

Introduction to Wakfu TCG

This document was compiled for Wakfupedia and based on a loose translation of Ankama's *Livret de Règles*. It is not a mirror translation, but it shares the intent of familiarizing players with the game before they read through the comprehensive ruleset. It should be noted that this is unofficial work and is not endorsed by Ankama, who remain the owners of all copyrighted material related to Wakfu TCG.

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Overview

Set up

You play the game with a deck of 50 cards. One is a Hero, one is a Haven Bag, and the rest is mostly a mix of Allies, Actions, and Equipment. You can keep track of your Hero's Health Points (HP, or PV on the cards for *points de vie*) and Experience Points (XP) as well your Haven Bag's Resistance Points by using special cards provided with the game or just taking notes on a piece of paper. The basic rules are fairly simple, but each card has its own directions. Keep in mind that if a card contradicts the rules, the card prevails. Several special cases are covered in detail in the complete tournament ruleset.



Hero/Haven Bag counter card

Aim of the game

Most of your time playing will be spent setting up battles opposing your Hero and its Allies to those of your opponent. There are two ways to win a game of Wakfu TCG. The first is to kill the opponent's Hero by bringing its HP down to 0. A less aggressive approach is for your own Hero to reach Level 3 first by gaining enough XP, which you normally accomplish by defeating Allies. In case of a draw, both Heroes are considered to have 1 HP if they both reached 0 simultaneously – if they both reach Level 3 at the same time, the next player to earn 1 XP wins.

What you'll see on the card

Those are the basics; some cards, such as Heroes and Equipment, have a few more details to look out for, which will be explained later on.



Rarity

Rarity comes in three levels: gold is Rare, silver is Uncommon and blank is Common.

Name

Obvious enough. Watch out for the puns! Untranslated for easier reference with the originals.

Card type

The card's color will tell you its type at a glance, so you know when you can use it. Yellow is a Hero, green is an Ally, blue is an Equipment, and red is an Action. The Haven Bag and Rooms are brown, Zones are a grayish shade of brown and Protectors are purple.

Strength

A card's Strength reflects the Damage it deals, but also the Damage an Ally can withstand without being destroyed.

Element

Each card has a corresponding Element.

Level

The level is a cost in resources required to play the card. The color is a reminder of the card's Element.

Traits

Traits reflect an Ally's Class, a Monster's Family or an Equipment's type, among other things.

Effects

This is what a card actually does when played. Special Traits can appear first, in bold.

Pack

This tells you which pack the card is from and its ID.

Credits

...where credit is due! The artist shall not go unnoticed.

Experience Points

The XP earned when defeating an opponent's Ally.

Flavor text

A fun description of the card's character, creature, etc.

Symbols

Several symbols can appear on the cards. The most common ones are the five elements: air, earth, fire, water, and the neutral "element". You can also find these symbols in the card's description, in which case it may represent a variety of things, from a power's cost to an Equipment card's recipe. The neutral element is particular. In short, you can use any other element(s) to cover a neutral cost (for instance, you can pay for a power with a cost of Neutral 2 with one Fire resource and one Water resource). **However**, keep in mind that the opposite (using Neutral resources to replace a particular element) is not allowed.

The other symbol you will see fairly often is a spiraling arrow. That is the Tap symbol, which you will often find as an indication of how to activate a particular power. Tapping is also necessary to gain resources from a card.

Basic mechanics

The Deck

Your Deck is the pile you draw cards from. If it runs out of cards, turn your Discard around and shuffle it to create your new Deck.

The Discard

Your Discard will always be empty at the beginning of the game. All cards that are used up (Actions) or destroyed (Allies and others) go into the Discard, where they may serve again. Indeed, some effects will allow you to return them to your hand or to recycle them.

Tapping/Untapping cards

You tap a card by rotating it 90° to the right (*or 45° as demonstrated in the rulebook and tutorial*). A tapped card may not join a battle, but still inflicts its Damage if it is already involved in one. A card's default position is "untapped".

Producing resources

To produce resources, you must tap a card that is already in play. Each card tapped this way produces 1 resource of its Element. All cards can be used for production, except Protectors.

