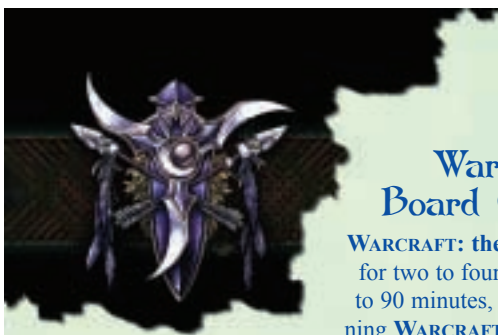




English Rules



Warcraft: the Board Game

WARCRAFT: the Board Game is a game for two to four players, playable in 60 to 90 minutes, based on the award-winning **WARCRAFT** computer game by Blizzard Entertainment.

Introduction

In **WARCRAFT: the Board Game**, each player commands one of four races: the Human Alliance, the Undead Scourge, the Orcish Horde, or the Night Elf Sentinels. Over the course of play, the players attempt to lead their race to victory through military might, magical power, and a strong economy.

Scenarios

The heart of **WARCRAFT: the Board Game** is the **scenario**. Before you play the game, you must choose which scenario you are playing. The scenario will tell you how to set up the game, any special rules for playing the game, and how to win the game. There are several scenarios listed at the end of these rules.

Feel free to invent your own scenarios with the components provided herein. You may also visit www.fantasyflightgames.com for additional scenarios and exciting new options for your **WARCRAFT** board game.

To get you started, these rules explain the “main game” scenario, which is suitable for two or four players. (For a three-player game, see “The Elf Gate” at the end of these rules.) Once you’ve played the main game, you may want to try the scenarios listed at the end of these rules.

Object of the Main Game

In the two-player main game, the first player to hold 15 victory points at the end of his turn wins. In the four-player main game, the first *team* to hold 30 victory points at the end of either teammate’s turn wins. Victory points are gained through experience cards, upgrading units, and by controlling certain key locations on the board.

Alternately, a player is immediately eliminated from the game if his Town is captured by enemy units. Remove that player’s workers, units, and Outposts from the board. If playing a team game (as in the four-player main game) that player’s teammates are also eliminated from the game. If this leaves only a single player or team in the game, the game ends and that player or team wins.

The Four Races

The four races that players may choose between are listed below.

The Human Alliance

The Human Alliance, containing Humans, Elves, and Dwarves, is one of the most versatile races in the game, with equally good melee, ranged, and flying units. The Human color is blue.

The Orcish Horde

The Horde contains Orcs, Trolls, and Taurens, along with the creatures they have tamed. They possess the most powerful melee units in the game, but they have poor flying units. The Orc color is red.



The Undead Scourge

The Undead Scourge is composed of hideous creatures, many of whom have been raised from the dead to serve their dread masters. Like the Humans, the Scourge are a balanced and versatile army, not specializing in any one unit type. The Undead color is purple.

The Night Elf Sentinels

The Night Elves of Kalimdor are a mighty and ancient race allied with the creatures of the forest. The Night Elves boast the most powerful ranged units in the game, but they have poor melee units. The Night Elf color is green.

Components

13 Board Pieces
40 Wooden Melee Unit Markers (10 per Race)
28 Wooden Ranged Unit Markers (7 per Race)
16 Wooden Flying Unit Markers (4 per Race)
4 Town Interfaces (1 per Race)
8 Outpost Markers (2 per Race)
32 Building Tiles (8 per Race)
32 Worker Markers (8 per Race)
36 Unit Tiles (9 per Race)
84 Experience Cards (21 per Race)
100 Resource Tokens (50 Gold, 50 Wood)
18 Depletion Tokens
14 Quest Tokens
4 Battle Dice
1 Resource Die

Before you play the game for the first time, punch out the cardboard pieces from their frames carefully so that they do not tear.



Board Pieces

The board pieces are put together in various configurations to form the game board. Each board piece is double-sided, with a different color/number code (such as “Cyan 7” or “Magenta 2”) on each side. Each board piece also has two or more spaces on it. There are six different types of spaces:

- **Town Space:** Each race has its own Town space. Your units and workers come into play in your Town space. If your Town space is ever occupied by enemy units, you are eliminated from the game. This space is also worth 3 victory points. As long as you have at least one unit here, you have 3 victory points.

- **Forest Space:** If you have workers in this space, you may harvest wood here.
- **Goldmine Space:** If you have workers in this space, you may harvest gold here.
- **Mountain Space:** Only flying units may enter this space.
- **Objective Space:** The victory points listed in this space contribute to your total if you have any units here.
- **Clear Space:** This space has no game effect.

Melee, Ranged, and Flying Units



Melee Unit

Ranged Unit

Flying Unit

These wooden markers represent your combat units on the board. Over the course of the game, a single marker may represent several different types of units as you upgrade your troops.

Worker Markers



Night Elf Worker

Human Worker

Orc Worker

Undead Worker

Worker Icon

These cardboard markers represent your non-combatant forces who harvest lumber, mine gold, and construct buildings for you. (Note that in the game, workers are often referred to by the worker icon, illustrated above.)

Town Interfaces



Orc Town Interface
(Each race has its own Town interface)

These cardboard interfaces represent the home Town where your units are trained and buildings are constructed. Your Town interface is not part of the game board, but is placed in front of you.

Building Tiles



Melee Unit Building

Ranged Unit Building

Flying Unit Building

These tiles represent the buildings in your Town where new units are trained. Each building is labeled with the type of unit it produces (melee, ranged, or flying) and that unit's cost in gold and wood. You need multiple buildings in order to upgrade units or train more than one unit at a time. (Upgrading and training units are detailed later in these rules.) Building tiles are placed in front of you with your Town interface.

Outpost Markers



Night Elf
Outpost



Human
Outpost



Orc
Outpost



Undead
Outpost

If you have an Outpost in play, you may bring units and workers into play in the same space as your Outpost.

Dice

The four smaller dice are used in battles, while the larger die is called the "resource die" and is used to determine how many gold or wood tokens you gain when harvesting a Goldmine or Forest space.

Unit Tiles

These tiles provide you with important information about your units on the board. These are also used when upgrading a specific unit type (flying, ranged, or melee) to a stronger level.

1. Type: This icon indicates which unit type (melee, ranged, or flying) the tile is describing. (In this example, the tile provides details for the current Orc melee unit.)

