



# WARCRAFT

THE BOARD GAME

EXPANSION SET

English Rules







## Warcraft Expansion Set

Thank you for purchasing this expansion to **WARCRAFT: The Board Game**. This expansion adds a wide range of fresh, exciting game options to **Warcraft: The Board Game**, including new components, new rules, and a new type of unit—the hero.

## Components

This expansion includes the following new components:

- 16 Board Pieces
- 4 Hero Building Tiles (1 per Race)
- 8 Outpost Markers (2 per Race)
- 4 Wooden Hero Unit Markers (1 per Race)
- 24 Creep Markers (16 Level 1 Creeps, 8 Level 2 Creeps)
- 27 Summoned Creature Markers
- 8 Research Tokens (2 per Race)
- 48 Hero Cards (12 per race)
- 42 Wound Tokens
- 120 Experience Cards
- 54 Resource Tokens (9 10-Gold Tokens, 9 10-Wood Tokens, 18 5-Gold Tokens, 18 5-Wood Tokens)
- 18 Hidden Resource Tokens (9 Mine Tokens, 9 Forest Tokens)
- 6 Quest Tokens
- 4 Player Reference Sheets (1 per Race)

## New Board Pieces

Just like the original board pieces found in **WARCRAFT: The Board Game**, these pieces are used to build the game board. They are all double-sided, and each side is coded with a color (cyan or magenta) and a number. This expansion includes a new type of space—the water space.

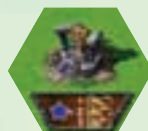
- Water Space:** Only flying units may enter this space. They may not, however, end their movement in this space. They may only pass through the space.



Water Space

## New Building Tiles

This expansion introduces a new type of building that trains a new type of unit—the hero. This expansion includes one hero building for each of the four races. (Training heroes is detailed later in these rules.)



Hero Building

## New Outpost Markers

These outposts are the same as the outposts included in **WARCRAFT: The Board Game**, but are associated by color with each of the four races. These outposts replace the outposts included in the main game.



New Outpost

## Hero Markers

These wooden markers represent the players' heroes on the board. Heroes are a new unit type introduced in this expansion, and are detailed later in these rules.



Hero Marker

## Creep Markers

These cardboard markers represent the neutral creatures found in the world of Azeroth. The front sides of these markers show the creep itself and its statistics:

- 1. Strength:** This number indicates how effective the creep is in battle, exactly the same as strength for normal units.
- 2. Dice:** This is how many dice the creep rolls in battle. As a creep receives casualties during a battle, it loses dice. If it loses all its dice, it is dead. (Creep dice and casualties are detailed later in these rules.)
- 3. Type:** This icon indicates which unit type (melee, ranged, or flying) the creep is considered to be.
- 4. Special Ability:** This icon indicates what special ability, if any, the creep has (as described under the "Special Abilities" diagram on the player reference sheets).

The back side of the creep markers show how many experience points the creep is worth (1 or 2) when it is defeated by a hero. (Creeps, heroes, and experience points are detailed later in these rules.)



## Summoned Creature Markers

These markers represent mighty creatures that heroes can summon to battle. Just like creeps, summoned creatures have their strength, dice, and unit type displayed on them. Note that each summoned creature is associated with one of the four races, as indicated by its border color (red, blue, green, or purple). **Summoned units do not count against your stacking limit.** The different summoned units are identified below.



Water Elemental



Phoenix



Feral Spirit



Serpent Ward



Mirror Image



Treant



Vengeance Spirit



Carriion Beetle



Zombie



Infernal

## Research Tokens

These tokens are used in the "Spell Research" variant explained later in these rules. This expansion includes two research tokens for each of the four races.



Research Token

## New Experience Cards

This expansion includes 120 new experience cards that replace the experience cards found in the basic game. Just like the original cards, these new cards are divided by race, and each race's deck is unique. These new cards are used exactly the same as the original experience cards, but are expanded to include new race-specific effects. Each of these cards also provides mana, which players may spend to activate their heroes' special abilities (as detailed later in these rules).



Mana

## Hero Cards

These cards provide you with important information about your heroes. Note that each race has 4 different heroes to choose from, and that each hero has its own set of 3 cards.

- 1. Type:** This icon indicates which unit type (melee, ranged, or flying) the hero is considered to be.

- 2. Level:** This number indicates what level the hero is. Heroes begin at Level 1, and advance to Level 2 and Level 3 by earning experience points.

- 3. Strength:** This number indicates how effective the hero is in battle, exactly the same as strength for normal units.

