

## Word of Warcraft TCG – Regelklärungen

- Im WoW TCG werden **Schadenspunkte** bis zum tödlichen Schaden **hochgezählt**
- In WoW kann man **beliebig oft in seiner Runde angreifen**, allerdings immer nur mit einem Helden oder Verbündeten zu einer Zeit. Außerdem **wählt der Angreifer den gewünschten Verteidiger aus**. (Dies kann der verteidigende Spieler durch Verbündete mit der Kraft Beschützer ändern.) Wird ein Verbündeter als **Beschützer** deklariert, muss man ihn **erschöpfen**.
- Im WoW TCG ist der **Schaden**, den Verbündete erhalten **permanent**, kann aber durch Kräfte oder Fähigkeiten geheilt werden.
- In WoW geht der **Kampfschaden nicht über die Kette**. Am Ende des Kampfes verursachen nur noch Verbündete Schaden, die sich noch im Spiel befinden.
- In WoW legt man Quests oder beliebige andere Karten (diese aber mit dem Rücken nach oben) als **Ressource**. Durch das **Erschöpfen** der Ressourcen kann man die **Ressourcenkosten** der Fähigkeiten, Sofort-Fähigkeiten, Verbündeten, Gegenstände, Kräfte oder Quests sofort bezahlen. Das Legen der Ressourcen geht über die Kette.
- In WoW besteht ein **Deck aus 60 Karten und einem optionalen Sidedeck mit 10 Karten**.
- Im WoW TCG müssen Decks in Limited Formaten (Draft oder Sealed) mindestens 30 Karten enthalten.
- Im WoW TCG kann **jeder Spieler die gleiche einzigartige Karte einmal** im Spiel haben. Legt ein Spieler eine zweite, einer schon im Spiel befindlichen einzigartigen Karte, muss er sofort **eine davon zerstören**.
- Im WoW TCG darf jeder Spieler nur maximal **einen Mulligan** vor Beginn des Spiels nehmen. Er zieht wieder **genau sieben Karten** auf seine Starthand.
- Eine Karte zu spielen oder eine Ressource zu platzieren legt diese Karte oben auf die **Kette**. Eine Kraft zu nutzen, eine Quest zu erfüllen, einen Kampf zu beantragen oder mit einer Waffe zuzuschlagen legt den entsprechenden Effekt oben auf die **Kette**. Einen Charakter erschöpfen um zu beschützen oder eine Rüstung erschöpfen um Schaden zu verhindern nutzt **nicht die Kette**. Ebenso wird auch **Schaden nicht auf die Kette** gelegt (obwohl Karten und Effekte, die Schaden zufügen, natürlich auf die Kette gelegt werden.)
- Die Möglichkeit eines Spielers, der Kette ein Kettenglied hinzuzufügen, wird **Priorität** genannt. Nur ein Spieler kann zur selben Zeit Priorität erhalten. Wenn sich ein **Prioritäten-Fenster** öffnet, erhält immer der Zugspieler Priorität. Ein Spieler, der Priorität erhält, kann ein Glied der Kette hinzufügen oder die Priorität an den nächsten Spieler im Uhrzeigersinn **passen**. Fügt er ein Glied der Kette hinzu, erhält er erneut Priorität. Nachdem eine Karte oder ein Effekt verrechnet oder unterbrochen wurde, erhält der Zugspieler Priorität.
- Alle **Prioritäten-Fenster** arbeiten auf die gleiche Art und Weise. Sobald sich ein Fenster öffnet, werden zunächst alle wartenden triggernde Effekte auf die Kette gelegt. Danach erhält der Zugspieler **Priorität**. Nachdem hintereinander alle Spieler ihre Priorität gepasst haben, wird versucht, den oberste Effekt/die oberste Karte auf der Kette zu verrechnen. Danach bekommt immer der Zugspieler Priorität. Wenn ein Spieler etwas der Kette hinzufügt, bekommt er erneut Priorität usw. Passen nacheinander alle

Spieler bei leerer Kette, schließt sich das aktuelle Fenster und das Spiel geht weiter.

- Man kann **jederzeit** eine Kraft nutzen oder eine Quest erfüllen, wenn man Priorität erhält, **auch während des Zuges des Gegners**.

Zum Kampf hier noch aus den offiziellen Comprehensive Rules (gibt es nur auf Englisch):

## 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 or her non-combat action phase if he or she could legally propose a combat with that character.

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].

### 601. Combat proposal

601.1 A player may propose a combat only during his or her non-combat action phase while he or she has priority and the chain is empty. Proposing a combat follows the applicable rules for adding a link and adds a proposal effect to the chain.

601.2 To propose a combat, a player must choose a character in his or her party 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 in the turn player's party continuously since the start of his or her 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.

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 or changes controllers, it stops being a proposed attacker or defender.

601.3 As a proposal effect tries to resolve, 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. 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 or her 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). None of this uses the chain. Then, a priority window opens, called the **attack window**. 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 in his or her party 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. This is called the **protect point**.

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

602.2b Only one character 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.

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. None of this uses the chain. Then a priority window opens, called the **defend window**. 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).

602.3a A player may strike with a weapon only while a defend window is open and

his or her hero is in combat.

602.3b If a modifier causes a character to “become a defender” during combat, that 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.

602.3c 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. 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. A card is removed from combat as it becomes a different card or changes controllers. Any remaining attacker or defender continues to attack, defend, and protect as applicable. This doesn’t cause the combat step to end immediately. A combat step always proceeds to conclusion whether or not an attacker or defender remains.

### **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 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.