

# Upper Deck Tournament Appendices

## Appendix D: World of Warcraft® Miniatures Policies

### D-1 Version Information

- This version of Appendix D was updated on February 4, 2009
- The most up-to-date version can be found at [ude.com/policy](http://ude.com/policy).
- Destroy older versions of this document to avoid confusion.

### D-2 How to Use This Document

Appendix D is a supplement to the Upper Deck (UD) Tournament Policy. It contains additional policies that apply specifically to the World of Warcraft Miniatures Game (World of Warcraft Minis), while the UD Tournament Policy contains overall policies that apply to *all* UD games.

The rest of this document is broken down into two groups: General Tournament Rules and Tournament Format Rules. Each group is further broken into sections.

## General Tournament Rules

### D-10 Legal Minis Overview and Legality of Sets

World of Warcraft miniatures become legal around the world at the same time. When a set becomes legal in North America, it also becomes legal in Latin America, Europe, Asia, and so on.

Any version of a World of Warcraft mini is legal to use in tournament play. This includes minis with character cards or Action Bar cards that are in a foreign language. When using such cards, players and tournament officials may refer to the official card text for that specific card found in the World of Warcraft Minis Official Card Reference.

Minis are legal for Limited tournaments at any time starting the first day of the Sneak Preview tournaments for a new Minis set. That means cards are legal for Limited even before the official release date.

The following minis are legal for Constructed events:

- Promotional preview minis from future sets are legal immediately.
- World of Warcraft Miniatures Core Set: November 11, 2008.

### D-11 Event Level

Each sanctioned World of Warcraft Minis tournament will be assigned one of two levels. These levels are:

- **Competitive:** World and National Championships
- **Normal:** Sneak Preview, Release Celebration, and Battleground events

Other sanctioned tournaments will be considered Normal level unless otherwise specified.

## **D-12 Tournament Match Structure**

Rounds in World of Warcraft Minis tournaments are played as single-game matches. Events that use single-game matches follow these rules:

- In each round of a tournament, each player will play one game against an opponent to determine the winner of the match. The first player to win a game is the winner of the match.

## **D-13 Time Limits**

The time limit for a single-game match round is 45 minutes. Time limits for any single-elimination Top 8 bracket are as follows:

Quarterfinals	60 minutes
Semifinals	90 minutes
Finals	90 minutes

When playing in a Sealed tournament, players have 5 minutes to build their parties, or 10 minutes if party registration lists are being used. When playing in a Draft tournament, players have 5 minutes to build their parties, or 10 minutes if party registration lists are being used.

A tournament organizer can adjust time limits for a tournament only if necessary and only if the time limit changes are clearly announced to all players before the tournament begins.

## **D-14 End-of-Match Procedure**

When time is called at the end of a round, the players finish the current tick and then play 2 additional ticks (including end of tick 5/10 procedure if any of the ticks were 5 or 10). If a player wins the game during these 2 ticks, the game ends immediately. After these 2 ticks, if a player has not already won the game, play stops, and the match winner is determined using the following process:

- A player or team wins the match if he or she is closer in victory points to the total number of victory points that he or she needs to normally win.
- If both players or both teams are an equal number of victory points away from a win, each character on or adjacent to a Victory Point location scores 1 additional point for its party. Totals are again compared to see who is closer to the total number of victory points that they need to normally win. The person or team closer to the victory point total needed for their party is the winner. In the case of one or both players or teams exceeding the number of victory points that they need to normally win, the person or team exceeding by more victory points is the winner.
- If both totals are either equal distance away from their victory point totals, or are both over the victory point totals by the same amount, the player or team whose party costs the most honor is the winner of the game.
- If both parties cost the same amount of honor, then play continues in sudden death mode 1 tick at a time, and the winner is the person or team that scores the first victory point. It's possible that during this time both players or teams score the same amount of simultaneous victory points. In this case, play continues. During sudden death mode, at the end of each tick, each character on or adjacent to a Victory Point location scores 1 point for their party.

## **D-15 Simultaneous Victory**

Through points gained at Victory Point locations, it is possible for any number of players to simultaneously achieve enough victory points to win. If this happens, the match winner is determined using the following process:

- A player or team who exceeds their honor total by the most victory points wins.
- Otherwise, the winner is the person or team that scores the first victory point. It's possible that during this time both players or teams score the same amount of simultaneous victory points. In this case, play continues as long as there is time in the round. If time is called, players should use the end-of-match procedure (D-15) to determine a winner.