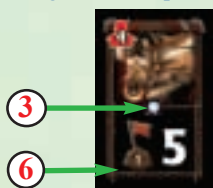
2. Level: This number indicates how far the unit type has been upgraded.

3. Special Ability: This icon indicates what special ability, if any, the unit type has (as described in the "Unit Special Abilities" diagram on the back of this rules booklet).

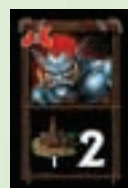
4. Upgrade Requirement: This indicates how many and what types of buildings you must have in order to upgrade this unit type to its next level.

5. Strength: This number indicates how effective this unit type is in combat. The higher the number, the better the unit fights.

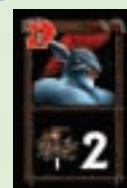
6. Victory Point: Each of your unit types, when upgraded to its highest level, provides you with 1 victory point.



Melee Unit



Ranged Unit



Flying Unit

At the beginning of the game, all your tiles of the same type (ranged, flying, or melee) are stacked in order of Level, so that the Level 1 tile is on top. The tile at the top of the stack provides the vital information for all your units of that type. As you upgrade your unit tiles, better abilities rise to the top, making all your units of that type more effective in the game.

Experience Cards



These cards represent abilities your race learns through battle, spells cast by the magic-using members of your race, and your race's other unusual abilities. Each race's experience deck is unique. Each player starts with three cards at the beginning of the game and draws additional cards during battle.

Gold and Wood Tokens



Gold



Wood

These tokens represent the gold and wood resources in the game. When your workers mine gold and harvest wood, you roll the resource die and take the indicated gold and wood tokens to show how many resources you have stockpiled.

Depletion Tokens



Partial



Complete

These tokens are used to indicate that a Forest or Goldmine space is partially or completely depleted of its resources. One side of the token indicates "partial depletion" while the other indicates "complete depletion." (Depletion is explained later in these rules.)

Other Tokens

The other tokens found in your **WARCRAFT** board game are used in the specific scenarios found at the end of this rules booklet.



Game Setup

Follow the steps below to prepare for the *main game scenario*. Other **WARCRAFT** board game scenarios have their own unique set up and rules.

1. Create the Game Board

First, you must put the game board pieces together to form the game board. For a four-player or two-player game, create the board as described in the "Game Board Creation" diagrams on the next page. Note that the game board is configured differently for two and four-player games.

For a three-player game, use the board and rules for the "Elf Gate" scenario described at the end of these rules.

Four-Player game: All the races are used and the board is set up as the diagram illustrates. The Human and Night Elf players form one team, while the Orc and Undead players form another (see "Team Play," later in the rules).

Two-Player Game: Randomly choose two races. The other two races are not used. Set up the board as illustrated on the "Two-Player Setup" diagram. Note that, if you are using the Humans or Night Elves, you must flip the Town board piece (from the cyan side to the magenta side) to achieve the correct Town space location as illustrated in the diagram.

2. Setup Town Interfaces

Randomly determine which race each player will play during the game. Alternately, if the players agree, each player may choose the race he likes best.

Each player takes the Town interface, experience cards, tiles, units, and markers for his race, and places them on the table in front of him (as illustrated in the "Town Setup" diagram).

3. Starting Resources

At the beginning of the game, separate the gold and wood tokens from each other and place them in two separate piles. Each player receives 5 wood tokens and 5 gold tokens from these piles.

4. Place Starting Units

Each player takes three melee units and three workers from his reserves and places them on his Town space on the game board.

5. Arrange the Unit Tiles

Each player stacks his unit tiles in three stacks by unit type (ranged, flying, and melee) in order by Level, so that the Level 1 tile is on top.

6. Draw Cards

Each player shuffles his experience card deck and draws three cards. Players may look at the cards in their hands.

7. Choose First Player

Select one player at random to be the first player. The main game is now ready to begin.



Town Setup

This diagram shows a player's Town setup at the beginning of the game.

- 1** Sort your unit, building, Outpost, and worker reserves into separate piles and place them near your Town Interface.
- 2** These are your beginning stockpiles of gold and wood. Over the course of play, you will add harvested gold and wood tokens to these stockpiles.
- 3** When you construct new buildings, they come into play here.
- 4** Sort your unit information tiles by type (ranged, flying, melee) and stack them by Level so that Level 1 is on the top. Place the three stacks as illustrated.



Game Board Creation: Four Player Game

After placing the 13 game board pieces (cyan pieces 1 through 13) as illustrated, gently press them together so there are no gaps in the game board.

The Turn Sequence

WARCRAFT: the Board Game is played over a series of turns. Each turn is divided into four steps. The steps of the turn are:

- Step 1. Move
- Step 2. Harvest
- Step 3. Deploy
- Step 4. Spend (Train, Construct, or Upgrade)

During each step, each player, starting with the first player and continuing clockwise, performs the actions that take place during that step. Once each player has completed the step, that step is over and the next step begins.

After the last step of the turn, the turn ends. When this happens, the player to the left of the first player becomes the new first player and a new turn begins.

Stacking Limits

You may never have more than three of your units in one space at the end of your Move Step.

Likewise, you may not have more than three of your workers in one space at the end of your Move Step.

These stacking limits are separate from each other. That is, you can have three units *and* three workers in the same space, but you may not exceed three of either type in the same space.

Note that these stacking limits apply only to your own units and workers. You may, for example, move three units into a space occupied by three enemy units, so there are six units in the space (thus resulting in a **battle** at the end of your Move Step, as explained under "Battle," later in the rules).

Also, see "Team Play" for a description of how stacking limits work in a team game.

Step 1: Move

During your Move Step, you may move each of your units and workers on the board once. You may move each melee or ranged unit 1 space and each flying unit or worker 2 spaces in any direction, except as noted below.

Flying Unit and Worker Speed

Flying units and workers may move up to *two* spaces during your Move Step.

Unit Encounters

If one of your units is moving multiple spaces (either because it is a flying unit or through the use of a "Fast" card) and it enters a space that contains an enemy unit, enemy worker, or enemy Outpost, it must immediately stop moving.

Worker Movement Restrictions

Although your workers move like units in most instances, they may not move into spaces containing enemy units, workers, or Outposts unless one or more of your units is already in that space (although it's okay if your unit just moved into that space during this turn).

Mountains and Flying Units

Only flying units may move into mountain spaces (as illustrated in the "Movement Examples" diagram).