Playing cards

Every card has a cost in resources, which are produced by tapping cards already in play. To play a card, you must produce as many resources as it has Levels, which are displayed on the middle left side of the card. At least one of these resources must also correspond to the card's Element – so if you were to play the Craqueleur, which is Level 3 Earth, you would need to produce three resources by tapping cards on the table, and at least one of those would have to be Earth.

Placing cards

Placing a card is different than *playing* it. Usually, you are instructed to place a card by a power or effect and do not need to produce resources to do so. In some cases, it also allows you to use cards from your hand when you could not normally *play* them. This distinction is always made in power descriptions.

Recycling

When a card is "recycled", it is fetched from the Discard and put back under the Deck. This generally serves to create an effect or, for instance, sustain a Familiar or a Zone. Some particular cases allow cards to be recycled from elsewhere than the Discard.

An overview of card types

Heroes

Heroes drive the game, as they represent the player's avatar. They determine the player's Health Points (HP, or PV on the cards), Action Points (PA, or AP) and Movement Points (MP, or PM). A Hero card has its first level information on the front and its second level on the back.

Haven Bags

Every player starts off with a Haven Bag, which allows them to protect Heroes and Allies and build Rooms. If a Haven Bag runs out of Resistance Points, it is banished and can no longer be used.

Allies

There are several types of Allies, and they can be used to fight alongside the Hero or craft Equipment, among other things. Killing an Ally will earn the opponent a certain amount of Experience Points, as indicated in the bottom right corner of the card.

Equipment

Equipment protects the wearer (Hero or Ally) and can grant additional bonuses when a Set is gathered. Instead of paying their cost, the player can choose to play Equipment cards by crafting them, if one of their Allies masters the appropriate profession. This process is described in section 8.

Dofus

Dofus are not considered Equipment, although they share the same design and work similarly. A Hero or Ally may use any number of Dofus simultaneously, as long as they have different names.

Actions

Actions are special cards that can create Spells and effects or launch Quests or Challenges. Their cost is always Neutral, but spells can only be used by Heroes or Allies who belong to the appropriate character class. An Action card is normally discarded immediately after it is played.

Zones

Zones influence the battleground and as such can only be played in the World. You must recycle cards at the beginning of your turn to maintain a Zone.

Rooms

Rooms are placed inside the Haven Bag to assist the Hero. If the Bag is destroyed, so are the Rooms it contains.

Protectors

Protectors may not be tapped to produce resources, and only one Protector-type card is allowed per deck.

Heroes

Heroes are champions of the World of Twelve's classes. They have a **Strength** value to indicate the Damage they deal when fighting. However, unlike Allies, Heroes are not destroyed if they simply receive as much damage as their Strength score – they use their Health Points instead.

Action Points (PA) determine how many cards a player can keep in their hand. At the beginning of the game, each player draws as many cards as their Hero has AP. Every time a player draws cards in excess of their AP, or when their AP drop under their current amount of cards, they must choose cards to discard to remain within their limit. When their turn ends, if the player has fewer cards than their Hero allows, they draw the balance from their Deck.

Movement Points (PM) determine how many cards a player can set for attack or defense in battle. Both AP and MP can be affected by cards and effects, favorably or not. At the beginning of the player's turn, they both replenish.

Health Points (PV) represent the amount of Damage a Hero can receive before dying. Equipment may allow a Hero to have more HP than stated on its card, and some other cards may serve to heal it. If their Hero drops to 0 HP, the player has lost.

Experience Points (XP) are the experience required to level up. The universal value is 6 XP to level 2 (flip your card) and 18 XP to level 3 (victory) for all Heroes at the time this rulebook was translated, but it is indicated on the cards nevertheless.

Haven Bags

The main purpose of Haven Bags is to protect other cards. They may produce resources, but they cannot be moved, used to attack, or put back in the player's hand. Their **Size** indicates how many cards can be played in the Haven Bag area (only Heroes, Allies and Rooms can be played inside, as well as any Equipment or Dofus assigned to those cards). The Bag's **Resistance** works just like a Hero's Health Points: if it gets to 0, it is destroyed.

