World of Warcraft®

The Board Game



Rules of Play

LICENSED BLIZZARD ENTERTAINMENT PRODUCT

WELCOME

Are you ready to explore the misty eaves of the Silverpine Forest, the hills of the Hinterlands, or the rotten corruption of the Plaguelands? Are you ready to set forth on a great adventure, building your skills and prowess while collecting equipment and artifacts of legend and power? Are you ready to set yourself against the overwhelming will of a great enemy such as Kel'Thuzad or the mighty Nefarian? Above all, are you ready to lead your faction to honor and dominance of Azeroth?

Enter the World of Warcraft.

Welcome to the exciting experience that is WORLD OF WARCRAFT: THE BOARD GAME. This epic production is based on the powerful and hugely popular online role-playing game by Blizzard Entertainment.

CONVERTING THE COMPUTER GAME INTO THE BOARD GAME

We hope that playing WORLD OF WARCRAFT: THE BOARD GAME will give you and your friends an entirely new and exciting experience both akin to and different from its online counterpart. When adapting the role-playing experience from the computer screen to the game board, we were able to infuse WORLD OF WARCRAFT: THE BOARD GAME with some tactile and social experiences that are not possible in the PC game. Of course, the reverse is also true, in that it is not possible to capture all the online game elements when re-creating the WoW experience in a board game format. Experienced WoW players may note several elements that may not work exactly as they would expect them to in the online game, but we are confident that players will enjoy how the spirit of World of Warcraft has been captured in the cardboard, paper, and plastic contained herein.

OBJECT OF THE GAME

The object of the WORLD OF WARCRAFT: THE BOARD GAME is to bring your faction (either the Alliance or the Horde) to victory by either defeating one of the game's Overlords or defeating the opposing faction in player-versus-player combat at the at the game's end (after the 30th turn).

COMPONENTS

Below is a list of all the components that you will find in your copy of WORLD OF WARCRAFT: THE BOARD GAME.

- This rules booklet
- 1 game board
- 120 plastic creature figures, including:
  - 8 green, 4 red, and 4 blue Murlocs
  - 8 green, 4 red, and 4 blue Gnolls
  - 6 green, 3 red, and 3 blue Ghouls
  - 8 green, 4 red, and 4 blue Scarlet Crusaders
  - 4 green, 2 red, and 2 blue Naga
  - 4 green, 2 red, and 2 blue Giant Spiders
  - 4 green, 2 red, and 2 blue Worgen
  - 4 green, 1 red, and 1 blue Wildkin
  - 4 green, 1 red, and 1 blue Ogres
  - 6 green, 3 red, and 3 blue Wraiths
  - 2 green, 1 red, and 1 blue Doom Guards
  - 2 green, 1 red, and 1 blue Drakes
  - 2 green, 1 red, and 1 blue Infernals
- 16 plastic character figures
- 7 double-sided character sheets
- 2 single-sided character sheets
- 63 character counters (7 for each class)
- 15 cardboard Stun tokens
- 15 cardboard Curse tokens
- 6 cardboard Bag tokens
- 6 cardboard Spellbook tokens
- 1 turn marker
- 216 Class cards (for 9 distinct classes)
- 120 Item cards
- 40 Alliance Quest cards
- 40 Horde Quest cards
- 47 Event cards
- 5 Kel'Thuzad Event cards
- 3 Overlord sheets
- 58 Energy tokens (in 1's and 3's)
- 58 Health tokens (in 1's and 3's)
- 138 gold tokens (in 1's and 3's)
- 40 Hit tokens
- 20 Armor tokens
- 21 eight-sided dice (7 red, 7 blue, and 7 green)
- 2 Creature Reference Sheets
- 5 Lord Kazzak Overlord counters
- 1 Kel'Thuzad Overlord counter
- 1 Nefarian Overlord counter
- 5 Point of Interest tokens
- 6 Alliance Quest tokens
- 6 Horde Quest tokens
- 8 War tokens (2 each of four different colors)
- 12 Action tokens

COMPONENT OVERVIEW

Below you will find a brief description of every game component.