Check for Battles

After you move your units during the Move Step, any space containing at least one of your units and at least one enemy unit will erupt into **battle** (see "Battle," later in these rules, for complete details).

Two Player Game



If there is more than one battle on the board after you have moved your units, you may resolve the battles in any order you wish. All battles must be resolved before the step can continue.

Note: Moving a unit into a space occupied by an enemy worker does *not* cause a battle.

Defenseless Workers, Outposts, and Towns

After all battles have been resolved, any workers or Outposts in spaces containing enemy units are automatically destroyed and removed from the board.

If all players have finished their Move Steps, and after all battles have been resolved, any player whose Town space contains enemy units places a partial depletion marker (that is, a depletion marker with the “partial depletion” side face-up) on his Town space. This marker cannot be removed from the space by any means.

If there is already a partial depletion marker on the Town, that player and any teammates he may have are immediately eliminated from the game. Remove those players’ workers, units, and Outposts from the board. If this leaves only a single player or team in the game, the game ends and that player or team wins.

Play Continues

After a player’s Move Step is complete and any resulting battles have been resolved, that player’s Move Step is over. It is now the next player’s Move Step. If all players have completed their Move Steps, the game moves on to the Harvest Step.

Step 2: Harvest

During your Harvest Step, you collect gold and wood resources from the Goldmine and Forest spaces in which you have workers.

Start by mining gold. Identify each Goldmine space in which you have at least one worker, and roll the resource die once for each worker that you have on the Goldmine space. Collect the number of gold tokens shown on the die each time you roll it.

In the same manner, for each Forest space in which you have at least one worker, identify each space you are harvesting, then roll the resource die once for each worker you have in the Forest space, collecting the number of wood tokens shown each time you roll.

Example: The Orc player has one worker in a Goldmine space and another in a Forest space. He rolls the resource die for the worker in the Goldmine and gets a “1,” so he takes one gold token from the gold pile and puts it into his personal stockpile. He then rolls the resource die for his worker in the Forest space and gets a “2.” He puts two wood tokens in his stockpile.

Your resources must be kept in front of you in plain sight. If another player asks you how many resources you have, you must answer honestly.

If the resource pile you need to draw from is empty, use pennies or some other marker to keep track of your excess resources, or write them on a sheet of paper.

Depleting Resources

Goldmines and Forests don’t last forever. When rolling the resource die, if you roll a “3,” you must place a partial depletion token (that is, a depletion marker with the single line on it face up). This signifies that the space is *partially depleted*.

If there is already a partial depletion counter on the space, turn it over so that the cross side is face up. Spaces with cross depletion counters on them are *completely depleted*. Spaces that are completely depleted no longer produce resources during the Harvest Step.

Note: As your Goldmines and Forests become depleted, you may wish to move out and claim new resource spaces in order to build the things you need.

Multiple Workers

You may have up to three workers on a single Goldmine or Forest space. If you have multiple workers on Goldmine or Forest spaces you are harvesting, you must roll once for each worker, but do so *one roll at a time*. If a roll causes the space to become depleted, you do not get to make any remaining rolls for that space.

Example: The Orcs have one worker on one Forest space, two workers on another, and two workers on a partially depleted Goldmine space. The Orc player rolls once for the first Forest and gets a “2,” then rolls once for the second Forest and gets a “3,” so he puts a depletion marker (half a cross facing up) on that space. Finally, he rolls a second time for the second Forest and gets a “1.” Adding up his rolls, he draws 6 wood tokens from the pile of wood tokens. Next, he rolls a “3” for the half-depleted Goldmine space and draws 3 gold tokens. He turns the depletion marker on the Goldmine over so the full cross is showing (indicating that it is completely depleted). His remaining worker there is useless, and cannot harvest this turn. He would be well-advised to move the workers in that space somewhere else next turn.

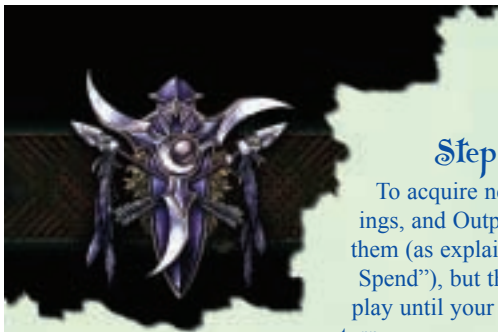
Play Continues

After a player has collected resources from each Goldmine and Forest space in which he has workers, that player’s Harvest Step is over. It is now the next player’s Harvest Step. If all players have completed their Harvest Steps, the game moves on to the Deploy Step.

Movement Examples

- This flying unit can move two spaces, but is moving into a space occupied by enemy units, so it must stop. A battle will occur in this space at the end of the active player’s Move Step.
- This space has had the “Fast” card played on it, allowing the melee and flying units here to move three spaces this turn.
- This unit cannot move to the space below because there are already three friendly units in that space.
- This unit cannot move to the space to its right because it is a mountain space. Only flying units can move into mountain spaces.
- This worker cannot move to the space to its right because that space is occupied by enemy workers.





Step 3: Deploy

To acquire new units, workers, buildings, and Outposts, you must purchase them (as explained under “Step 4: Spend”), but they do not come into play until your Deploy Step on the next turn.

Deploying Units and Workers

During your Deploy Step, you may take any of your units and workers that are *in training* (as explained later in these rules) and place them on your Town and/or Outpost space. (See the “Deploying Units” diagram for an example.) If units or workers enter play in a Town occupied by enemy units, no units or workers (regardless of whose they are) may leave the space, and the battle is resolved during the Move Step as normal.



When deploying a unit, remove the unit marker from the building in which it is training and place it on the board in either your Town or Outpost space.

In the example illustrated above, the Orc player removes the ranged and melee units from the buildings in which they are training and places them in his Town space.

Completing Buildings

Secondly, you may *complete* any of your buildings that are *under construction* (as explained later in these rules) by turning them face up in your Town interface. Return any workers on those buildings to your Town space. (See the “Completing Buildings” diagram for an example.)

Completing Outposts

Finally, you may *complete* any Outposts that are *under construction* (as explained later in these rules) by turning them face up on the board. Place any workers on those Outposts back into the space occupied by the Outpost. Those workers are now free to move, harvest, or construct other buildings. (See the “Completing Outposts” diagram for an example.)

