WORLD OF TANKS

THE CARD GAME

RULEBOOK

TABLE OF CONTENTS

ONLINE MANUAL

GAME OVERVIEW

ABOUT THE GAME

World of Tanks: The Card Game is a dynamic game that incorporates deck-building. It's up to you to decide which vehicles you want to play and what strategy you'll adopt. Do you feel like overwhelming your opponent with waves of small and fast tanks? Or perhaps you prefer to rely on heavier equipment that crushes everything in its path? You've got it all here. While creating this game, we focus on tank battles to ensure the duels feel as intense and satisfying as possible. Our goal is to provide every strategist with the opportunity to discover their favorite playstyle and path to victory.

WINNING

Your objective in World of Tanks: The Card Game is to achieve victory point dominance and to destroy your opponent's bases.

THE CARDS

In World of Tanks: The Card Game, there are two types of cards:

▌ COMBAT CARDS

Combat cards are the only type of card you include in your deck. Thanks to their versatility, each card can be deployed as a **vehicle**, attached to a vehicle as a **crew**, or constructed as an **ammo depot**. These cards are the core of the entire game.

▌ BASE CARDS

These are always used in sets of three. Once revealed, they provide various effects that help you stage a comeback and achieve victory. Base cards also serve two additional functions:

I. They help determine the position of your vehicles on the battlefield, which is crucial to gameplay.

II. They show how close the player is from losing the game.

Keep in mind that base cards are never part of your deck.

PARTS OF A CARD: COMBAT
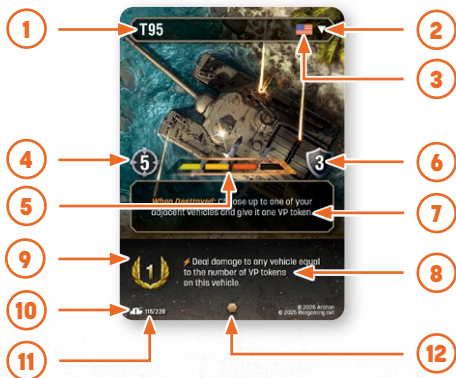
1. **Card name:** The name of the card.

2. **Type:** Indicates the type of vehicle. This primarily affects the range of vehicle attacks. In the game, there are 5 types of vehicles:

Light Tank (◆), Medium Tank (✦), Heavy Tank (✦), Tank Destroyers (▼), and Self-Propelled Guns - SPGs (■).

3. Nation: Indicates which nation the card belongs to.

4. Firepower: Indicates how much damage the vehicle deals when attacking.

5. Attack cost: The amount of ammo that must be paid to attack with this vehicle.

6. Hit points: Indicates how much damage the vehicle can receive before it is destroyed.

7. Vehicle effect: The effect the card has while it is on the battlefield as a vehicle. Some effects are activated only at specific moments (e.g., **When Deployed, After Attack, When Destroyed**) and some remain active as long as they are on the battlefield (∞).

8. Crew effect: The effect the card has when it is attached to a vehicle as crew. Some effects are activated immediately (⚡), while others remain active as long as they are on the battlefield (∞).

9. **Victory points (VP):** Indicates how many victory points this card provides during scoring, when deployed as a vehicle or attached as crew.

10. **Expansion symbol:** Indicates which expansion the card belongs to. This has no effect on gameplay.

11. **Collector card number:** Helps organize cards in your collection by set. This has no effect on gameplay.

12. **Rarity:** Defines how rare a card is. We distinguish them through:

STANDARD BASE   COMMON

UNCOMMON   RARE

LEGENDARY   PREMIUM

PARTS OF A CARD: BASE

1. **Card Name**
2. **Nation**
3. **Collector Card Number**
4. **Expansion Symbol**
5. **Rarity**
6. **Base Effect:** The effect provided by a base.

TOKENS

DAMAGE TOKEN

Damage tokens are used to mark the damage that a vehicle has received. Place these tokens on the vehicle. Damage tokens are removed when the vehicle leaves the battlefield.

VP TOKEN

VP tokens are placed on vehicles and count towards your total victory points during the scoring phase. They are removed when the vehicle with VP tokens leaves the battlefield.

BASE TOKEN

Base tokens are placed on base cards at the beginning of the game. When a base is flipped, place the token on its face-up side. The base token helps clearly indicate which cards are base cards.