- 4. Life:** This number indicates how many wounds the hero must receive before it is removed from play. When a hero is assigned a casualty, it is not immediately killed, but instead receives a wound. When a hero receives a number of wounds equal to its Life score, it is killed. **Unlike creeps, heroes normally roll one die in combat.**

- 5. Special Abilities:** This text describes what special abilities the hero has at its current level. As a hero increases in level, it gains additional special abilities. Note that most abilities have a **mana cost**, which is indicated by a number of stars before the name of the ability. (In this example, the hero's special ability costs 1 mana to use.) Special abilities and paying mana are detailed later in these rules.



At the beginning of the game, all your hero cards for the same hero are stacked in order of Level, so that the Level 1 card is on top (similar to unit tiles). As the hero increases in level, better cards are revealed, making your hero more effective in the game.

## Wound Tokens

These tokens are used to track how many wounds a hero has received, as detailed later in these rules. At the beginning of the game, all the wound tokens are put into a central pile.



Wound Token

## New Resource Tokens

Also included in this expansion are additional gold and wood resource tokens. Each of these tokens is worth either 5 or 10 of its respective resource (gold or wood). You may add these tokens to the resource piles at the beginning of the game. They are also used in the "Resource Drain" rules, as detailed later in these rules.



5-Gold and 10-Gold Tokens



5-Wood and 10-Wood Tokens



## Hidden Resource Tokens

These tokens are used with the "Hidden Resource" rules detailed later in these rules, and are placed face-down on the resource spaces. The numbers on the fronts of these tokens indicate how many resources are available in a given resource space.



Hidden Gold Token



Hidden Wood Token





## New Quest Tokens

These additional tokens can be used for various scenarios, including those found at the end of these rules.

One of these tokens is the “Tree of Eternity.” This token represents the Night Elves’ mobile village, and is used in the new racial abilities rules detailed later in these rules.



Night Elf Tree of Eternity Token

## Player Reference Sheets

There are four of these handy reference sheets, one for each race. At the beginning of the game, each player takes the sheet for the race he is playing. Each sheet explains the updated special ability icons from the basic game and details its race’s inherent special abilities introduced in this expansion. (Note that the special abilities listed on these sheets are updated versions of those found in the basic game, and replace those found in the basic game.)

## Rule Changes and Clarifications

Please note the following changes and clarifications.

### Ability Activation and “Natural” Rolls

Abilities that are activated on a roll of 1 (or any other specific number) only activate if the die roll shows that exact number. Modifiers to die rolls (such as from Faerie Fire) do not activate such abilities. (For instance, a roll of a 2 that is modified to a 1 will not activate the Human’s Heal ability.)

### Building Outposts

When building a new Outpost, if you already have both of your Outpost markers on the board, you may choose to destroy one of your existing Outposts in order to reconstruct it in another space. The Outpost marker is moved to the new space and flipped to its face-down side to show that it is under construction.

### Entering Mountain Spaces

Units that are forbidden from entering a mountain space can be placed or summoned into a mountain space through the use of an ability such as Raise Dead. However, once the unit leaves the mountain space, it cannot re-enter the space.

### Flanks

All spaces adjacent to a battlefield are flanks, whether or not they contain any units. This is important to remember when using certain experience cards or hero abilities.

### Three-Player Main Game

This expansion set includes board pieces that allow the main game to be played with three players. The three-player game is played exactly the same as the two-player game, except the board is set up as illustrated in the “Three-Player Setup” diagram. The winner is the first player to control 15 victory points.

### Winning a Battle

A player is declared the winner of a battle if he is the last player with one or more units in the battlefield of that battle. It is possible for a battle to end without a winner, in which case no one gets to draw the extra experience card for winning the battle.

## New Optional Rules

Below are a number of new rules that add detail, strategy, and flavor to your **WARCRAFT: The Board Game** experience. Each set of rules is self-contained, and can be added to the basic game by itself or combined with other rules sets for a more detailed game experience.

### Option 1: Strategic Four-Player Game

If you would prefer to play the main four-player game with slightly more long-term strategy and less bloodshed with 4 players, it is recommended that you play to 20 victory points instead of 30. Under this rule, a team may control enough victory points to win without totally eliminating an opponent. Watch out—your opponents may appear to be losing on the battlefield, but actually be quite close to victory.

### Option 2: Racial Abilities

When you play with these optional new rules, each of the four races has its own inherent special ability, as explained below.