During the Deploy Step, newly completed units and workers may be placed on the board in either your Town space or in a space occupied by one of your Outposts. Units and workers may be placed on a newly constructed Outpost that was completed during the same Deploy Step.



Stacking Limits and Voluntary Delays

When you deploy units and workers onto the board, you may not violate the stacking limits of three units and three workers per space. If you have nowhere to legally place a unit or worker, it remains in training and does not enter play.

Likewise, if the return of a worker to your Town space due to a building’s completion would violate the worker stacking limit, the building remains under construction and does not enter play. Workers constructing buildings may *not* be returned to one of your Outposts in play.

You may always voluntarily choose not to complete a new worker, unit, building, or Outpost when deploying.

Play Continues

After a player has brought his units, workers, buildings, and Outposts into play, that player’s Deploy Step is over. It is now the next player’s Deploy Step. If all players have completed their Deploy Steps, the game moves on to the Spend Step.

Step 4: Spend

During this step, you may choose to spend your wood and gold resources on *one* of the following three options:

- **Train** units and workers
- **Construct** buildings and Outposts
- **Upgrade** a unit type

You may choose not to spend resources on any of these options, but you may not spend resources on more than one.

Option 1: Train Units and Workers

In order to bring new units and workers into play during your Deploy Step, you must first **train** them. Training is performed in three steps:

1. **Select a building** in your Town that can produce the desired type of unit. The building must be complete (i.e., not under construction) and may not have any units training on it already. If you don’t have a building that can produce the unit, you may not train that unit.
2. **Spend the resources** needed to train the unit. This cost is shown on the building that produces the unit. (For instance, buildings that train melee units show 1 gold and 1 wood; therefore, you must spend 1 gold and 1 wood to begin training a melee unit.) To spend resources, simply return the tokens to their respective piles.
3. **Take the unit** from your reserves and place it on top of the building to show that the unit is *in training*.

See the “Example of Training” diagram for an example of training units.

Training Workers

Workers are trained and put into play just like units. Workers are trained on the worker building printed on your Town interface. You may not construct additional worker buildings, so you may only train one worker at a time.



When completing a building, turn the building tile over to show that it is complete. Remove any workers on the tile and place them in your Town space.

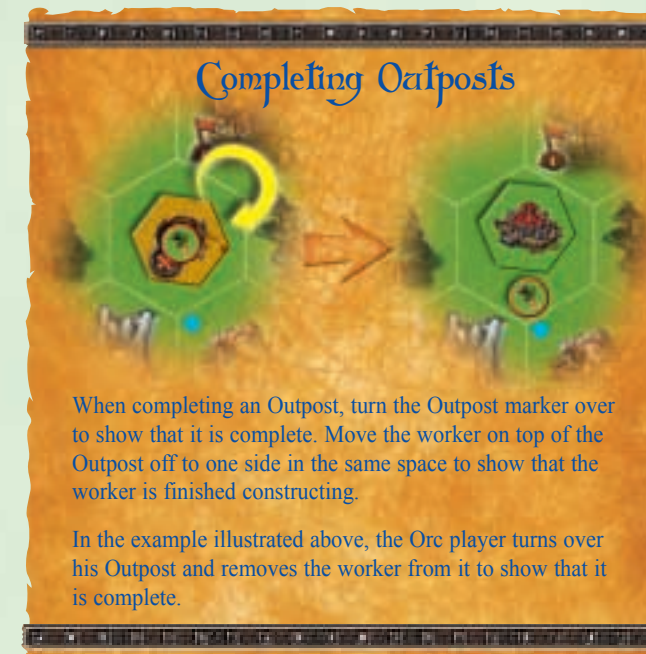
In the example illustrated above, the Orc player turns over his two buildings and removes the workers from them to show that they are complete.

Training Limits

When you train, you may train as many units and workers as your buildings and resources will allow. However, you may not train more units or workers than you have components in the game. Thus, you can only have 4 flying units, 7 ranged units, 10 melee units, and 8 workers in play at once. If they are all in play, some of those units will have to die before you can train more.

Buildings and the Town Interface

Note that your Town interface has two buildings printed on it: a worker building (which produces workers) and a melee building (which produces melee units). If you want to train more than one melee unit at a time, you must construct additional melee buildings. If you want to train other types of units, you must construct the appropriate types of buildings. You may never construct additional worker buildings or train more than one worker at a time.



When completing an Outpost, turn the Outpost marker over to show that it is complete. Move the worker on top of the Outpost off to one side in the same space to show that the worker is finished constructing.

In the example illustrated above, the Orc player turns over his Outpost and removes the worker from it to show that it is complete.

Example of Training



In this example, the Orc player has three melee buildings (one on his Town interface and two that he has built) and a flying building.

He wants to train two melee units, so he spends 2 gold and 2 wood (the cost listed on the melee buildings) and places a melee unit from his reserves on each of the two melee buildings. He also wants to train a flying unit, so he pays the required 2 gold and 2 wood, and places a flying unit from his reserves on the flying building. Finally, he would like to train a ranged unit, but has no buildings that produce them, so he cannot do so until he constructs such a building.

Option 2: Construct Buildings and Outposts

In order to bring new buildings and Outposts into play, you must first *construct* them. Doing so not only costs you gold and wood resources, but ties up your workers as well. (Workers who are constructing cannot harvest resources.)

Constructing Buildings

Constructing a building is performed in three steps:

1. Assign a worker. For each building you want to construct, you must have one worker in your Town space. To construct a building, remove one worker from your Town space. This is your *assigned worker*, who is constructing the new building. (If you do not have a worker in your Town space, you may not construct a building.)

2. Spend 2 gold and 2 wood (as described under “Training,” above) to pay the cost of construction. (This cost is also listed on your Town interface for your convenience.)

3. Add the building to your Town. Take the building tile from your reserves and turn it face-down to show that it is *under construction*. Place the assigned worker on top of the building tile, and place the tile adjacent to your Town interface to add it to your Town. This building will be completed during your next Deploy Step unless you choose otherwise.

Construct Outposts

Constructing an Outpost is performed in three steps:

1. Assign a worker. For each Outpost you want to construct, you must have one worker in the space where you have chosen to construct the Outpost. To construct an Outpost, remove one worker from the chosen space. This is your *assigned worker*, who is constructing the new Outpost. (If you do not have a worker in the space, you may not construct an Outpost.)

2. Spend 2 gold and 2 wood (as described under “Training,” above) to pay the cost of construction. (This cost is also listed on your Town interface for your convenience.)