AMMO TOKEN

Ammo tokens can be used to pay for attack costs or card effects that require ammo. Once used, remove them from your ammo zone.

ORDER TOKEN

Order tokens indicate which player is first. The gold side represents the first player, while the silver side indicates the second player.

1ST PLAYER   2ND PLAYER

ZONES IN THE WORLD OF TANKS TCG

BATTLEFIELD

Ammo zone	Base zone		Vehicle position / Attached Crew
		Base Card	Vehicle position / Attached Crew
		Base Card	Vehicle position / Attached Crew
		Base Card	Vehicle position / Attached Crew
			Vehicle position / Attached Crew

Junkyard

Player deck

▌ BATTLEFIELD

The battlefield is the primary zone where each player deploys their vehicles and attaches crews to them. It consists of five positions for your vehicles and five opposing positions for your opponent's vehicles. Each of your positions are directly opposite an opponent's position, forming five columns with 2 positions (1 position for each player).

Note: You may only deploy your vehicles to your own positions on the battlefield. You cannot place cards in your opponent's positions, and vice versa. "Adjacent position" is a term used to describe two vehicles belonging to the same player that are directly next to each other.

▌ BASE ZONE

This zone is where you place your three base cards at the start of the game. During the game, neither player may look at face-down bases or rearrange the positions they were originally placed in.

❙ AMMO ZONE

Cards played as ammo depots and any ammo tokens you gain are placed in your ammo zone. At any point during the game, you may look at the face down cards in your ammo zone; however, your opponent is not allowed to view them.

❙ DECK

You draw cards from your deck during the game. Each player starts the game with a deck consisting of exactly 40 combat cards, placed face down. Players are always allowed to know how many cards remain in each deck, but no player may rearrange the order of cards in any deck or look at its contents.

❙ JUNKYARD

Each player has their own discard pile, called the junkyard. Whenever a card is destroyed or discarded, it is placed face up into its owner's junkyard. All players may freely look through any junkyard at any time. The order of cards in the junkyard does not matter.

❙ HAND

Whenever you draw cards, you add them to your hand, keeping them hidden from the other player. You

may look at the cards in your own hand at any time, but you may not look at the cards in your opponent's hand. There is no hand size limit in this game.

SETTING UP

Each player takes a deck consisting of exactly 40 combat cards and 3 base cards.

Each player will also take: order, VP, damage, base, and ammo tokens. Place these tokens within easy reach.

At the start, each player places their 3 base cards adjacent to each other (see page 12) and face down in their own base zone. Bases also determine battlefield alignment. You should assume that your middle base card also defines the central line of the battlefield.

Your opponent should place their 3 base cards directly across from yours, creating 3 parallel columns from your bases to the enemy's bases. Then:

1. Place a base token on each of your face-down base cards to indicate that the card is a base.

2. Shuffle your deck.

3. Determine the first player by flipping a coin, rolling a die, or any other similar method. The player who goes first places their order token with the gold side face-up to indicate they are the first player. The second player places their token with the silver side face-up.

4. Draw 8 cards for your starting hand. If you are not satisfied with the cards you drew in your starting hand, you may choose to perform a redraw. To do so, shuffle all cards from your hand back into your deck, then draw 8 new cards. This option may only be used once per game.

Note: The first player decides whether to redraw first. Once their decision is made, the second player may then choose whether to redraw or not.

ROUND STRUCTURE

Each round follows these steps in order:

1. Start of the round
2. Action phase
3. Before scoring
4. Scoring phase
5. Prepare phase
6. End of the round

START OF THE ROUND

Any effects that trigger "at the start of the round" are resolved now, starting with the first player. When the first player resolves all their start-of-round effects, the second player then resolves all of their own effects.

ACTION PHASE

During the action phase, starting with the first player, players must choose to do one of three actions:

I. **Play a card** - Play a card from your hand as a vehicle, crew, or ammo depot.

II. **Open fire** - Attack with one of your vehicles on the battlefield.

III. **Pass** - Choose not to take any more actions for the rest of the round.

Players alternate and take turns performing one of these actions until both players pass.

I. Play a card

A card from your hand can be played in one of three ways. It's important to note that playing a card does not cost anything.