### Human Alliance Ability

#### Cooperative Building

During his Spend Step, the Human player has a fourth option for spending his resources: he may construct complete buildings and Outposts by assigning 2 workers (instead of 1) and spending 3 gold and 3 wood (instead of 2 gold and 2 wood) per building or Outpost. These buildings and Outposts come into play immediately (instead of during the Deploy Step) and are never “under construction.”

After using this ability, the Human player may exercise a second, normal Spend option (train, construct, or upgrade). The 2 workers used in the special Spend option cannot be used for the second, normal Spend option.

### Night Elf Sentinels Ability

#### Ancients

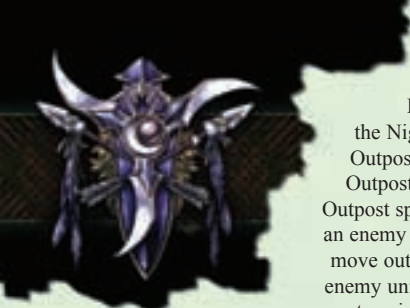
The Night Elf Town space can move up to a maximum of one space per turn. Before the game begins, after the game board has been created, the Night Elf player must place the clear single-space board piece (piece magenta 22) on his Town space, then place the Tree of Eternity token (piece 23) on top of the blank board piece (as illustrated in the “Tree of Eternity” diagram).



During his Move Step, the Night Elf player can move the Tree of Eternity one space. He cannot move it into a mountain, water, Town, or Outpost space, or into any space containing an enemy worker or unit, nor can the Tree of Eternity leave a space containing one or more enemy units. The Tree of Eternity does not count against stacking limits. Any space containing the Tree of Eternity is considered to be the Night Elf Town Space. (The original Town space remains covered with the clear board piece, and is considered to be a clear space.)







In addition, during his Move Step, the Night Elf player can move each of his Outposts one space. He cannot move an Outpost into a mountain, water, Town, or Outpost space, or into any space containing an enemy worker or unit, nor can an Outpost move out of a space containing one or more enemy units. Night Elf Outposts do not count against stacking limits.

The Tree of Eternity and the Night Elf Outposts cannot be affected by cards and abilities that affect a unit's movement, such as cripple, fast, town portal, or mass teleport.

## Orcish Horde Ability

### Protective Burrows

During the Move Step, the Orc Town and Orc Outposts can attack as ranged units with a Strength score of 2 if in the flank or battlefield of a battle, provided that there is at least one actual participating Orc unit in the battle. The Orc Town or Outpost also rolls one additional attack for every orc worker in their space. Thus, an Orc Outpost with 2 orc workers in its space would roll a total of 3 attacks at Strength 2. Orc Towns, Outposts, and workers still cannot be taken as casualties; they simply generate extra attacks for the Orc player.

## Undead Scourge Ability

### Undead Resource Gathering

During his Harvest Step, the Undead player may harvest wood from any Forest spaces in which he has three melee units. The 3 undead melee units are considered 1 worker for the purpose of harvesting, and can violate the worker stacking limit. (So, if the undead player has 3 workers and 3 melee units in a Forest space, the melee units act as a fourth worker.)

During his Spend Step, the Undead player does not need to assign workers when constructing buildings or Outposts. While he still needs to have one worker in his Town for each building he constructs, and one worker in the space in which he constructs an Outpost, those workers are not assigned to the construction. The building or Outpost will be completed during the next Deploy Step, even if the workers move, harvest, or are killed before that time.

## Option 3: Creeps

Creeps are neutral creatures caught between the warring races of **WARCRAFT**. They are no one's ally, and will battle any units they encounter. Creeps can be used in any number of ways, depending on the scenario being played. They are always worth experience points, however, which are spent to increase a hero's level (as detailed later in these rules).

## Setting up Creeps

Creeps can be placed on the board in countless variations, depending on the scenario. (For some examples, see the scenarios at the end of these rules.) For the main game scenario, however, and in any other scenario that doesn't otherwise include creeps, creeps are set up as follows:

1. After creating the game board, separate the creep markers into two face-down piles: place the 1-point creeps in one pile and the 2-point creeps in another. Shuffle each pile.
2. Take the random 1-point creep markers and, without revealing or looking at them, place 1 of them face-down on each of the objective spaces marked with 1 victory point.
3. Take the random 2-point creeps markers and, without revealing or looking at them, place 1 of them face-down on each of the objective spaces marked with 2 victory points.
4. Without revealing or looking at them, put the remaining creep markers back in the box. They will not be used this game. Objective spaces marked with 3 or 4 victory points do not have creep markers placed on them.