3. Place the Outpost on the board. Take the Outpost marker from your reserves and place it face-down in the chosen space to show that it is *under construction*. Place the assigned worker on the face-down Outpost marker. If this worker does anything (moves, harvests, participates in a battle, is killed, etc.) before the Outpost is completed, the Outpost is destroyed. Otherwise, the Outpost will be completed during your next Deploy Step unless you choose otherwise.

Example: The Orc player wants to construct a melee building and an Outpost. First, he spends 4 gold and 4 wood to pay for both the building and the Outpost. Next, he takes a melee building tile and an Outpost marker from his reserves. He places the melee building tile face-down in his Town, then he pulls one worker from his Town space and puts it on the tile. Finally, he chooses a space on the board occupied by one of his workers. He places the Outpost marker face-down in that space and puts the worker from that space on the marker.

Construction Limits

When you construct, you may construct as many buildings and Outposts as your resources and workers allow you. However, you are limited in the number of buildings and Outposts you can have in play by the number of tiles and markers in the game. Thus, you may only construct 2 melee buildings, 3 ranged buildings, 3 flying buildings, and 2 Outposts.

Option 3: Upgrade

When you choose to upgrade, you may upgrade one or more of your unit types if you have the proper building requirements and resources.

The unit tile for each unit type lists what buildings are required to upgrade that unit type to its next level. If you have at least as many buildings as required, you may spend 2 gold and 2 wood to upgrade this unit. You may choose to upgrade as many of your unit types as your buildings and resources will allow, but **you may not upgrade a single unit type more than once per Spend Step.**

When you upgrade a unit type, place the top unit tile on the *bottom* of its pile. All of your units on the board of that type are now immediately upgraded to the strength and abilities shown on the tile that is now on top of the pile.

Example: The Orc player wants to upgrade his melee units. Looking at his melee unit information tile, he sees that the top tile is Level 1 and requires one melee building to upgrade. The Orc player has at least one melee building, so he spends 2 gold and 2 wood to upgrade his melee units. He takes the top tile (Level 1) and puts it at the bottom of his melee unit tile stack, revealing a new top tile (Level 2). The Level 2 melee unit requires two melee buildings to upgrade. If the Orc player has two melee buildings, then next turn he can pay another 2 gold and 2 wood to upgrade his melee unit again, but for this turn, at least, he must wait.

If a **victory point** symbol is shown *instead* of an upgrade requirement on the unit tile, then you have upgraded that unit type as far as it is possible to go. You can gain up to 3 victory points in this way by upgrading your units (1 point for melee, 1 for ranged, and 1 for flying).

Also note that many unit types have special abilities. The explanations and rules for these special abilities can be found on the back cover of this rules booklet.

Important Note: Carefully choose which units you upgrade. It is difficult to construct enough buildings to upgrade all of your units to their maximum potential, and your choices here will greatly affect your strategy and tactics.

Turn End

After every player has played through the Spend Step, the turn is over. The player to the left of the first player becomes the new first player and a new turn begins.

Upgrading a Unit

The unit's current Level

Upgrade Requirements

To upgrade a unit, you must have the number and type of building listed as its upgrade requirements.

In this example, the Orc player must have 3 melee buildings to upgrade this Level 3 melee unit to Level 4.

When you upgrade a unit, take the top unit information tile and place it at the *bottom* of the stack.

The newly revealed top tile gives you the new Strength and special abilities of all your units of this type.

In this example, the Orc player's melee units are now Level 4. They all have 5 Strength and the Area Attack special ability.

Special Abilities

New Strength



Battlefield Example One

In our first example, the Night Elves (Green) have entered space 1 during the Night Elf player's Move Step. After all movement has been completed, all the battlefields on the board must be resolved.

The Undead and Night Elf units that will participate in the battle are the units in the battlefield (1), plus any Undead and Elf units in the flanks (all the spaces surrounding the battlefield marked in white on the diagram).

The Orc flying unit on space 2, even though it is on a flank, is not participating in the battle, since the participants of the battle are the Undead and the Night Elves. The Undead unit on space 3 will not participate in the battle, since it is not in a flank.

Battlefield Example Two

In our second example, the Night Elf player has moved into two separate adjacent areas containing Undead units. After the Night Elf player has completed all of his movement, the battlefields on the board must all be resolved.

Since there are two battlefields—A and B—the Night Elf player (it is his turn) must decide which of the two battles to resolve first. If battlefield A is resolved first, all the units in battlefield B may participate, since they are in one of A's flanks (and visa versa). If, during a battle, casualties are taken from an adjacent, unresolved battlefield, that battle may never happen if enough units are removed so that only one player's units remain there when the first battle is completed.

The units in space 1 and 2 will participate in either battle, since they are in the flanks of both space A and space B.

The Attacker and Defender

The attacker in a battle is the player whose Move Step triggered the current battle. The defender is the player whose units are being attacked by the attacker. In team play, the attacker's teammates are also considered attackers if they have one or more units participating in the battle. The defender's teammates are also considered defenders if they have one or more units participating in the battle.

The Order of Battle

Battle takes place in a specific sequence, as certain unit types are faster than others. The order of battle is described in detail below.

Phase 1. Ranged Units Attack

Participating ranged units **attack** at the beginning of the battle (see "Attacking," below). Both sides' ranged units attack simultaneously. Casualties inflicted by ranged attacks are then killed and removed from the board. Experience card effects that last for a phase now end.

Phase 2. Flying Units Attack

After the ranged units' attacks have been resolved, any participating flying units

attack (see "Attacking," below). Both sides' flying units attack simultaneously. Casualties inflicted by flying attacks are then killed and removed from the board. Experience card effects that last for a phase now end.

Phase 3. Melee Units Attack

Finally, any participating melee units **attack** (see "Attacking," below). Both sides' melee units attack simultaneously. Casualties inflicted by melee attacks are then killed and removed from the board. Experience card effects that last for a phase now end.

Note: flying units may not be chosen as casualties by any player during the melee phase of combat. If a player has only flying units left in the battle, any casualties left to be assigned this phase are ignored. In other words, melee units cannot normally kill flying units.

A New Round Begins

At this point, experience card effects that last for a round expire and a new round begins, starting with phase 1 again. The battle continues in this manner until one player seizes control of the battlefield (see "Ending the Battle," below).

