targeting the *Cannon Tower*. His only other choice is to attack the *Blacksmith* for 1 point of damage. (The *Knight* does 3 damage, but a normal attack against a building can do a maximum of only 1 point of damage).



The battle continues...

If the *Cannon Tower* is allowed to fire it can do 1 damage to the *Knight* in slot 1 and an additional 1 point of splash damage onto the *Knight* in slot 2. (The *Cannon Tower* does 3 points of siege damage, but a siege attack against a unit only does a maximum of 1 damage). Fortunately, it is slow, so it will go last.

Once again, it's up to the Elves. Your *Sorceress's* magic damage can't harm the buildings (she can't attack the *Tower* anyway, since it is protected by the *Footmen*), but she can attack and kill the *Footmen!* Her magic damage ignores the precious *Mithril Armor* and they fall.

With the *Footmen* out of the way, the *Mortar Team* is free to destroy the *Tower*.

Splash damage

A few cards, such as the *Cannon Tower*, do splash damage in addition to their normal attack. The splash damage happens immediately and is applied to a unit or building in the same row as the targeted card. If there is no card in the same row as the target then the splash damage is ignored.

Unless otherwise noted, the splash damage is always the same damage type as the base damage. For example, the *Cannon Tower* does siege splash damage since its base attack is siege.

Splash damage is not targeted. This means that splash damage can be applied to units that you are unable to attack directly. A *Peasant* hiding behind a *Footman* or an invisible *Sorceress* could both be hurt (and probably killed) by splash damage.



Removing damage

Once a card has taken damage it remains damaged until the card is either healed (if it is a non-mechanical unit) or repaired (if it is a building or mechanical unit). On the Human team the *Priest* is able to heal and the *Peasant* is able to repair.

If it is critical that a unit is healed (or a building is repaired) you should consider putting the *Priest* (or *Peasant*) into slot 1. This guarantees that the healing ability will be activated. Otherwise, you risk getting your *Priest* killed before he has a chance to work his magic.



7 - Collect Gold and Check for Victory

Combat is over and it's time to sit back and reap the rewards...if you're worthy! During this step you have the opportunity to collect 1 gold coin if you control a battlefield or if you have a **Worker** unit (such as a *Peasant*) in play.

No matter how many battlefields you control or how many *Workers* you have in play you can never collect more than 1 gold coin per turn.

Controlling a battlefield

You control a battlefield if you have cards with an attack value of greater than zero in your area, while your opponent has no cards in his area with an attack value greater than zero. Note that most buildings cannot attack, so are not sufficient for gaining or preventing control. However, the *Guard Tower* and the *Cannon Tower* can both attack, so it is possible to control an area with these buildings.

If you control both battlefields then you have proven yourself to be an excellent Commander, but you still collect only one gold.

Collecting gold with a worker

All Workers (*Peasants*, *Peons*, *Wisps* and *Acolytes*) have the ability "Take 1 gold during the Collect Gold step". These units are notoriously easy to kill and you can be sure your opponent will always be targeting them. (Their life expectancy is usually less than 1 turn). Still, if you have a strong defense you might be able to sneak a *Peasant* back to town with a gold coin before the enemy catches him.

Having multiple Workers in play does not give you multiple gold. As stated above, you can never collect more than 1 gold per turn.



Victory!

After you and your opponent have both collected your gold (if possible) you check to see if anyone has accumulated 3 gold coins. If so, that person is the winner. If both players collect their third gold coin at the same time then you can either call the game a draw or play until someone manages to collect one gold more than their opponent.

A longer game

War:TCG was designed to be played in 5-15 minutes. If you are in an epic mood, you can play for any number of coins you wish. A 5 coin game can last about a half hour, while a 10 coin game (make sure you bring a large deck!) might last an hour or more.

Heroes

Many of the rules for Heroes were covered in the previous sections. For quick reference they are all grouped here.