## Encountering a Creep

The Orc player has moved his units into a space containing a creep marker with 4 Strength and 4 dice. At the end of the Orc player's movement, he has a battle with the creep, and all his units in both the battlefield and the flanks may participate.

## Ranged Attacks

The Orc player has 2 ranged units in the battle, so he rolls 2 attacks. The creep is a melee unit, so it does not attack this phase. The Orc player rolls a miss and a hit: he inflicts 1 casualty, reducing the creep to 3 dice.

## Flying Attacks

The Orc player has no flying units, and the creep is a melee unit, so there are no flying attacks.

## Melee Attacks

The Orc player has 3 melee units in the battle, so he rolls 3 attacks. The creep is a melee unit with 3 dice, so it rolls 3 attacks. (The creep's dice are rolled by the player to the left of the Orc player.)

The Orc player rolls 1 hit, inflicting 1 casualty and reducing the creep to 2 dice for the next round of battle. The creep rolls 2 hits, inflicting 2 casualties. The Orc player removes 2 of his melee units as casualties.



## New Round

During the next round, the creep has only 2 dice. If it receives another 2 casualties, it will be killed and removed from the board. If it survives the battle, it will be back at 4 dice the next time a player encounters it.

## Encountering Creeps

Creeps are always considered "enemy units." If one of your units enters a space containing a creep, that unit must stop. Workers cannot enter a space containing a creep unless you already have a unit in that space.

If your unit enters a space containing a creep, and the creep marker is face-down, turn the marker face-up immediately to reveal the creep. This creep marker will remain face-up until the creep is killed.

## Battling Creeps

Creeps have a Strength score, and attack like any other unit. They also have a unit type, which determines the phase (ranged, flying, or melee) in which they attack. When you are battling a creep, the player to your left rolls the dice for the creep's attack. **Remember that you get to draw an experience card before the battle (and another afterwards, if you win).** The player to your left does not get to draw an experience card when rolling for creeps, nor may he use his experience cards and/or hero abilities on behalf of the creeps.

Creeps also have a number of dice they roll when attacking. (The creep marker may represent a whole band of creeps, and not just a single creature.)

When you inflict casualties on a creep, the creep loses one die for each casualty it receives. *For example, if a creep has 5 dice, and you inflict 2 casualties, the creep will only roll 3 dice the next time it attacks.* Dice that are lost due to casualties remain lost until after the battle. If the creep survives the battle, it immediately gets its dice back.

If the creep has no more dice (that is, you have inflicted a number of casualties equal to or greater than its number of dice) the creep is killed.

If your hero is in the battlefield during a battle in which a creep is killed, take the creep marker from the board and place it in front of you face-down so you can see how many experience points the creep is worth. (In a team game, if multiple allied heroes are in the battlefield when a creep is killed, all the heroes receive the full experience points for the kill. One hero takes the creep marker, and the other heroes take equivalent creep markers from the unused markers in the box.)

These experience points are used to increase your hero's level (as detailed later in these rules).

If only your non-hero units participated in the battle that killed the creep (or your hero was only in the flank of the battle), remove the creep marker from the board and discard it back into the box. (Heroes are only awarded experience points for battles if they are in the battlefield. In addition, only heroes can use experience points to gain levels. Experience points are useless to other types of units.)

## Option 4: Heroes

**WARCRAFT** is about more than just armies clashing in the field. It's also about heroes—the powerful wizards, noble knights, and wise chieftains who lead your forces into battle.

Heroes are a new type of unit introduced in this expansion. While other types of units are each represented by a single set of tiles, heroes are represented by one of four different sets of hero cards. Each race has 4 different heroes, each with its own set of 3 hero cards. Before the game begins, you must choose which one of your four heroes you will use this game. You then use that hero's cards to represent his abilities during the game.

To use heroes in your game, follow the steps below before the game begins.

1. Each player takes his race's hero marker, hero building, summoned creatures, and the four sets of hero cards (12 cards total) that represent his heroes.
2. All the players add their races' hero buildings to their Town interface (**completed side up**), and their races' summoned creatures to their unit reserves.
3. Each player secretly chooses one of his four heroes to use this game, then takes one of that hero's cards. All players simultaneously reveal their chosen hero cards, then return the three unused sets of hero cards (9 cards total) back into the box. Those cards will not be used this game.



4. Each player stacks his hero cards in order by Level (just like unit tiles), so that the Level 1 card is on top, then places his hero cards near his unit tiles.