Attacking

An attack is made by counting up the number of units of the attacking type (ranged, flying, or melee) you have in the battle, and rolling that many battle dice. For example, if you have 2 melee units in the battlefield and 4 more melee units in the flanks, you would roll 6 dice.

You inflict one *casualty* upon your opponent for each of your dice that rolls *equal to or less than* your units' Strength score (as listed on the unit information tile). If you have more units attacking than you have dice, take note of the results and re-roll dice for the additional units. For example, you are attacking with 6 melee units and your melee units have a Strength score of 2. You roll a 4, 3, 1, and 3, then re-roll two dice getting 2 and 6. All told, you inflict two casualties upon your opponent.

Removing Casualties

When you receive casualties, you must remove one of your participating units (in the battlefield or in the flanks) for each casualty that was inflicted upon you. You choose which of your own units are killed and removed from the board, then returned to your reserves. You may *not* choose your workers as casualties.

The defender must remove the first casualty (assuming he has suffered at least one), then the attacker removes a casualty, and so on, until all casualties have been removed. Cards that reduce casualties must be played before the first casualty is removed.

Note: There are strategic choices to be made when removing casualties. First, it often makes sense to remove your cheapest, weakest units first. Secondly, you may end a battle early (effectively "retreating") by removing casualties from the battlefield, even if you still have many units in the flanks (though you must still deal with all remaining casualties before the battle can end). Finally, you may be able to prevent a second battle from happening (see "Multiple Battles," below) by removing casualties from flanks occupied by enemy units before those spaces become battlefields in their own right.

Ending the Battle

Battle continues until the battlefield space only contains units controlled by one race, or is completely empty. Units in the flanks are not considered when checking to see if a battle continues. Thus, a battle can be ended quickly by taking casualties from the battlefield.

The winner of each battle immediately draws one experience card from his deck as a reward for his victory.

Playing Cards

A card can be played whenever the card allows (see the individual card descriptions on the back of the rulebook), but cards played during battle can only be played if you have at least one unit participating in that battle.

Battle

Whenever units controlled by two different players (or two different teams, in a team game) are in the same space together at the end of a player's Move Step, a battle occurs. The space in which the battle begins is called the **battlefield**. All of the spaces *adjacent* to the battlefield are called **flanks**.

All units in the battlefield and the flanks participate in the battle, provided they are controlled by one of the two players whose units are in the battlefield, or their teammates.

When a battle begins, all players who have one or more units participating in the battle draw 1 experience card from their decks. Any time a player runs out of cards in his experience deck, he should shuffle his discard pile to make a new experience deck.



Example of a Battle

The Night Elf player has moved his units into spaces occupied by Human and Orc units, so two battles occur at the end of his move action. The Night Elf player chooses to resolve his battle with the Humans first.

All the Night Elf and Human units in the battlefield and flanks are participating in this battle. The Orc units, even though they are in the flanks, are *not* participating. (This example is not a team game.)

Ranged Attacks

First, the ranged units attack. The Night Elf player has one ranged unit (Strength 2) in the battle and the Human player has two (Strength 3). The Night Elf player rolls a “4” (a miss), and the Human player rolls a “5” and a “2,” which means the Night Elf player must choose one casualty. He chooses one of his melee units in the flanks and removes that unit from the board.

Flying Attacks

Next, the flying units attack. The Night Elf player has one flying unit (Strength 3) and the Human player has two (also Strength 3). The Night Elf player rolls a “3,” inflicting one casualty, and the Human player rolls a “2” and a “6,” also inflicting one casualty. The Night Elf player chooses another melee unit from the flanks, and the Human player chooses his lone melee unit in the battlefield.

Melee Attacks

Finally, the melee units attack. The Night Elf player has four melee units (Strength 2) and the Human player has none. The Night Elf player rolls a “5,” “2,” “3,” and a “2,” inflicting two casualties. The Human player rolls no dice (because he has no melee units in the battle), and must end the battle by removing his two ranged units from the battlefield. (Players cannot choose flying units as casualties during the melee phase.)

Because the Night Elf player is the only player with units in the battlefield, the battle is now over. Because the Human worker is left undefended, it is killed and removed from the board. (If the Human player were able to choose one or both of his flying units as casualties, the battle would have gone into another round, starting over with ranged attacks again.)



If players on both sides of a battle wish to play cards, then the attacker must allow the defender to play his card first. The attacker may change his mind and decide to play a different card or to not play a card at all after seeing the card that the defender played. In team play, each defender has an opportunity to play a card, then each attacker may play a card.

Mountains and Flying Units

Only flying units may move into mountain spaces. Flying units in mountain spaces participate normally during battles. If the battlefield itself is a mountain space, units in the flanks may still participate as normal.

Multiple Battles

At the end of your Move Step, if you have moved your units into *multiple* spaces occupied by enemy units, you must fight *multiple* battles (one battle for each space).

You must resolve each battle separately. Because it is your turn, you must choose the order in which the battles are resolved. Note that if you have two *adjacent* battlefields, the units in those spaces can participate in *both* battles, since the units in one battlefield are in the *flank* of the other battlefield. (See the “Battlefield Examples” diagram for examples.)

Winning and Game End

In the two-player version of the main game, the first player to control 15 victory points at the end of his turn wins the game immediately. In the four-player version of the main game, the first *team* to control 30 victory points at the end of either teammate’s turn wins the game. Victory points can be gained from the following sources:

- **Experience:** Each experience deck has three victory point cards in it, which are each worth 1 victory point when placed face up in front of you.
- **Upgrades:** Each of your three unit types is worth 1 victory point when upgraded to its most powerful form.
- **Board Control:** Many spaces on the board are worth victory points for any player with units in them at the end of the turn. Each of these spaces shows how many victory points it is worth. Town spaces are the most valuable at 3 victory points each, and other objective spaces are worth only 1 or 2 victory points. As long as you control your own Town (that is, have at least one unit in it), you will have at least 3 victory points.

Alternately, players and their teammates can be eliminated by having their Town spaces captured by enemy units. If only one player or team is left in the game, the game ends and that player or team wins.