## **D-16 Tournament Map Selection**

Tournament Organizers make the final determination for the map that players will use during a tournament. Tournament Organizer must provide each match with the same map. They must clearly announce the map choice prior to the tournament and allow players adequate time to build their parties prior to entering the tournament.

Tournament Organizers may design custom maps, as long as they can provide a map for each match in the tournament.

Tournament Organizers may not change maps during the tournament, unless the tournament has been advertised as a multi-map tournament in advance. If a map change happens during the tournament, Tournament Organizers must ensure that all players receive the new map information simultaneously.

## **D-17 Determining Who Goes First and Map Sides**

Players or teams roll a die to determine who has the choice to either assign someone to go first, or choose their preferred spawn location.

**Example:** Alex and Mike are playing on a map that does not have mirrored spawn locations (so the map side choice is relevant). They roll a die, with Mike winning the die roll. Mike now has the option to assign either player to go first or to choose a spawn location. If Mike chooses the spawn location, then Alex gets to choose who goes first. If Mike chooses to assign himself to go first, then Alex gets to choose his preferred spawn location.

## D-18 Action Bar Card Selection

For constructed tournaments, World of Warcraft Minis tournaments introduce a new strategic concept of pre-side decking prior to each match. During deck construction before the tournament, players or teams are allowed to add three Action Bar cards for each character with honor in their party. The Action Bar cards do not have to match the character class that they are playing, although players will only be able to place the Action Bar cards that satisfy the playing requirements of their minis.

At the beginning of each round, each player or team is allowed to review the character cards their opponents are playing. Based on that information, players are allowed to select two Action Bar cards per each character with honor in their party to use them as their Action Bar. Each player's or team's Action Bar selections are not public information.

**Example:** Matt has a party with two Mage characters and one Warrior character. During deck building, Matt decides that he wants to include four Mage Action Bar cards and five Warrior Action Bar cards. He will likely play all four of his Mage Action Bar cards every round (two per Mage character in his party). He will also choose the best two Warrior cards each round based on what each opponent is playing.

## D-19 Tracking Damage on Characters

For competitive tournaments, players are required to use pen and paper to track damage and clocks of each of their and opponents' characters.

## Tournament Format Rules

### D-20 World of Warcraft Minis Tournament Formats

Each tournament format supported by UD is either a Constructed or a Limited format. Players can also participate in events as part of a team.

In Constructed formats, players bring their own parties. UD currently supports one Constructed variant:

- **Constructed**—All minis and Action Bar cards are legal.

In Limited formats, players build parties from a limited minis pool and Action Bar card pool at the tournament using sealed boosters. UD supports two variants:

- **Sealed (including Team Sealed)**—Players open several World of Warcraft Minis boosters and build parties from the opened characters. For Team Sealed, players share the boosters they open.
- **Booster Draft (including Team Draft)**—Players open several World of Warcraft Minis boosters and pass them around the table, picking characters and Action Bar cards to add to their party. For Team Draft, players do *not* share the drafted characters and cards.

### **D-30 Constructed Format: General Rules**

In Constructed formats, players construct their own parties using their own characters and Action Bar cards prior to the tournament. A Constructed party must adhere to the following rules:

- A tournament must have a required number of minis per party. This is determined by the tournament type and can be two, three, or five minis per party. Typical tournaments consist of a three minis party requirement. Players must play the required number of minis in their party and may not play less.
- A party must contain only characters from the same faction (Horde, Alliance, or Monster).
- Legendary characters have a restriction that prohibits players from adding multiple legendary miniatures to their parties.
- Before each round players can pre-side deck. (See rule D-18).

### **D-40 Limited Format: General Rules**

These formats are called "Limited" because players open a limited number of boosters and build their parties with some of those minis. This allows players to experience playing different minis than they normally would in a Constructed tournament.

There are many creative ways to play using sealed boosters of minis, but the following formats can be used in official UD tournaments:

- Sealed Party
- Booster Draft
- Team Sealed
- Team Draft

The difference between these formats is the method of obtaining the pool from which to construct a party. In a Sealed tournament, players open boosters and build their parties with characters from those boosters. In a Draft tournament, players open boosters, select character cards and Action Bar cards from each, and pass the cards around the table, selecting one character or Action Bar card from each pack until all of the cards have been selected.