5. While placing starting units, each player places his hero marker on the board in the same space as his starting units. (Note that heroes do not count against stacking limits.) If the scenario calls for a player's starting units to be placed in two or more spaces, the player may place his hero in any of those spaces.

**Important Note:** *In order to use heroes, you must use the new experience cards included in this expansion. (The new cards include mana, which you need to activate your hero's abilities.) Furthermore, you must also use creeps in the scenario, or else your heroes will never level up.*

## Moving Heroes

During your Move Step, your hero moves the same as any other unit. Heroes move 2 spaces, but cannot enter mountain or water spaces. Just like any other unit, your hero must stop if it enters a space containing an enemy unit, worker, or Outpost. **Heroes do not count against stacking limits.**

## Baffling Heroes

Heroes have a Strength score, and attack like any other unit, normally rolling one die for their attack. They also have a unit type (ranged or melee), which determines the phase in which they attack.

Unlike other units, heroes have a Life score. This number indicates how many wounds the hero must receive before it is killed. When a hero is assigned a casualty, *it is not immediately removed from play, but instead receives a wound.* When a hero receives a number of wounds at least equal to its Life score, it is killed.

When you assign a casualty to your hero, place a wound token on its card to show that it has received a wound. Wound tokens remain on the hero's card until the hero dies (or is somehow healed). If your hero has at least as many wound tokens as its Life score, your hero is killed; remove your hero marker from play, return it to your reserves, and discard all the wound tokens from its card.

If your hero is in the battlefield during a battle that results in the death of an opponent's hero, your hero receives 2 experience points (just as if your opponent's hero were a 2-point creep). To record these experience points, place an unused 2-point creep marker in front of you. These points are used to "level up" your hero (as explained below).

## Special Abilities and Mana

Each hero begins with one special ability (detailed on its Level 1 hero card) and acquires more as it increases in level. To activate your hero's special ability, you must pay its cost in mana.

Each experience card in this expansion has a number of mana printed on it. By discarding a card from your hand, you may spend its mana to activate your hero's special ability.

**Example:** *The Night Elf "Warden" hero has the Shadow Strike special ability, which costs 2 mana to activate. In order to activate this ability, you must either discard 1 card with 2 mana printed on it, or discard 2 cards with 1 mana printed on each.*

Additional rules for hero special abilities include:

- Unless specifically mentioned in its text, a hero may not use any special ability more than once per battle.
- You may spend more mana than is required to activate the ability, but any excess mana is wasted. It cannot be used to activate a different special ability.
- When you discard a card to pay a mana cost, the card has no other effect; it is being discarded, not played.
- A special ability may only be used at the time specified in italics in its description. (See Appendix 1: "Timing," for details.) In addition, a hero must be participating in a battle to use its abilities during the battle.

## Summoned Creatures

Many heroes have special abilities that allow them to summon creatures. When your hero summons a creature, simply take the appropriate summoned creature marker from your reserves and place it on the board where indicated by the special ability (usually in the space occupied by your hero). **Summoned creatures do not count against your stacking limit.**

Just like creeps, summoned creatures have a Strength score, a unit type (which determines the phase in which they attack), and a number of dice they roll when attacking. Summoned creatures attack like any other unit, and may be taken as casualties like any other unit.

**Important Note:** *Unlike creeps, a summoned creature is immediately killed if it is taken as a casualty.*

Summoned creatures are immediately removed from play if the hero that summoned them is killed. Most summoned creatures are removed from play immediately after the battle in which they are summoned, though a few remain in play and move with the hero that summoned them, as detailed on the hero's card.

## Leveling Up

Just like other units, heroes improve over the course of the game. They are not upgraded during the Spend Step, however, but instead "level up" by killing creeps and earning experience points.

If your hero is in the battlefield during a battle in which a creep is killed, take the creep marker from the board and place it in front of you face-down so you can see how many experience points the creep is worth. (In a team game, if multiple allied heroes are in the battlefield when a creep is killed, all the heroes receive the full experience points for the kill. One hero takes the creep marker, and the other heroes take equivalent creep markers from the unused markers in the box.)

**Once per turn,** at the end of *any player's* Move Step, if your hero has earned at least 2 experience points (either in form of a single 2-point creep, or a pair of 1-point creeps), you may immediately level up your hero:

First discard 2 experience points (that is, the creep marker or markers) back into the box.

