



**Card Name:** Dueling Flag or Duel Flag

**Mana Cost:** 2

**Attack:** 0

**Health:** 4

**Artwork:** The Flag that appears when dueling someone in World of Warcraft, with background terrain.

**Summon Voice Line:** 'DuelingFlagSpawn' (according to wowhead's sound list.)

**Attack Voice Line:** 'DuelingFlagSpawn' or the notification sound of when you are challenged to a duel.

**Death Voice Line:** 'DuelingFlagDeSpawn'

This card was designed with the idea of balancing the power of different types of decks in Hearthstone. With Aggro decks being the most prominent and powerful, other decks can have a hard time competing. Mid-range, combo, and control decks can still work, but decks like 'Pirate Warrior' were a real problem for a time. Even with the nerf to pirate decks, aggro decks are still strong. This card could be used early game to slow the game down enough for the player to have enough mana to try and clear the other player's board or at least fight for control of the board. The card serves a similar role to that of 'Doomsayer', but does not give the player tempo or board advantage. It, instead, aims to slow down the constant flow of powerful 1 and 2 drops. It keeps a swarmed board at bay early on, giving the other player a chance to counter play rather than be rushed down. Later in the game it can help a player who is behind on tempo get back in the game if played with a taunt card or some other form of protection. It could even make decks like 'Taunt Warrior' more viable. With that in mind the 'deal 1 damage to this minion' part of the card was added. Originally without that effect, if the card was played with cards such as 'Hogger' it would be impossible to kill it without a removal spell. Even with the thought of a overpowered control deck meta, this card does not clear the board or give extra tempo to the player who plays it. It is meant to help the player who is behind, but be very situational to the player who is ahead.