In all Limited formats:

- There is never a requirement that the party or (during Team Limited formats) parties must consist of the same faction (Alliance, Horde, or Monster).
- Limited formats usually involve opening one to three boosters and creating a two to five character party.
- Upper Deck recommends the two booster format, where players choose three characters per party, but organizers are free to try other creative ideas, as long as this is clearly communicated to all players prior to the tournament.
- Organizers may mix different sets for Limited tournaments, as long as each player or team that participates in the tournament has access to the same set distribution.

- All World of Warcraft Trading Card Game sample cards (including Loot cards and UDE Points cards) are kept by the player opening the booster and will not be part of the swap. These cards are set aside from the rest of the cards in the pack and are not registered as part of the card pool.
- Occasionally, a player in a Limited tournament may open a booster that contains an abnormal number of characters or cards, or an abnormal number of characters or cards with a specific rarity. Such boosters must be brought to the attention of tournament officials. The tournament officials will then decide either to allow the booster in the tournament or to replace it with another booster. This decision is made based on the level of the tournament and the specific situation. At competitive events, any booster containing any number of rare, epic characters greater than one of each will be replaced by the tournament organizer.
- Legendary characters have a restriction that prohibits players from adding multiple legendary miniatures to their parties.

#### **D-41 Sealed: Specific Rules**

*These rules apply in addition to the general Limited rules in section D-40.*

Each player opens boosters. Characters and cards opened are not drafted or exchanged in any way. Players may not trade characters or cards with other players and may not add any characters or cards from their personal collections. Only the characters and cards opened in those boosters may be used. Players in the Sealed format do *not* have to construct a party from the same faction (Alliance, Horde, or Monster).

For sealed events without party registration lists, players have 5 minutes to build their parties once they receive their characters and cards. If party registration lists are being used, players have 5 minutes to register their initial characters before the minis swap, and an additional 10 minutes after the minis swap to build their parties and record their parties on their party registration lists. Players may assign action bar cards to their characters after reviewing their opponent's party. Cards are not pre-assigned to particular characters during deck registration.

Sealed is the easiest Limited format to learn, since it does not involve drafting of any kind.

#### **D-42 Booster Draft: Specific Rules**

*These rules apply in addition to the general Limited rules in section D-40.*

Each player starts with *two* sealed boosters of minis. Players may use more or less than two boosters as long as each player has the same number of boosters, but two boosters is the normal number to use. The tournament organizer will decide how many boosters are used and which sets the boosters come from. The boosters may be from different sets or the same set.

When playing in a Booster Draft tournament, players will be separated into pods of four or more players seated around a table. Each player will receive an equal number of boosters.

The following steps are taken in a draft:

(1) Each player opens his or her first booster, pulls out the character cards and Action Bar cards, and reviews them. The rest of the booster, containing the minis, is set in front of the player. The players

do not open or draft minis in any way. If there are boosters from more than one set, they are opened in order of release, from earliest to latest.

(2) Each player selects one card (either character or Action Bar) and passes the rest of the cards to the player to his or her left. The drafted cards are placed in a single, face-down pile in front of the player who selected them. This pile becomes the draft pile for that player.

(3) Once each player has picked a card and passed the rest to the left, players pick up the stacks that were just passed to them. The next stack should have one fewer card. Each player takes a card from this stack and adds it to his or her draft pile. There should now be two cards in each draft pile and two fewer cards remaining to be passed to the left.

(4) Each time all players have picked a card and passed the rest to the left, each player then picks a card from the next stack and places it on his or her draft pile. Players continue picking a card from each stack and passing the remaining cards until all of the cards have been drafted from the first booster pack.

(5) Each player then opens his or her next booster pack, picks a card, adds it to his or her draft pile, and passes the rest to the *right*.

(6) Drafting continues until there are no cards left in the boosters.

(7) Once drafting of character and Action Bar cards is finished, players lay out the character cards they drafted face up in front of them. Then, player 1 removes the minis, one at a time, from the boosters in front of him or her and announces the names of those minis. Players who have those character cards receive those minis. This continues clockwise until all of the players have opened the minis in the boosters in front of them and given them to the players who drafted the character cards appropriate to those minis.

During a draft, the first booster is passed to the left (clockwise). Then, the second booster is passed to the right (counter-clockwise). If more boosters are used, players alternate passing boosters to the left (clockwise) and to the right (counter-clockwise). Players have 60 seconds to review their draft piles between boosters. They may not review their draft piles during the draft except during these review periods.