THE GAME BOARD

The large, colorful game board is the centerpiece of WORLD OF WARCRAFT: THE BOARD GAME. The game board represents the seven areas in the realm of Lordaeron, and functions as the primary area of play.

PLASTIC CREATURE FIGURES



There are 13 different types of creatures included in WORLD OF WARCRAFT: THE BOARD GAME. Throughout the game, as Quest cards are drawn, the plastic figures representing creatures will be placed (or "spawned") on the game board as directed by each quest. The green and red creatures are called **quest creatures**, and must be defeated by players as their characters seek to resolve quests. Blue creatures are called **independent creatures** and, although they are spawned by Quest cards, they are not tied directly to a quest and pose obstacles to characters traveling through Lordaeron.

PLASTIC CHARACTER FIGURES



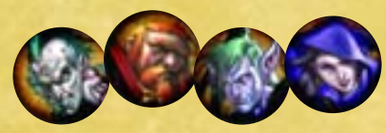
These 16 plastic figures represent the 16 available characters in the game – eight characters for the Horde faction and eight characters for the Alliance faction. After players have selected their character at the beginning of the game, the corresponding plastic figure is placed on the board to represent that character's location.

CHARACTER SHEETS



There are nine character sheets in WORLD OF WARCRAFT: THE BOARD GAME, seven of them double-sided and two single-sided. The seven double-sided character sheets represent two characters – on one side a Horde character and the other side an Alliance character – of the same class. The two single-sided character sheets represent one character of a class unique to the Horde (the Shaman) and one unique to the Alliance (the Paladin). At the beginning of the game, each player will choose which class he will play, and take the character sheet corresponding to that class. The character sheet is then placed with either the Horde or the Alliance side faceup, depending on which of the two factions the player joins.

CHARACTER COUNTERS



Each character receives 7 character counters at the beginning of the game (use the side of the token representing the chosen character). These counters are used for a variety of purposes, such as keeping track of experiences points (XP) on the Experience Track, keeping track of a character's level on his character sheet, and so forth.

STUN AND CURSE TOKENS



Stun



Curse

Certain creatures types are able to either **Curse** or **Stun** characters during combat. These counters are placed underneath an affected character's plastic figure to represent these effects. As the effects wear off, the counters are discarded. The rules for both the Stun and Curse conditions are found on page 36 of these rules.

THE BAG AND SPELLBOOK TOKENS



Spellbook



Bag

At the beginning of the game, each character receives one of each of these tokens. A character must store any of his acquired **Power cards** underneath his Spellbook token when not used on his character sheet. A character must store any acquired **Item cards** underneath his Bag token when not used on his character sheet. There is no limit to the number of Powers that may be stored underneath the Spellbook token, but a player may only store up to three items underneath his Bag token (this is the "Bag capacity limit").

THE FACTIONS OF THE WORLD OF WARCRAFT

Throughout this rules set, and on many of the cards, this game refers commonly to its two **factions**.

There are two factions in WORLD OF WARCRAFT: THE BOARD GAME – the **Horde** faction, and the **Alliance** faction.

WORLD OF WARCRAFT: THE BOARD GAME is a team game, with characters evenly divided into either the Horde or the Alliance faction at the beginning of the game. Players seek not to gain victory for themselves, but for their faction.

A NOTE ON ENERGY

In the WORLD OF WARCRAFT online game, many character classes use different terms such as "Mana" and "Rage" to represent their primary non-health character resource. In WORLD OF WARCRAFT: THE BOARDGAME, we have, for reasons of simplicity, used the common term "Energy" for every character class. As in the online game, however, the nature of how Energy is used and manipulated can vary greatly from character class to character class.

THE TURN MARKER



The turn marker is placed on the turn track, and is advanced one space after each faction turn. The game ends after the 30th turn.