» **As an ammo depot: <u>Once per round</u>**, you may play a card supplied and face down into your ammo zone - this is known as constructing an ammo depot. Cards played this way help you pay the cost of attacks. Whenever you use an ammo depot, unsupply it.

WHAT ARE SUPPLIED AND UNSUPPLIED CARDS?

Some game rules and card effects require you to unsupply a card in play. To unsupply a card, turn it sideways.

Once a card is unsupplied, you can not unsupply it again until it's been supplied by a game rule or card effect. To supply a card, turn it back upright.

SUPPLIED   **UNSUPPLIED**

» **As a vehicle:** Place the card as supplied and into an empty position on your side of the battlefield - this is known as deploying a vehicle. If the card has a „When Deployed" effect, this is the moment it is resolved. A vehicle cannot change the position it was deployed unless a card effect specifically allows it. If you play a card as a vehicle, it only has its vehicle effect. Crew effects are ignored in this case and aren't applied.

» **As crew:** Place the card beneath one of your own vehicles on the battlefield that doesn't already have a crew attached to it. This is known as attaching a crew. Slide the card partially under the vehicle so that only the crew effect and VP value remain visible. If a crew has an ⚡ effect, resolve it immediately after the crew card is attached onto the vehicle. When a vehicle with an attached crew leaves the battlefield (is destroyed, returned to your hand, etc.), the attached crew is immediately destroyed.

After playing a card and resolving all effects, your turn ends.

II. Open fire

You attack by paying the attack cost of one of your supplied vehicles. After performing this action, **you will only be able to perform the "Open fire" or "Pass"** action until the end of the round.

III. Pass

Declaring a pass means you end your actions for this round. After passing, your opponent may continue taking their turns freely until they also pass — without worrying about further interference from you. When both players have

declared a pass, the game proceeds to the "before scoring" phase (see page 25).

❘ ATTACKING WITH VEHICLES

If you want to attack with one of your vehicles, follow these steps:

I. Choose one of your supplied vehicles. You may only choose a vehicle whose attack cost you can pay.

Examples: to attack, you must pay:

0 AMMO -

4 AMMO -

II. Pay the attack cost of the chosen vehicle by spending a number of ammo equal to the attack cost. To pay ammo you can do one of the following:

» Unsupply one of your ammo depots.

» Remove one ammo token from your ammo zone.

» Put a card from your hand to the junkyard.

Example: If your attack cost is 3, you can unsupply one ammo depot, spend one ammo token, and put one card from your hand into the junkyard. Alternatively, you may unsupply two ammo depots and remove one ammo token, or even put three cards from your hand to the junkyard to gain three ammo - the choice is yours.

III. Pick a position the chosen vehicle is able to attack. It's important to understand that vehicles attack differently depending on their type:

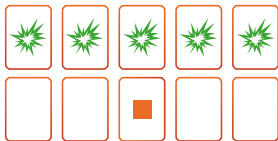» Tank Destroyer (▼): Can only attack the enemy position directly opposite its own.

» Light, Medium, and Heavy Tanks (◆, ◆, ◆): Each can attack either the position directly opposite or one of the two adjacent enemy positions (diagonally left or right).

» **SPGs (■):** Can attack any enemy position, regardless of where it is currently deployed.

Note: Any vehicle may attack a valid enemy position, even if no enemy vehicle is present there. This still counts as an attack, but no damage is dealt.

IV. If there is a vehicle in the chosen position, deal damage equal to your vehicle's firepower to that target. Place the appropriate number of damage tokens on the target. Damage tokens remain on vehicles between rounds. If a vehicle has damage tokens equal to or greater than its hull points, it is immediately destroyed and moved to the junkyard. The crew attached to this vehicle is also destroyed and moved to the junkyard.

V. Unsupply your attacking vehicle. If the vehicle has an "After Attack" effect, resolve it now. Once all effects are resolved, the attack is fully completed and your turn ends.

Note: Attacks performed through card effects aren't treated as taking the "Open fire" action, which means that you can still play cards in subsequent turns. However, you must still pay the attack cost and unsupply the vehicle when performing an attack this way.

Example: You decide to open fire and attack with your M46 Patton. When declaring the attack, you have to pay 2 ammo. If you do, choose one of three available positions: the E 75 directly acrossfrom your M46 Patton, or either of the adjacent positions: the Grille or the empty enemy position. You choose to attack the E

75. Apply damage tokens equal to your M46 Patton's firepower (in this case, 2) to the target. Unsupply your M46 Patton.

BEFORE SCORING

Any effects that trigger "Before Scoring" are resolved now (First player resolves all effects first).