Notes on Team Play

In the 4-player version of the main game, the players form two teams. The Human and Night Elf players form one team, while the Orc and Undead players form another. Players on the same team have several benefits and limitations:

- **Resource Sharing:** Teammates may ask each other for resources at any time, though players are not required to give their teammates the requested resources.
- **Friendly Units and Stacking Limits:** You may move your units and workers into spaces occupied by your teammate’s units without causing a battle. However, your teammate’s units and workers count towards your stacking limits (3 units and 3 workers in one space).
- **Battle and Casualties:** Your teammate’s units *may* participate in battles with your units if your teammate wants them to, though your teammate rolls for his own units in battle. When removing casualties, you and your teammate must decide, as a team, how casualties are divided among your units.
- **Card Sharing:** You may show your cards to your teammate, but you cannot give a teammate any of your cards. Additionally, you can only play cards during a battle if you have one or more units participating in the battle.

The Elf Gate Scenario



Scenarios

After playing the main game several times, you may wish to play one of these scenarios or use them as inspiration to create your own.

These scenarios are set up differently than the main game. The setups and victory conditions for each scenario are explained in the scenario descriptions below. Players should be aware that victory points do not matter in some scenarios.

WARCRAFT: the Board Game contains a number of scenario tokens that are used in the scenarios below. They have no inherent game effects, however, so you may use them as you wish when creating your own scenarios.

The Elf Gate

The Undead Scourge, Human Alliance, and Orcish Horde are battling with each other and a small contingent of neutral Night Elf forces for control of a powerful gate that will allow them to move troops great distances in an instant. However, the armies must do more than reach the elf gate to control it—they must also solidify their position and hold off their rivals long enough to secure the gate.

Players: 3

Races: All except for Night Elves

Special Tokens Required: None

Setup: The board is set up as illustrated in the setup diagram. Players begin with 5 gold and 5 wood



each. Place a complete depletion marker on each Goldmine and Forest space *except* those that are next to Town spaces. The first player is chosen randomly, as in the main game.

Starting Units: Each player starts with 3 melee units and 3 workers in his Town space. In addition, place 2 Night Elf ranged units and 1 Night Elf melee unit each on spaces A, B, and C, and 3 Night Elf flying units on space D. (See the diagram for starting placement.)

Special Rules: Goldmines and Forests adjacent to Towns do not deplete. (If you roll a “3” when harvesting in these spaces, ignore the depletion.)

The Night Elf units on the board are neutral and do not move. They begin play upgraded to level 2. When a player fights them, the player to his left rolls for the Night Elves, but may not play cards for them. These Night Elf units serve to defend the elf gate, and when they are killed, they leave play for good.

Victory Conditions: You win if, at the end of your turn, you have at

least one unit in space D *and* there are fewer than 3 total enemy units (including Night Elves) in all the spaces adjacent to space D. Alternately, you also win if the other two players have been eliminated from the game.

March of the Necromancers

The necromancers of the Undead Scourge are prowling the countryside, swelling their ranks with the risen dead as they travel. The Humans must stop the necromancers before they raise their army and the entire region falls into their clutches.

Players: 2

Races: Human and Undead

Special Tokens Required: In this scenario, you will need the two Necromancer tokens, and the other special tokens as illustrated in the setup diagram.

Setup: The board is set up as illustrated in the setup diagram. Place the tokens on spaces A through E as illustrated, and place the two Necromancer units as shown. The Humans set up their Town interface normally and receive 5 wood and 5 gold to begin the game. The Undead player has no Town interface, stockpiles, or buildings.

The Undead player begins the game as the first player.

Starting Units: The Undead player starts the game with the 2 Necromancer tokens in the spaces indicated on the diagram. The Humans start the game with 3 workers and 3 melee units in their Town space.

Playing Undead: When the Undead player harvests, if he has a Necromancer on space A, he may immediately place a **free undead melee** unit on that space. If he has a Necromancer on space B, he may immediately place a **free undead ranged** unit on that space. If he has a Necromancer on space C, he may immediately place a **free undead flying** unit on that space. When placing free units, the Undead player must obey the normal stacking limits. When the Undead player upgrades, if he has a Necromancer on space D or E, he may **upgrade one of his unit types for free** (or two types if he has Necromancers on both spaces). If one of these special spaces (A–E) loses its special token (as a result of the Humans destroying it), that space no longer has any special ability. The undead player cannot choose to train or construct during his Spend Step.

Playing Humans: The Human player’s turn is played normally, except that the Goldmine or Forest spaces adjacent to his Town space do not deplete.

Special Rules: The Necromancer units follow the same rules as workers: They move 2 spaces during their Move Step and are killed if they are alone with enemy units at the end of a Move Step. Likewise, if, at the end of a move step, the Human player is in a space with a special token (in spaces A–E) that token is destroyed. Finally, *the two Necromancers cannot share the same space.*

Victory: The Undead player wins if he eliminates the Human player by occupying his Town space (as in the main game). The Humans win the game by killing both Necromancers or destroying all the special tokens on spaces A, B, and C.

The Captives

Members of the Orcish Horde have taken Tyrande Whisperwind, the leader of the Night Elf Sentinels, captive. In retaliation, the Night Elves have taken Thrall, the warchief of the Orcish Horde, captive as well. Each side now hopes to be the first to rescue their captive leader.

March of the Necromancers Scenario





Players: 2

Races: Orc and Night Elf

Special Tokens Required: 4 wall tokens, 2 captive tokens (Orc and Night Elf sides up, as shown above)

Setup: The board is set up as illustrated in the setup diagram. Each player begins with 3 workers and 3 melee units on his Town. Place the 4 wall tokens on the board as shown on the diagram. Place the captive tokens on spaces A and B, as shown.

Special Rules: Walls cannot be crossed by melee or ranged units. Additionally, a melee or ranged unit that is on one side of a wall cannot participate (as a flanking unit) in a battle taking place on the other side of the wall. A wall only affects the edge of the space it is on in this fashion. Movement and flanking through the other edges of the space are unaffected.

Any unit may move a captive of its race with it when it moves. A captive cannot move unless accompanied by a unit of its race.

Victory: The players win by either eliminating the other player or by moving the captive of their race onto their Town space, rescuing them.

Nordrassil, the World Tree

The Undead Scourge, controlled by the demon Archimonde, have come to destroy Nordrassil, the world tree, which holds much of the magic of Azeroth. If they succeed, the world will be invaded and destroyed by the Burning Legion. The Human Alliance, Orcish Horde, and Night Elf Sentinels have banded together to stop their sinister plan. These three groups must work together to protect Nordrassil while Furion Stormrage, the leader of the Night Elf druids, casts a spell to defeat the Burning Legion once and for all.