THE CLASS CARDS



In WORLD OF WARCRAFT: THE BOARD GAME you will find nine separate Class decks, each representing one of the character classes of the game. The back of each Class card is identified by a distinct Class symbol. Each Class deck consists of exactly 24 cards, 12 of which are Power cards and 12 Talent cards.

Power cards represent spells and abilities that characters may acquire as they train throughout the game.

Talent cards are awarded to a character whenever he gains a level. Talent cards represent either new abilities or improvements to existing abilities.

ITEM CARDS



Item cards represent weapons, armor, potions, and other equipment that will assist characters on their journey to becoming formidable heroes.

QUEST CARDS (HORDE AND ALLIANCE)

Quest cards represent the adventures and challenges



that characters must face in order to gain experience points, gold, and powerful items. As each Quest card is drawn, it immediately spawns quest creatures (red/green) and perhaps independent creatures (blue) as indicated by the card.

EVENT CARDS



After certain turns, as indicated by the turn track, one or more Event cards are drawn. Event cards represent a myriad of different effects, such a moving blue creatures, spawning “boss” creatures, auctions for special items, etc.

OVERLORD SHEETS



There are three Overlords in WORLD OF WARCRAFT: THE BOARD GAME, representing a special enemy against whom characters of both factions will struggle throughout the course of the game. At the beginning of the game, players determine which Overlord will be represented in the upcoming game, and place the sheet representing that Overlord near the game board. The first faction to defeat this Overlord wins the game.

ENERGY AND HEALTH TOKENS



These tokens (in denominations of one and three) are placed primarily in the respective Health and Energy regions on the character sheets and represent the remaining Health and Energy available to each character. As a character suffers Health or Energy loss, these tokens are removed from the character sheet. When a character rests or is healed, those tokens are then returned to the character sheet once more.

GOLD TOKENS



Gold tokens (in denominations of one and three) form the principal currency of WORLD OF WARCRAFT: THE BOARD GAME.

CREATURE REFERENCE SHEETS



Two oversize Creature Reference Sheets are included in the game. One side of each sheet shows the combat statistics, rewards, and special abilities of each creature type in the game, while the reverse side of the sheet contains a helpful summary of the game rules and sequences.

THE WORLD OF WARCRAFT CLASSES


The Paladin Class


The Warlock Class


The Rogue Class


The Mage Class


The Hunter Class


The Druid Class


The Warrior Class


The Shaman Class


The Priest Class

HIT AND ARMOR TOKENS


Hit Token


Armor Token

These tokens are placed in a faction's Combat Area (located on the game board) during combat to keep track of successful dice results.

DICE



There are three different colors of dice in WORLD OF WARCRAFT: THE BOARDGAME. The red dice represent melee combat ability, the blue dice represent magic and ranged combat ability, and the green dice represent armor and defensive ability.

QUEST TOKENS


Alliance Quest Token


Horde Quest Token

Each faction should place these tokens on the board in the same region as any quest creatures just spawned by a friendly quest. In this way, each faction will always have five quest tokens on the board, providing an easy visual reference to where friendly quest objectives are located.

OVERLORD COUNTERS



There are seven Overlord counters in the game, one each for the Overlords ***Kel'Thuzad*** and ***Nefarian***, and five for the elusive ***Lord Kazzak***. These tokens represent the location of the specific Overlord on the game board.

"FRIENDLY," "ENEMY," AND "OPPONENT"

Throughout this rules set and on the game components, when we refer to a **friendly** character or player, we mean your character or a character that belongs to the same faction as your character.

When we refer to an **enemy** character or player, we mean a character or player belonging to the opposing faction.

When we refer to an **opponent**, it we mean either the boss, creature, or enemy character opposing you in combat.

POINT OF INTEREST AND WAR TOKENS


War Tokens


Point of Interest Token

These tokens are placed on the game board when specific Event cards are drawn, acting as visual guides to the pertinent locations of those Event cards.

ACTION TOKENS



Each player receives two action tokens, which may be used to keep track of how many actions a character has used during his faction turn. Simply turn the token over to its grey side to indicate that a player has taken an action.