Expulsion: If a Haven Bag's Size is reduced, any exceeding cards it contains must be expelled into the World (player's choice, but remember Rooms cannot go into the World). They remain in the same position, that is, tapped or untapped.

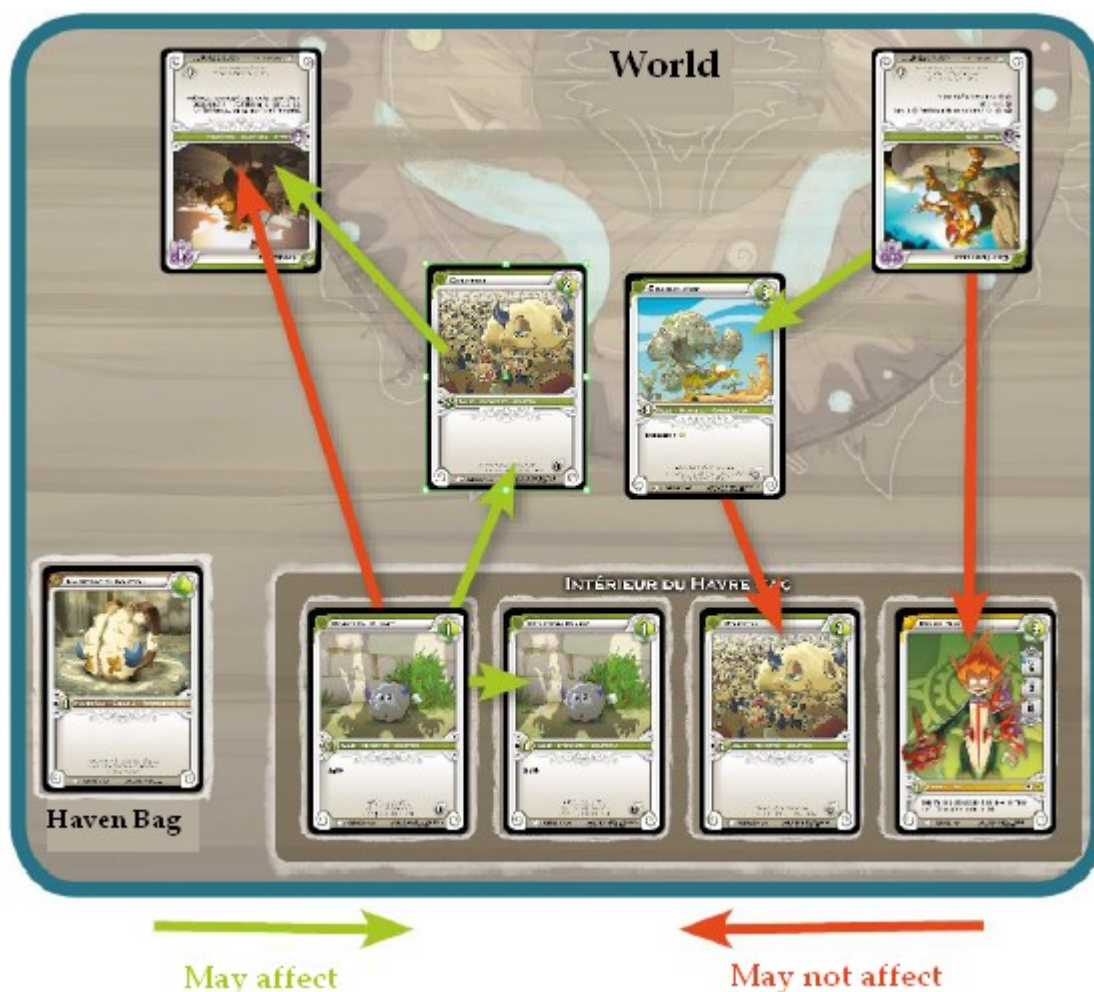
Destruction: Any Room a Haven Bag contains is destroyed with it; Heroes and Allies are expelled into the world, as previously explained. The Haven Bag is not simply discarded, it is *banished* and cannot be recycled nor replaced. It completely exits the game.