Once the draft is finished, all players should have the same number of cards in their draft piles. If two boosters of nine cards each were used, then each player should have eighteen cards from which to build his or her party.

For draft, there is no limit to the number of Action Bar cards a character may have in its Action Bar. Characters may have different numbers of cards in their Action Bars. Players may assign action bar cards to their characters after reviewing their opponent's party. Cards are not pre-assigned to particular characters during deck registration.

For drafts without party registration lists, players receive 5 minutes to build their parties once they have their characters and cards. If party registration lists are being used, players receive 10 total minutes to build their parties and record the contents on their party registration lists.

## **D-50 Team Formats: General Rules**

Each team has three players, designated A, B, and C. These designations are chosen at the start of each tournament and never change during a tournament.

In each round of a team tournament, each team member designated A, B, or C will play against the opposing team member designated A, B, or C, respectively.

## **D-51 Team Sealed: Specific Rules**

*These rules apply in addition to the general Limited rules in section D-40, the Sealed rules in section D-41, and the Team Formats rules in section D-50.*

Each team opens five boosters and builds three parties. Only the characters and cards opened in those boosters may be used.

Teams have 10 minutes to build their parties. Teammates may openly communicate while building their parties. If party registration lists are being used, teams have 15 minutes to build and register their parties. Each player uses a separate list to register the characters he or she is playing.

If a minis swap takes place, teams receive 5 minutes to register their initial character and card pools before the minis swap. Each team uses a single sheet to register their character and card pool.

When two teams are paired each round, each player plays a match against the opposing player with the same designation. Player A plays against player A of the other team and, similarly, player B against player B, and player C against player C. The team with two or more winners is the winner of the round. Teammates may not communicate about game play during a match.

## **D-52 Team Draft: Specific Rules**

*These rules apply in addition to the general Limited rules in section D-40, the Booster Draft rules in section D-45 and the Team Formats rules in section D-50.*

A team draft involves two teams (team 1 and team 2). Teammates may not communicate verbally during a draft but are free to communicate non-verbally as long as it doesn't delay the draft.

Players sit clockwise within their own team, opposite of the opposing player with the same designation, alternating between teams, as illustrated below:

1A	2C	1B
=====		
2B	1C	2A

After the draft, each player plays a match against the opposing player with the same designation. The team with two or more winners is the winner of the draft.



## **D-60 Two-Headed Ogre Formats: General Rules**

Each team has two players, designated A and B. These designations are chosen at the start of each tournament and never change during a tournament. Player A is the team captain and makes the final decision in any team disputes.

Players on the same team sit next to each other. Player A sits to the right of player B.

1A	1B
=====	
2B	2A

Play starts with player B of team 1 going first and then progresses following the normal rules for taking turns. Team members may talk and share information freely with each other.

To win, a team must score victory points greater than or equal to the combined honor of their party.

Two-Headed Ogre tournaments use matches with a 60-minute time limit. When time is called at the end of a match, players finish the current tick and then play 2 additional ticks if needed. Then, play stops, and the match winner is determined using the process outlined in D-15.

## **D-61 Two-Headed Ogre Constructed: Specific Rules**

*These rules apply in addition to the general Constructed rules in section D-30 and the Two-Headed Ogre Formats rules in section D-60.*

Each player on a team has an independent party. Both parties do not have to be from the same faction (Horde, Alliance, or Monster), but minis within each party must all be from the same faction.

## **D-62 Two-Headed Ogre Sealed: Specific Rules**

*These rules apply in addition to the general Limited rules in section D-40 and the Two-Headed Ogre Formats rules in section D-60.*

Each team opens three boosters and builds two parties. Only characters and cards opened in those boosters may be used. A team's parties may be from different factions.

Teams have 10 minutes to build their parties. Teammates may openly communicate while building their parties. If party registration lists are being used, teams have 15 minutes to build and register their parties. Each player uses a separate party registration list to register the characters and cards he or she is playing.

If a minis swap takes place, teams receive 5 minutes to register their initial character and card pools before the minis swap. Each team uses a single party registration list to register their character and card pool.

## **D-99. Contact Information**

For the most recent information about tournament policies, or to find versions of this document in other languages, please visit [ude.com/policy](http://ude.com/policy).

For general questions regarding UD programs, please email [ude@upperdeck.com](mailto:ude@upperdeck.com).

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