GETTING STARTED

These rules are written assuming that you will be playing WORLD OF WARCRAFT: THE BOARD GAME with six players. Playing WORLD OF WARCRAFT: THE BOARD GAME with two to five players is just as enjoyable an experience as the six-player game, and requires only a few minor changes to the game setup.



THE PLAY AREA



If you are playing with two to five players, please see pages 35-36 for detailed information on how to play the game with that number of players.

PREPARING FOR YOUR FIRST GAME

After unpacking your WORLD OF WARCRAFT: THE BOARD GAME box for the first time, carefully punch out the cardboard pieces from their frames so that they do not tear.

YOUR FIRST GAME?

If this is your first game of WORLD OF WARCRAFT: THE BOARD GAME, we recommend that you immediately read "A Guide to your First Game" on page 40. This will give you some helpful tips on how to play and learn the game for the first time.

GAME SETUP

When starting a game of WORLD OF WARCRAFT: THE BOARD GAME, follow the sequence below before taking the first faction turn:

1 Fold out the game board and lay it centrally on the table.

2 Randomly determine the order in which players will select their character class.

The first player then selects a character class by taking the character sheet representing that class and the corresponding Class deck of 24 Power and Talent cards. Then the next player does the same (but will now only have eight remaining classes to choose from), etc. In this way, every player will select a unique class that he will be playing during the upcoming game.

Note that seven of the character sheets are double-sided, with their red side representing a Horde character and their blue side an Alliance character of the same class. Two of the nine character sheets, the Shaman Class (Horde) and the Paladin Class (Alliance), only represent a single character and are single-sided.

3 After all players have chosen a character class, players must now determine which faction (Horde or Alliance) they will join. Note that if a player has chosen the Paladin class, he automatically will be part of the Alliance. Likewise, if a player has chosen the Shaman, he will automatically be part of the Horde.

Randomly determine what players will be part of the Horde and what players will be part of the Alliance. At the end of this process there must be three characters representing the Alliance, and three characters representing the Horde. If the Paladin/Shaman classes have been chosen, these characters are not part of this random process, as they are already committed to one of the factions.

Example: A game is about to begin. No player has chosen the Shaman, but one player has chosen the Paladin. The Paladin player is therefore automatically part of the Alliance faction, leaving five players without a faction. Now, to decide what players will be representing what faction, the five remaining players each roll a die. Before rolling, it is determined that the two players with the highest results will join the Paladin as part of the Alliance, while the remaining three players will join the Horde.

The above is an example of how players can randomly determine which players will join the Horde or the Alliance. Feel to free create your own process for determining faction breakdown if you wish.

Players should now seat themselves so that the Horde players sit together on one side of the table, preferably facing the northern part of the map, while the Alliance players sit together on the other side of the table, facing the southern part of the map. After being seated, each player should place his character sheet (with the appropriate faction side faceup) and his Class deck in front of him.

4 Each player now prepares to start the game by doing the following:

• Take one Bag token, placing it adjacent to your character sheet.

• Take one Spellbook token, placing it adjacent to your character sheet.

• Take the seven Character tokens representing your character class (using the side faceup that represents your character). Place one of these tokens in the "Start" space of the Experience Track on the game board, and place one character token on the "Level 1" box of your character's Level track on your character sheet.

DRAWING A QUEST CARD



1. After a Quest card is drawn, the active faction spawns creatures on the game board in the regions directed by the Quest card. The number in the small circle by each creature indicates the number of creatures that must be spawned of that color.

2. This quest directs its faction to spawn one blue Worgen in the Ambermill region of the Silverpine area.

3. In addition, the quest directs its faction to spawn one green Wraith (the objective of the quest), in the North Tide's Hollow region of the Silverpine area. Remember to add one of your faction's quest tokens to this region as well.

4. After all the creatures of a just-drawn Quest card have been spawned, the card is placed faceup adjacent to the faction's other active Quest cards – ready to be completed.