Board areas, movements and effects

Whether you are playing with the board or straight on a table, the game takes place in two major areas: the World and each player's Haven Bag. The Haven Bag is a safe place for Heroes and Allies, while the World is where the action takes place. Heroes and Allies (and their Equipment, if any) can move from one area to another, but only if they are untapped. Note that the *expulsion* that results from the destruction of a Haven Bag isn't a movement strictly speaking, hence why the cards retain their position in that particular case.

Effects that target cards follow two great rules regarding areas:

- A card in the Haven Bag may only target cards of the same player, in either the Bag or the World.
- A card in the World may target any other card in the World, but not those in Haven Bags. Haven Bags are considered to be in the World, as opposed to their contents, and can be targeted.



Starting the game

As far as set up goes, each player places their Haven Bag on the table and places their Hero (level 1 face up) in one of its slots. Each player's remaining 48 cards are shuffled and piled face down: these are their Decks.

Both players then draw as many cards as their Hero's AP allow from their Deck. If you don't like your starting hand, you may *recycle* it, reshuffle your Deck and draw anew. If you still aren't satisfied, you can repeat the process, except you now draw 1 card fewer than allowed by your Hero. This can go on with one card fewer until you could not actually redraw (i.e. as many times as your AP value).

Rock-paper-scissors is used by some cards' effects, although called Chi-Fu-Mi in the game. It is also the method used to determine who will play first. The victor may also let their opponent begin.

First turn

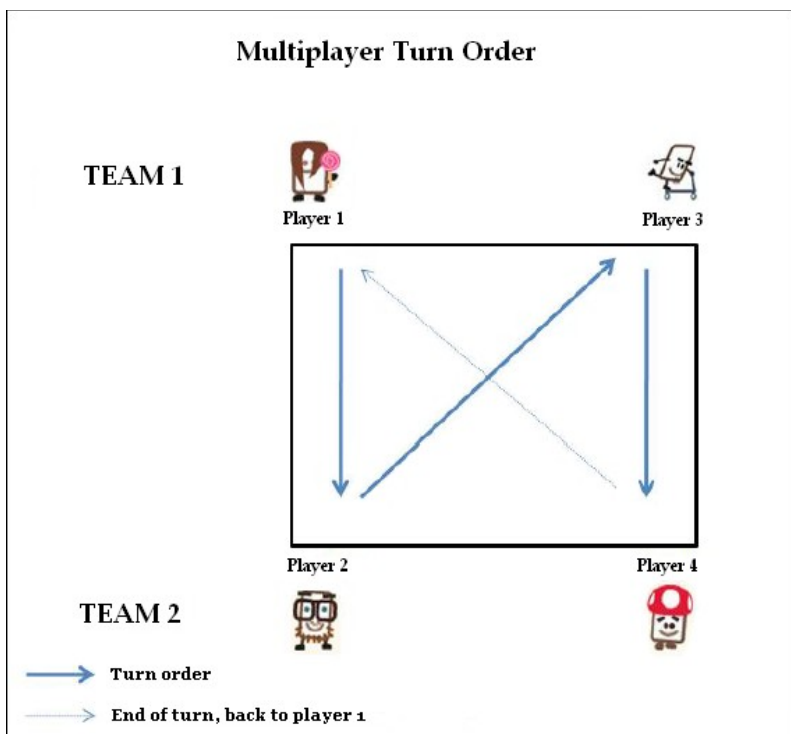
No player can attack during their first turn. In addition to this rule, two others apply to the first player *only*:

- They are restricted to their Haven Bag and cannot play cards into the World (nor can the other players if they get to act during this turn).
- Similarly, they may not move cards.

In other words, no player has access to the World during the first player's first turn.

Multiplayer games

Wakfu TCG can be played in teams and works mostly the same in that case, with modified conditions for victory, targeting, combat resolution, etc. Please refer to section 9 of the comprehensive ruleset for all the necessary adaptations. Below is a schema of turn order in a multiplayer game.



Playing a turn

Every turn is dissected into four phases, which always occur in the same order: the *Untapping*, *Main* and *Drawing* phases, and the *End of turn*. Once a phase is declared over, the player cannot go back and perform actions that are restricted to it.