Starting with a Hero

Each player may start the game with one Hero. If you choose to do this, you must show your Hero to your opponent. Put it into your hand as the first of your five initial cards. Both you and your opponent can start with the same Hero.

Multiple copies of the same Hero

You may put any number of copies of a Hero into your deck. However, all of the copies represent the same Hero and you may never have more than 1 in play at any time. Why bother

putting multiple copies in you deck then? Here's two things you can do with the duplicate cards:

- ◆ Replace a damaged Hero in play with a copy from your hand. This will heal your Hero and removes all magical effects (both good and bad) from the card.
- ◆ If your Hero dies you normally must wait at least one turn and you have to discard cards from your deck to bring him back to life. However, if you have a copy of the Hero in your hand you can play it on the next turn. This resurrects him quickly and you do not have to pay any additional costs.

Multiple Heroes

You may put other hero cards into your main deck, but you may not play more than three different heroes in one game. (We are currently evaluating this rule. It is likely that we may restrict a player to 1 hero per game. While the 3 hero limit makes for some interesting Hero combos it also slows down the game and can become abusive. More playtesting is needed.)

Moving a Hero

Other than charging melee units, Heroes are the only unit that you can move from one slot to another. If you wish to move your Hero, you must first pick it up during the *Draw Cards* step. This counts as one of your draws for the turn. Then, during the *Place Cards* step you can place your Hero face down into any slot in your territory.

Moving a Hero does not heal damage or remove any effects that are currently on the Hero. Keep track of your Hero's damage when you pick him up so that when he is revealed you can restore him back to the same condition.

Playing skill cards

Heroes can be upgraded with skills as the game progresses. You play a skill during the *Place Cards* step and it counts as one of your placements for the turn. When playing the skill you must reveal your Hero and play the skill face up in front of you. You may only play one skill card per turn, even if you have multiple Hero's in play. You may not play multiple copies of the same skill, but you may wish to have multiple copies of a key skill in your deck to improve your chances of drawing of it.



The first skill you attach to your Hero must be a Level 1 skill. On a subsequent turn you may upgrade that skill to Level 2. Level 2 skills can be upgraded to Level 3. Each Hero also has an **Ultimate** skill which can only be played if the total level of all your Hero's skills add up to at least 3. Ultimates are very powerful. If you can play one before your opponent you have an excellent chance of winning the game.

Skills are permanent. They cannot be removed or dispelled once attached. If a Hero dies then all of his skills will still be attached to him if he is later resurrected.

Resurrecting a dead Hero

If a hero dies, put it into the discard pile. You can bring him back to life using one of two methods:

- 1) You may remove it from the discard pile and place it in your hand by discarding cards from your deck during the *Resurrect Hero* step. The cost to revive a hero is 1 discard for each skill level attached to the hero. For example, an *Archmage* with a *Blizzard: Level 2* and a *Brilliance Aura: Level 1* would cost 3 discards to bring back into your hand. A dead Hero must remain out of play for one full turn before it can be resurrected using this method.
- 2) If you happen to draw another copy of a dead Hero you can play it. This new card is considered to be a "revived" version of the original Hero and gets all of its skills. You do not have to wait a full turn to revive a Hero using this method; you may do it the turn after the Hero dies if you wish.

Miscellaneous Rules

Multiple copies of buildings

If you have more than 1 copy of a building in play the effects do not add together. For instance, if you have two *Blacksmith: +1 Armor* cards in play then you do not get +2 Armor. In this case your units have +1 Armor, but if one of the two *Blacksmiths* is destroyed your units will keep their +1 Armor. (You can think of multiple buildings as backups).

Slow and Fast effects

A unit's attack can either be fast, normal or slow. If a unit receives more than 1 slow effect or more than 1 fast effect then ignore the extras. (There is no "double-fast" or "triple-slow" attack phase). A unit with both slow and fast effects is considered "normal speed".

Other rules

I'm sure there are a many areas that I overlooked. I'll update this section as needed.

Strategy Hints

Basic tips

Coming soon...

Deckbuilding suggestions

Coming soon...