FACTION CONSENSUS AND DECISION-MAKING

Often throughout the game, the players of a faction will be required to make decisions as a group. Two examples of such decisions are:

- Deciding which order to take character actions at the beginning of a faction turn, or

- Deciding which characters (that participated in the combat) should receive what Item cards after completing a Quest as a group.

Since all players of a faction are on the same team, and will win or lose the game together, most of these decisions will be easy to make, and a faction should easily agree on what to do.

If for some reason, however, the players of a faction cannot come to a common decision, then the player of that faction who controls the character with the most XP on the Experience Track must make the decision for the faction in any way that he sees fit.

If two or more characters of the same faction are tied for XP, then randomly determine which of the tied players will make the decision for the faction.

• Take the starting amount of Health and Energy tokens, as indicated in the "Level 1" frame of your character's Level track. Place the starting Health tokens in the Health area on the character sheet, and the starting Energy tokens in the Energy area on the character sheet.

• Take the plastic figure representing your character and place it on the game board. If you are part of the Alliance, place your figure in the **Southshore** region. If you are part of the Horde, place your figure in the **Brill** region.

5 Determine (either via consensus or randomly) which of the three Overlords will be used in this game. Place the Overlord adjacent to the board with the side faceup that corresponds to the number of characters in the game (four or six). The two remaining Overlord sheets are placed back in the game box, and will not be used in this game.

6 Separate the Item cards by their four different types (as indicated by the symbols on their backs), then shuffle each deck, and place them adjacent to the game board.



Item Type Icons

7 Draw three Triangle Item cards (white), two Square Item cards (blue), and one Circle Item card (purple) and place these six cards **faceup** in a stack on the "Merchant deck" area found in the lower right-hand side of the game board.

8 The Alliance players take the 40 Alliance Quest cards, separating them by difficulty (grey, green, yellow, and red) into four different decks, shuffle them, and place them facedown next to the board within easy reach. The Horde players then do the same with their 40 Quest cards.



The Alliance



The Horde

9 Separate the various cardboard and plastic pieces and place them by the game board as illustrated on "The Play Area" diagram on page 6. **Each character then takes 5 gold from the central bank and places it in the "gold" area of his character sheet**.

10 Each faction now draws the top four Quest cards from their ***grey Quest deck*** and the top Quest card from their ***green Quest deck***, placing these cards faceup by their side of the game board. As soon as a Quest card is drawn, it will spawn one or more creatures on the game board. Please read the "Drawing a Quest Card" sidebar on page 7 which explains how to spawn creatures on the board after drawing a Quest card.

In this way, at the beginning of the game, a total of ten Quest cards will be visible (five for each faction). The two factions should keep their active Quests located by their own side of the table, so that they are not confused with the active Quests belonging to the other faction.

After this step, take the remaining grey Quest cards and place them back in the game box – the grey Quests are "starting quests" and only the cards drawn during setup will be used in the game. In this way, only the green, yellow, and red Quest decks will be available to a faction after the game starts.

11 Now place the turn marker on space "1" of the turn track.

12 Shuffle the Event card deck and place it facedown next to the game board. If you are not playing with Kel'Thuzad as the Overlord, remember to remove the five special Event cards that are in play when Kel'Thuzad is the Overlord (each of these five Event cards are prominently marked with the Kel'Thuzad symbol).

The game is now ready to begin, with the Horde faction taking its first faction turn (see below).

THE GAME ROUND

A Game of WORLD OF WARCRAFT: THE BOARD GAME is played over 30 consecutive **faction turns**, with each turn consisting of one faction taking two actions per friendly character. In this way, each faction will receive 15 faction turns during the game before the turn marker reaches the "End" space. The faction currently taking their faction turn is considered to be the **active faction**.

The Horde always takes the first faction turn of the game.