Untapping phase

At the beginning of their turn, the player untaps all of their own cards that were previously tapped. No other action can be performed in this phase, unless otherwise stated by a card. Cards with effects that occur "during the Untapping phase" or "at the beginning of the turn" take place *after* the actual untapping.

Main phase

The player may perform any of the following actions during the Main phase, in any order they see fit and as many times as they like*. You may of course decide to do nothing at all.

- Play an Action, Ally, Spell, power, Zone, Room or Equipment;
- Make a move;
- Craft Equipment;
- Declare an attack*.

* **Note:** You can only declare one attack per turn.

Playing Actions

To play an Action from their hand, a player must pay its cost. Its effects are then resolved and the card is discarded.

Playing Spells

Spells are played like Actions, but can only be played if you currently control a Hero or Ally of the appropriate class.

Reactions

Reactions are the only effects that can modify or cancel the effect of a card that has just been played. As such, they can naturally be played during the opponent's turn. You can even react to the opponent's Reaction (but not your own) with another Reaction, and so on. If that happens, resolve the Reactions in the opposite order they were played.

Playing Allies

Playing an Ally requires producing as many resources as it has Levels, of which at least one must be of the correspondong Element. It can be played in the World or in the Haven Bag (provided the latter has open slots). If the Ally has an effect stated to happen as soon as it appears, resolve it immediately. Allies cannot attack on the turn they appeared, but they can be tapped or used to produce resources, defend or move.

If an Ally receives as much Damage as it has Strength in a single turn, it is destroyed. For instance, if an Ally has a Strength of 2, it won't be destroyed by a 1-Damage attack, but any other attack on the same turn will destroy it. Damage does not carry over to the following turns.

If you destroy an opponent's Ally, you gain the XP shown in the bottom right corner of the Ally card. You do not gain XP from destroying your own Allies.

Finally, Allies can have special traits (keyword powers) shown in bold above their description.

Agility. An Agile Hero or Ally can only be blocked by a Hero or Ally that also has Agility as a special trait.

Aggressive. An Aggressive Ally or Hero can attack on the same turn it appears, as long as its player is allowed to declare an attack on that turn.

Bonta and Brâkmar. Those keywords indicate a card's Alignment, which mainly influences whether they can be targeted by certain effects.

Capture. This keyword appears on some Dragondinde Allies and allow you to turn them into Equipment – Mount cards. Please refer to the comprehensive ruleset for how to do this.

Defense. This works like the Aggressive keyword, but for the defending player.

Ethereal. This keyword appears on certain Weapons – please refer to the comprehensive ruleset for details.

Ghost. Ghost cards can be retrieved from the Discard for a cost. All details regarding this are in the comprehensive ruleset.

Giant. When its attack is blocked, a Giant Hero or Ally inflicts Damage to every card that blocked it and can then deal any remaining Damage to its target. For example, when a Chêne Mou (Strength 8) is blocked by two Bouftous (Strength 2), it must first deal 2 Damage to each of them, but can then deal its remaining 4 Damage to its target.

Hero. The Hero keyword modifies deck-building rules. A card with this trait can only be included in your deck if your Hero features a certain required characteristic.

Profession. Four professions exist, that allow you to craft Equipment by recycling its Recipe instead of paying its cost. To do this, you must tap an Ally or Hero with the appropriate profession:

- The Armorer can craft armors.
- The Weaponsmith can craft weapons.
- The Jeweler can craft jewels.
- The Handyman can craft Items and Rooms for the Haven Bag.

Resist [Element]. If an Ally or Hero has Resistance against a particular Element, it cancels the corresponding amount from any incoming Damage of this Element.

Tackle. Allies and Heroes blocked by or blocking an Ally or Hero with the Tackle keyword cannot be tapped, which prevents them from producing resources and using certain powers.

Unique. You can only have one copy of a Unique card in your Deck. All other cards can be represented up to three times. Two players can still have the same Unique card in play at the same time.

Using powers

To use a power, no matter what type the card is, you must pay the power's cost with the appropriate amount and type of resources. In some cases, the power has no elemental cost and all you need to do is tap the card.