Then place the top hero card on the bottom of the hero card stack in such a way that the text portion of the card (where the special abilities are listed) is still visible. This reveals a new top card, which lists the hero's new Level, Strength score, Life score, and additional special abilities. (Note that this process is similar to upgrading unit tiles, but a hero's special abilities from previous levels remain visible and in effect.)

Other leveling up rules include:

- You cannot level up your hero more than once a turn.
- Leveling up does not heal your hero. Leave all wound tokens in place on the hero when leveling up.
- If your hero is already Level 3, any additional experience points you earn are wasted. Do not collect any creep markers that hero helps kill, but simply remove them from the board and discard them back into the box.
- If a hero is killed, any unspent experience points you have gained are lost. Place them back in the box.
- Note that leveling up is *not* the same as upgrading. There are no building requirements for leveling up, and it does not cost any resources.







## Training Heroes

Since heroes always begin in play as a starting unit, you do not need a hero building to train a hero at the start of the game. However, if your hero is ever killed, you will need to re-train your hero using your hero building.

Heroes are trained during the Spend Step (with the Train option) just like any other unit. They cost **1 gold and 1 wood per level** to train (i.e., a 2nd level hero costs 2 gold and 2 wood to train). You must use your hero building to train a hero.

Just like other units, heroes in training come into play during your Deploy Step in your Town or Outpost space. (*Remember, heroes do not count against stacking limits.*)

A hero that you train and deploy comes into play at the same level it was when it was killed. If your hero was Level 2 when it was killed, for example, it will be deployed as level 2.

However, if you want, you **may** choose to train a hero at a lower level than it was at (to save resources, typically), but if you do so, the **hero loses the level permanently, and must re-earn it through leveling up.**

## Option 5: Spell Research

When you play with these optional new rules, **players do not draw cards at the beginning of a battle, nor do they draw cards for winning battles.** Instead, cards are drawn through “spell research.”

To use spell research in your game, follow the rules below:

- **At the beginning of the game**, each player takes his race’s research tokens and places them with his unit reserves. Players still begin the game with a hand of 3 cards.
- **During your Spend Step**, if you choose to train, you may also choose to research spells. To do so, spend either 1 or 2 gold and place that many of your research tokens (instead of a worker) on your worker building. You may only research up to 2 spells at a time. You may not research and train a worker at the same time.
- **During your Deploy Step**, remove the research token or tokens from your worker building and draw experience cards equal to the number of tokens you removed.

## Option 6: Draining Resources

When you play with these optional new rules, the Harvest Step is played quite differently. Each resource space contains a fixed number of resources, and players do not roll the resource die, instead always harvesting 2 resources per worker. These rules remove the randomness from harvesting and depletion, but add time to both set-up and harvesting.

To use draining resources in your game, follow the rules below:

After the game board is set up, place one 10-gold token and two 5-gold tokens on each Goldmine space (thus there is 20 gold in each Goldmine space at the beginning of the game). Likewise, place one 10-wood token and two 5-wood tokens on each Forest space (thus there is 20 wood in each Forest space at the beginning of the game).

During your Harvest Step, do not roll the die. Instead, simply collect from the resource space 2 resources for each worker you have in that space. Make change from the resource piles as necessary.

***Example:** The Human player has a worker in a Forest space. There is a 5-wood token in the space. When the Human player harvests, he exchanges the 5-wood token for 5 single-wood tokens from the wood pile. He then takes 2 of the wood tokens and puts the other 3 back in the Forest space.*



When a resource space has no more resource tokens in it, that space is depleted. There is no need to put a depletion token on this space, since its depletion is evident by its lack of resource tokens.

***Note:** When using this optional rule, the Night Elf card “Renew” adds 10 wood to a Forest space when played instead of its normal effect.*

## Option 7: Hidden Resources

When you play with these optional new rules, the Harvest Step is played similarly to the draining resources rules, but the game is set up differently.

Each resource space contains a fixed number of resources, but the exact number is hidden until a player harvests from that space. Players do not roll the resource die, instead always harvesting 2 resources per worker. These rules retain the mystery of the resource space (you don’t know how many resources are actually available) but eliminates the die-rolling.

To use hidden resources in your game, follow the rules below:

After the game board is set up, each player takes one 20-gold and one 20-wood hidden resource piece and places them face-up on the mine and forest space directly adjacent to their Town space. Then, the remaining hidden resource tokens are placed face-down in a pile and shuffled. For each resource space on the board, take a random hidden resource token from the pile and, without looking at or revealing it, place it face-down on the resource space. Do this until every resource space on the board has a hidden resource token on it. If there are any hidden resource tokens left in the pile, put them back in the box without looking at or revealing them.