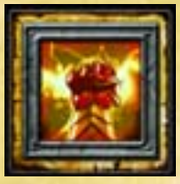
The Faction Turn

A faction turn consists of every character in the active faction taking two **character actions** (such as traveling on the board, resting, or engaging in combat). After every character of the active faction has taken two actions, the turn marker is moved one space on the turn track, after which the opposing faction then becomes the active faction and proceeds to take their faction turn. The game continues in this way until the turn marker reaches the "End" space, or a faction manages to defeat the Overlord, whichever happens first.

CHARACTER ACTIONS

Character actions form the core experience of playing WORLD OF WARCRAFT: THE BOARD GAME. Through their actions, characters will interact with the game board, travel to new regions, challenge creatures on the board, and gain experience, items, and abilities.

During a faction turn, each character may take two actions. Action tokens are included in the game so that players can keep track of how many actions they have spent during their faction turn. A player may simply keep these tokens in front of him, flipping a counter to its grey side after taking an action.



The Action Token

The order in which actions are taken among the characters of the active faction is completely flexible. It is possible for a character to split his two actions (i.e., he does not have to take his second action immediately after the first) in such a way that other characters may take their action(s) in between his first and second action.

Example: The characters of the active faction can take their actions in any order they see fit – as long as each individual character takes no more than two actions. C2, C1, C1, C2, C3, C3 is an example of a possible sequence, and C1, C2, C3, C2, C3, C1 is another.

A character has five different choices of character actions. These are:

- **Travel Action**
- **Rest Action**
- **Challenge Action**
- **Training Action**
- **Town Action**

Exception: If a character finds himself in a region containing one or more **independent creatures**, his next action ***must*** be to take a Challenge action against one group of those independent creatures. No other action is allowed in this circumstance.

*Remember that **independent creatures** are represented by the blue plastic creature figures, and **quest creatures** are represented by the green and red plastic creature figures.*

TRAVEL ACTION

When taking a Travel action, a character may move up to two adjacent regions on the game board.

If the first region entered contains one or more independent creatures, then movement must end in this region and the character's Travel action is over.

The black borders on the map indicate impassible regions. When moving, a character may never cross into an region separated from other regions by a black border. **Also, a character may never move into the starting region of the enemy faction (thus an Alliance character may never move into Brill, and a Horde character may never move into Southshore). The two starting regions are marked with their respective faction colors.**

USING FLIGHT PATHS WHEN TRAVELING

The board contains four regions that contain Horde flight path icons and four regions that contain Alliance flight path icons.



Alliance Flight Path Icon



Horde Flight Path Icon

Using one of his two movement steps, a character may move from one region that contains a friendly flight path icon to any other region on the board containing another friendly flight path icon.

Note that it is never possible for a character to use enemy flight path icons in this way. Thus, the Horde may never use Alliance flight paths and vice versa.

See the diagram on page 10 for an example of traveling.

REST ACTION

When taking a Rest action, a character may immediately regain any combination of Energy and Health tokens **equal to twice his level**. The character may also remove one Curse token.

Example: The Hunter decides that he will use one of his character actions to rest. The Hunter is level 3, allowing him to regain 6 tokens. He chooses 4 Health and 2 Energy tokens, which he places back on his character sheet in their respective areas.

If a character takes a Rest action while in a region that contains a friendly **town symbol**, then that character may immediately regain any combination of Energy and Health tokens equal to **three times** his level. The character may also remove all Curse tokens.

CHALLENGE ACTION

As stated above, a character *must* make a Challenge action if he finds himself in the same region as one or more groups of independent creatures. The character must take a Challenge action against one such group of independent creatures even if the region contains other eligible targets for a Challenge action. ***Thus, it is not possible for a character to take any other action unless his region is completely clear of independent creatures***.

WHAT IS A CREATURE "GROUP"?

A group of creatures is one of the following:

a) All independent creatures *of the same type* in the same region, or

b) All quest creatures *of the same type* in the same region

Note that independent creatures are never considered to be in the same group as quest creatures, even if both the independent creatures and the quest creatures in a region are of the same type (e.g., they are all Gnolls). Also note that a single creature is still considered to be a "group" for game purposes.