▌ SCORING PHASE

Each player counts all their VP from vehicles, crews, and VP tokens on their vehicles. The player with the highest total of VP wins the round and chooses one of the opponent's face-down bases, then flips it face-up. Place a base token on the face-up side of the base. If the revealed base has an "Immediately after reveal" effect the base's owner resolves that effect. The remaining effects of bases occur at the moment specified by the revealed base.

Example: On the battlefield, you have three vehicles (T37, TS-54, and T95), providing you with 2, 0, and 1 VP respectively. Additionally, one of them has an attached crew worth 4 VP and also has two VP tokens. After adding the VP values from vehicles, crew, and VP tokens, the total is 9 VP.

Tie: In the case of a VP tie, both players reveal a base. The first player chooses one of the second player's face-down bases, then flips it face-up. After the second player resolves the revealed base's effect (if any), only then does the second player choose and reveal one of the first player's bases. It's also important to note that if the first player reveals the opponent's third base in such a scenario, the game immediately ends with a victory for the first player. Do not resolve the remaining phases.

▌ PREPARE PHASE

This phase consists of several smaller subphases played in order:

I. Each player, starting with the first player, may choose any number of cards from their hand and put them in their junkyard.

II. All vehicles and ammo depots become supplied.

III. The player who lost the round decides which player will be the first player for the next round. In the case of a tie during that round, the second player makes the decision. Each player flips their order token to show whether they are the first or the second player.

IV. Each player draws cards from their deck until they have 8 cards in hand.

END OF ROUND

At this point, the round ends and players proceed to the "start of round" phase thereby beginning a new round.

ENDING THE GAME

If at any point during the game any player has 3 face-up bases, the game ends immediately. That player loses, and the other player is the winner of the game.

DECKBUILDING

Creating your own custom deck is easy and offers plenty of enjoyment thanks to the variety of tactical options available. Everyone can choose their favorite vehicles or crew, creating unique combinations and strategies. However, when creating your deck, you must follow the rules below:

Prepare 3 base cards and a deck consisting of exactly 40 combat cards.

» Your deck cannot contain more than 3 copies of any single combat card. Additionally, you cannot have duplicate bases in play — each of your three bases must be different.

» Your deck may include 1 to 3 different nations, but only one of them can be a "main faction". Main factions are: Germany, U.S.S.R, U.S.A, France, and U.K.

Example: You may create a deck with USA, Sweden, and Poland — only USA is a main faction. You may create a deck using only Japan and Italy — you're not required to include a main faction. However, you cannot create a deck with both USA and France, because your deck can only include one main faction.

» You must include at least 10 combat cards and 1 base card from every nation in your deck.

KEYWORDS

Keywords are shorthand terms that define specific effects. Below is the complete list of all keywords and their effects.

▌ THICK ARMOR

This vehicle takes 1 less damage from attacks by Light Tanks.

▌ REPAIR (X)

Remove damage from a vehicle equal to the Repair value (e.g., when using Repair (2), remove 2 damage from the selected vehicle).

▌ EXPLOSIVE AMMO

If this vehicle attacks a vehicle that already has damage on it, the attacking player may destroy the target vehicle instead of assigning damage.

▌ BLITZ

You may immediately attack with this vehicle after you deploy it. Attacks performed using Blitz aren't

treated as „Open fire" – the player can still play cards in the following turns.

▎ DOUBLE SHOT (X)

After this vehicle attacks for the first time in this round, you may pay ammo equal to the Double Shot value. If you do, perform a second attack with this vehicle, without paying the ammo cost.

▎ TRIPLE SHOT (X)

After this vehicle attacks for the first time in this round, you may pay ammo equal to the Triple Shot value. If you do, perform 2 additional attacks with this vehicle, without paying the ammo cost. These additional attacks deal only baseline firepower damage. This vehicle no longer becomes supplied during your prepare phase (mark it by rotating the card 180 degrees), and is treated as unsupplied.

▎ REPOSITION

When a card effect tells you to Reposition one of your vehicles, choose a position on your side of the battlefield that fits the condition on the card (if any). If there was already a vehicle in that position, they swap positions.

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