During your Harvest Step, if you have at least one worker harvesting in a resource space containing a hidden resource token, reveal that token (if it isn’t face-up already), then discard it into the box. Place the indicated number of resources (either gold or wood, depending on the space) in the space, then collect 2 of those resource for each worker you have in the space. For the rest of the game, each worker in this space collects 2 resources during the Harvest Step.

***Example:** The Human player has a worker in a Forest space. There is a face-down hidden resource token on the space. The Human player reveals the token (which has a “15” printed on it), then discards it back into the box. The Human player places 15 wood (in the form of a pair of 5-wood tokens and 5 single-wood tokens) in the space, then collects 2 wood tokens, leaving 13 wood in the space. Next turn, the player may simply collect 2 wood for each worker he has in the Forest space.*

When a resource space has no more resource tokens in it, that space is depleted. There is no need to put a depletion token on this space, since its depletion is evident by its lack of resource tokens.

***Note:** When using this optional rule, the Night Elf card “Renew” adds 10 wood to a Forest space when played instead of its normal effect.*

## Appendix 1: Timing

Most experience cards and hero abilities can only be used at certain times during the game. This is indicated by the *italic* text at the start of the ability. Specific examples of this are described below:

**Start of (Turn, Round, Phase, Step):** This ability can only be used at the very start of the indicated time period, before any other actions are taken. For instance, a card that says *Start of Opponent’s Move Step* can only be played before that opponent has started moving units around.

**End of (Battle, Turn, Round, Phase, Step):** This ability must be used at the very end of the indicated time period, after all other parts of the time period have been resolved. Thus, an ability usable only at *End of Battle* can only be used after the winner of the battle has been determined.

**Before Casualties:** This ability must be used after attacks have been rolled for the phase, but before casualties have been assigned.

**Response:** This ability is triggered in response to a specific event listed in the ability’s description. For example, some cards are triggered after a card or hero ability has been used, but before its effects have been resolved.

**Always:** Once this ability is gained, it is always active.

## Timing Conflicts

If more than one player wishes to use an **experience card or hero ability** at the same time, the players go in play order, starting with the first player and proceeding clockwise around the table. A player may decide not to use a card or ability after seeing a card or ability used by a previous player.



## The Altar of Flame Scenario



## Appendix 2: New Scenarios

Using the new board pieces and quest tokens included in this expansion set, you can create many new scenarios. Below are just a few examples of what you can create.

### The Altar of Flame

The legendary Altar of Flame has been discovered in the desolate no man's land between the Human Alliance and the Undead Scourge. Now both armies are racing to capture the Altar, for it is said that whoever controls the Altar can control the minds of their enemies.

**Players:** 2

**Races:** Human and Undead

**Special Tokens Required:** Use the special token (as illustrated in the diagram) to represent the Altar of Flame.

**Setup:** The board is set up as illustrated in the setup diagram. Place the special token on space A as illustrated to represent the Altar of Flame. Each player starts with 5 gold and 5 wood. If you are using heroes, place creeps as per the normal creep rules.

**Starting Units:** Each player starts with 3 workers and 3 melee units (and a hero, if using heroes) in his Town space.

**Special Rules:** If a player has at least one unit in space A, he may, at the beginning of his Move Step, attempt to take control of one of his opponent's non-hero units. To do so, he must choose an opponent's unit and roll a die. If the result is a 1 or 2, he may remove the chosen unit from the board and replace it with one of his own units of the same type from his reserves. (If he has no such units in his reserves, he may not choose that unit as the target of the ability. For example, he may not choose a flying unit if he has no flying units in his reserves.)

The player may move this unit as normal. If the unit ends its movement in a space occupied by one or more opponent's units, combat occurs and is resolved as normal.

**Victory:** You win if, at the end of the turn, you have 3 units in Space A. Alternately, you win if your opponent loses his Town space and is eliminated from the game.

### Skull of Storms

The ancient Night Elves have long held the secrets of controlling nature. One of those secrets has been discovered in the form of the Skull of Storms. Lost ages ago, this sacred shrine gives brave warriors the ability to call down lightning on their enemies. Now that the shrine has been rediscovered, the Humans and Orcs are battling to control it before the Night Elves can reclaim their lost heritage.

**Players:** 2

**Races:** Orc and Human

**Special Tokens Required:** 1 skull shrine token

**Setup:** The board is set up as illustrated in the setup diagram. Place the skull shrine token on the center space (space A) as illustrated. Each player starts with 5 gold and 5 wood. If you are using heroes, place creeps as per the normal creep rules.