Players: 4

Races: All

Special Tokens Required: 1 Nordrassil token

Setup: The board is set up as illustrated in the setup diagram. Place the Nordrassil token on space A. Players have no resource stockpiles. All unit types for all players begin play upgraded to their most powerful form. The Human, Orc, and Night Elf players are on one team fighting against the Undead player, and follow all rules for team play as described in the main game.

The Night Elf player begins the game as the first player.

Starting Units: Each player starts with an assortment of his units in play. (See the diagram for which units begin in play and where they are placed.) Place a Human Outpost on space B. Place an Orc Outpost on space C. Place a Night Elf Outpost on space D. Place Undead Outposts on spaces E and F.

Playing Undead: The Undead player does not play during the Harvest, Deploy, or Spend Steps. In addition, any Undead unit that is killed is not removed from the board, but is instead immediately placed on the nearest

Undead Outpost or Town space, ignoring stacking limits. Once these units move off of the Outpost or Town, they must again obey the stacking limits.

Playing Humans, Orcs, and Night Elves: The Allied Forces do not play during the Harvest or Deploy Steps. At the end of each turn, the Night Elf player draws 1 experience card, representing Furion's progress on his spell. However, these cards are set aside and cannot be played like cards drawn normally over the course of the game.

Special Rules: The Human, Orc, and Night Elf Outposts are considered to be their Towns for this scenario.

The empty areas inside the board are impassable by any unit. The Allied Forces may move in or through space A as they desire.

Victory: The Undead player wins by eliminating the Night Elf Outpost or by ending his turn with a unit on space A. The Allied Forces win if the Night Elf player draws the last card from his experience deck, thus completing Furion's mighty enchantment.

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For additional scenarios, or to post your own WARCRAFT scenarios, visit:

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Unit Special Abilities



Area Attack: If a unit with this ability rolls a 1 for its attack, it inflicts 2 casualties instead of 1.



Heal: When removing casualties at the end of a phase, reduce your casualties by 1 if you have one or more units with this ability participating in the battle.



Slow Poison: At the beginning of each round in battle, choose one phase for each unit with this ability you have participating in the battle. Your units attack and deal casualties first in those phases instead of attacking simultaneously. If you have three or more units with this ability participating in the battle, then your units attack and deal casualties first in each phase.



Bloodlust: When rolling for your attacks during a phase, roll 1 extra attack if you have one or more units with this ability participating in the battle. You cannot use this ability during a phase in which you are not already rolling at least one attack.



Raise Dead: If you have one or more units with this ability participating in the battle, then when rolling for your attacks, each 1 you roll allows you to add one melee unit from your reserves to the battlefield in addition to causing the normal casualty. When placing melee units with this ability, you may ignore stacking limits. Once the battle ends, however, you must return any melee units that are exceeding the stacking limits to your reserves.

Turn Sequence

Step 1. Move: Move your units and workers around the board and start battles.

Step 2. Harvest: Collect gold and wood resources from each Goldmine and Forest space on which you have workers.

Step 3. Deploy: Bring into play workers and units currently in training, and bring into play buildings and Outposts currently under construction.

Step 4. Spend: Spend gold and wood resources to do *one* of the following:

- Train workers and units (that will come into play during the Deploy Step of your next turn).
- Construct new buildings and Outposts (that will come into play during the Deploy Step of your next turn).
- Upgrade one or more unit types one level.

Card Abilities

The effects of the various experience cards are listed below by race.

Humans



Call to Arms: Play this card when an enemy unit moves onto a space containing one or more of your workers. Those workers are treated as melee units until the end of this Move Step.



Dispel Magic: Play this card during a battle to cancel the effects of a card that was just played and that has not yet had its effects resolved.



Invisibility: Play this card during a battle before removing casualties to reduce a player's casualties by 1.



Polymorph: Play this card during a battle at the beginning of a round. Choose one enemy unit participating in the battle. It cannot attack this round.

Orcs



Devour: Play this card during a battle at the beginning of a round. Remove one enemy melee or ranged unit from the battle until the battle is over. If you win the battle, the unit is killed. Otherwise, it remains where it was.



Ensnare: Play this card during a battle at the beginning of the melee phase. Your opponent can take his flying units as casualties during the melee phase for the rest of the battle.



Envenomed Spears: Play this card during a battle before rolling your attacks for the phase. Re-roll any attacks that miss this phase, but you must keep the second result.



Pillage: Play this card during a battle after an enemy player removes a unit as a casualty. Take that unit's cost in gold and wood from that player. If the player does not have enough gold or wood to pay you, then take all of that resource type from the player.

Night Elves



Faerie Fire: Play this card during a battle before rolling your attacks for the phase. Subtract 1 from each attack you roll this phase.



Marksmanship: Play this card during a battle immediately before your opponent removes a casualty you just caused this phase. You choose that casualty for your opponent, subject to the normal casualty rules.



Moon Glaive: Play this card during a battle, after rolling your attacks for the phase. Roll one extra attack at your unit's strength for each hit you scored.



Renew: Play this card at the beginning of your Harvest Step to remove a partial or complete depletion marker from one Forest space of your choice.

Undead



Cripple: Play this card at the beginning of an opponent's Move Step and choose one space on the board. All enemy units and workers in that space move 1 less space this turn (minimum 0).



Curse: Play this card during a battle after your opponent has rolled his attacks for the phase. For each hit he scored, roll a die. You prevent one casualty for each 3 or less you roll.



Summon Building: Play this card during your Spend Step when constructing a building in your Town (not an Outpost) to begin constructing it without using a worker.



Web: Play this card during a battle at the beginning of the melee phase. Your opponent can take his flying units as casualties during the melee phase for the rest of the battle.

All Races



Fast: Play this card at the beginning of your Move Step and choose one space on the board. Your units and workers in that space may move up to 2 extra spaces this turn, to a maximum of 3 spaces. A unit must stop moving if it enters a space containing an enemy unit, worker, or Outpost.



Resources: Play this card at the beginning of your Spend Step to take either 2 gold or 2 wood as though you had just harvested them.



Town Portal: Play at the end of any player's Move Step, before any battles. Immediately move all of your units from one space to your Town or Outpost space. Units that exceed the stacking limit in that space must be placed into spaces adjacent to the town or Outpost. You cannot choose to leave units in the chosen space behind.



Victory Point: This card can be held in your hand until you choose to play it in front of you. Once it has been played, it is worth 1 victory point.