Moving

Moving consists in getting a card from a Haven Bag to the World, or vice versa. Only Heroes and Allies can be moved, but they carry their Equipment with them. Zones always remain in the World, and Rooms in their

Haven Bag. A card may be moved more than once per turn, but you cannot move a card that is tapped.

Playing Zones

Any number of Zones can be placed in the World. Several Zones require that a certain cost be recycled at the beginning of the turn. If a player cannot or does not sustain their Zones, they are destroyed and discarded immediately.

Playing Rooms

Rooms can only be placed in a Haven Bag and require an empty slot. If the Bag is destroyed, any Rooms it contains are as well.

Playing Equipment

To play an Equipment card, you can either pay its cost or use its Recipe (see *Crafting Equipment* below). When played, an Equipment card must be placed on a Hero or Ally and is then bound to it. Note that Monster Allies **may not** use Equipment. Most Equipment types can also be worn in only one copy (one weapon, one hat, one cape, etc.), but a single Hero or Ally may wear up to two Rings and any number of Items. You may destroy a card's Equipment to replace it with a different one. When a card is destroyed, all Equipment bound to it is destroyed as well.

Crafting Equipment

To create Equipment, you may craft it instead of paying its cost, as long as one of your Allies or your Hero has the proper profession as a special trait (see *Allies: Profession* above). The crafter must be tapped and the appropriate cards recycled from the Discard.

Sets. Some Equipment cards are part of a Set, which grants additional bonuses if you place enough cards from the same Set *on a single wearer*. Note that the effect of the Set is counted only once (not once per Equipment involved) and only lasts as long as the Set remains complete.

Drawing phase

When a player is done performing actions during their turn, they draw from their Deck to get as many cards in their hand as their Hero's AP allow. Note that an effect that reduces AP *until the end of turn* is still active during this phase, and influences the number of cards you may draw.

Refreshing your hand. Once per game only, if you have a full hand (equal to your AP) at the Drawing phase and have not played any card from your hand or drawn cards during your turn, you may recycle your hand without shuffling your Deck and draw a fresh hand from the Deck.

End of turn

At the End of turn, nothing happens, and to the contrary several effects will end here. The other player's turn begins and all Allies are given a fresh start regarding the amount of Damage they can take.

Battles

Combat deserves its own section as it is done in 7 steps and is obviously a big part of the game. During their Main phase, a player may declare **one** attack against their opponent.

1. Choosing a target

The attack must target a particular card: it can be either the Haven Bag, the Hero (if in the World) or an Ally (if in the World).

Option: Challenge. Right after choosing a target, the attacking player may play a Challenge, which adds particular objectives to the battle as well as special rewards.

2. Choosing attackers

The player decides who will take part in the fight. Only their Hero and Allies who are untapped and in the World can take part. There must be a minimum of one attacker, of course, and the maximum is defined by the Hero's MP.

3. Choosing defenders

The defending player now chooses who among their Hero and Allies will attempt to block the attack and protect the target. Once again, the defenders must be untapped and in the World. Multiple defenders may block a single attacker. Attackers that are not blocked at the end of the battle are considered **free** and inflict their Damage to the target.

4. Action

When everything is set, the players get one action at a time. They may use an Action or Spell card, use an active card's power, or move a defender whose assigned attacker has already been destroyed. Lastly, they may choose to pass; if both players pass consecutively, the next step begins.

5. Duel

Each skirmish between an attacker and its blockers is resolved in the order chosen by the attacking player. Opposing cards deal their Strength value and Element in Damage to the enemy, even if they are tapped. A given card may only attack one other card: an attacker, for instance, may not strike two defenders. If an Ally receives as much Damage as it has Strength or more (or less if previously damaged), it is immediately destroyed. Otherwise the Damage received remains until the end of the turn.

6. Striking the target

When all duels are done, every **free** attacking card inflicts its Damage to the target, in the order of the attacking player's choice. The target may then deal its Damage to one of the attackers, as chosen by the defending player.

7. End of battle

Now that all eligible Damage has been dealt, all cards involved return to the World, tapped. If a Challenge was set, verify its conditions and hand out the appropriate rewards.