**Starting Units:** Each player starts with 3 workers and 3 melee units (and a hero, if using heroes) in his Town space.

**Special Rules:** During your Harvest Step, if you have at least one unit in the shrine space, you may "call down lightning" using the following rules: First, choose one target space (not a Town space) occupied by one or more enemy units. Next, count up the total Strength of all the units you have in the shrine space. Finally, for every 3 Strength you have in the shrine space, roll 1 die; for each 1 or 2 you roll, you inflict

## Skull of Storms Scenario



1 casualty on the units in the chosen space. Your opponent may apply these casualties as he sees fit.

**Victory Conditions:** You win if, at the end of the turn, you control at least 13 victory points. Alternately, you win if your opponent loses his Town space and is eliminated from the game.

### Dragon Rise

A band of goblin merchants was ambushed by a demon-tainted dragon hatchling, and their caravan was destroyed. Word of this hatchling has reached the Orcs and Undead, who realize that it must be the offspring of a nearby chaos dragon. These evil forces are working together to return the hatchling to its mother in hopes of gaining the mother as an ally. The Humans and Night Elves have also heard of the evil dragon and its offspring terrorizing the land, and they are determined to kill the foul beasts—or at the very least, prevent them from joining forces with the Orcs and Undead.

**Players:** 4 (in 2 teams)

**Races:** All (the Night Elf and Human players are one team, the Orc and Undead players are on the other)

**Special Tokens Required:** This scenario uses 2 creep tokens: 1 hatchling and 1 dragon.

**Setup:** The board is set up as illustrated in the setup diagram. Place the hatchling token on space A and the dragon token on space B as illustrated. Each player starts with 5 gold and 5 wood. If you are using heroes, place creeps as per the normal creep rules.

**Starting Units:** Each player starts with 3 workers and 3 melee units (and a hero, if using heroes) in his Town space.

**Special Rules:** Orc and Undead units do not have to stop when they enter a space occupied by the hatchling or the dragon, nor do they have to battle these creeps.



## Dragon Rise Scenario



Any Orc or Undead unit may move the hatchling token with it when it moves. The hatchling token cannot move unless accompanied by an Orc or Undead unit.

As per the normal creep rules, Night Elf and Human units must end their movement when they enter a space occupied by a hatchling or dragon token. If there are one or more enemy units in that space, they must first battle those units. After that battle is resolved (or if there is no battle) they must battle the creeps.

**Victory Conditions:** The Orc and Undead players win if, at the end of the turn, the hatchling token is in space B, and both the hatchling and the dragon tokens are still in play. Alternately, they win if either the Human or the Night Elf player loses his Town space and is eliminated from the game.

The Human and Night Elf players win if either the hatchling or the dragon is killed. Alternately, they win if either the Orc or the Undead player loses his Town space and is eliminated from the game.

## Battle of the Elements

Four ancient, magical artifacts have been discovered, each of which is associated with one of the four elements (earth, air, fire, and water). Now all four factions are racing to capture the artifacts before their enemies can do the same.

**Players:** 4

**Races:** All

**Special Tokens Required:** This scenario uses 4 special element tokens: the earth, air, fire, and water tokens.

**Setup:** The board is set up as illustrated in the setup diagram. Place the element tokens on the board as illustrated. Without looking at them, place 2 random 1-point creeps face-down on each element space. Each player starts with 5 gold and 5 wood. If you are using heroes, place creeps as per the normal creep rules.

**Starting Units:** Each player starts with 3 workers and 3 melee units in his Town space.

**Special Rules:** If your units enter a space occupied by multiple creep tokens, you must reveal all the tokens immediately. The creeps attack as if allies, and the player controlling them must decide how to allocate casualties assigned to them. Each creep token is worth its usual experience points.

Any unit may move 1 or more element tokens with it when it moves. Element tokens cannot move unless accompanied by a unit.

If your units begin *and end* your Move Step in the same space as an element token, until the end of the turn, all of those units receive a special ability based on the element:

## Battle of the Elements Scenario



*Water* — Heal

*Earth* — Raise Dead

*Air* — Slow Poison

*Fire* — Bloodlust

**Victory Conditions:** You win if, at the end of the turn, you have 3 of the element tokens in the same space as your units.

Alternately, you win if the player to your left loses his Town space and is eliminated from the game.

## Credits

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**Special Thanks:** Bob Fitch, Lisa Pearce, Paul Sams, and Mike Zebrowski