See page 28 for details on how to resolve combat against creatures.

If there are no independent creatures in a character's region, he may still take a Challenge action if any of the following elements are found in his region:

a) A group of eligible quest creatures

Characters may challenge a single group of quest creatures **spawned by a friendly Quest card**. A character may **never take a Challenge action against a group of quest creatures that have been spawned by an enemy Quest card**. Only quest creatures spawned by a friendly quest are considered "eligible" for being challenged by that faction.

b) A game "boss"

The Overlord, as well as special creatures spawned by Event cards, are called "bosses." When in the same region as a boss, a character may take a Challenge action to enter into combat against the boss.

THE GAME BOARD



TRAVELING ON THE GAME BOARD



The Dwarven Hunter takes a Travel action starting from the Alliance home region of Southshore. He may now move twice into an adjacent region as shown above. Note that he must stop his movement if he enters the region containing the independent creature (the blue Ogre).

Since there is a flight path icon in Southshore, the Hunter decides to use one of his two movement steps to instantly travel to Sorrow Hill (which also contains an Alliance flight path icon). After this move, he may still use his second movement step to move an additional region. Note that he cannot move into a region surrounded by a black line (as indicated above).

c) All enemy characters in the region

If the active character is in the same region as one or more enemy characters, he may take a Challenge action to enter into PvP ("Player versus Player") combat against those enemy characters. Note that the active character must enter into combat with **all** enemy characters in the region – it is not possible to single out an individual enemy character if others are present. See page 33 for how to resolve PVP combat.

FRIENDLY CHARACTERS JOINING A CHALLENGE

An important part of WORLD OF WARCRAFT: THE BOARD GAME is the ability of friendly characters to join together to defeat a challenge. After a character has announced a Challenge action, that character may invite other friendly characters ***in the same region*** to assist him in the challenge. If another friendly character agrees to join in the challenge, the joining character must then spend an action in order to participate in the challenge. A character that has already used both of his actions during the current faction turn **may not** join another character in a challenge.

By joining in a challenge, players are said to be "forming a group" for that combat. In this way, it is possible for all three friendly characters to participate in the same combat together. This option is especially vital when a faction seeks to defeat high-level creatures, such as bosses spawned by Event cards, or the Overlord himself.

TRAINING ACTION

When taking a Training action, a character may immediately purchase one or more eligible Power cards from his Class deck. Every card purchased in this way is immediately placed under that character's Spellbook token (see page 17 for more information on purchasing powers from the Class deck).

CHALLENGE ACTION EXAMPLES



The Paladin may take a Challenge action against the red Worgen, a quest creature spawned by an Alliance quest. He may not challenge the group of green Scarlet Crusaders, since they belong to a Horde quest. Note that the quest tokens indicate which quest creatures belong to which faction.



The Paladin must take a Challenge action against the independent creature (the blue Ogre). Even though the two green Murlocs are an eligible Alliance quest, the Paladin may not challenge them at this point because a character must always spend his next action to challenge any independent creatures in the same region.



The Paladin has a choice of either challenging the group of green Worgen, the group of Murlocs, or the boss (the Overlord Nefarian) in the same region. After announcing his Challenge action, the Paladin may invite the Dwarven Hunter to join him in the challenge (unless the Hunter has no actions remaining).



The Hunter may either challenge both enemy characters or the Wildkin quest creature. He may not challenge the Scarlet Crusader, since this creature belongs to a Horde quest.



The Paladin **must** take a Challenge action. He may choose whether he will challenge the Ogre or the two Worgen (since both groups are independent creatures). If the Paladin survives the combat, his next action must again be to challenge the remaining independent creatures (unless another character has defeated the remaining group before the Paladin's next action).

TOWN ACTION

A character may only take a Town action if he is currently in a region that contains a friendly town icon.


Alliance Town Icon


Horde Town Icon

When taking a Town action, a character may do ***some or all*** **of the following, in any order**:

1) Regain a number (in any combination) of Health and Energy tokens **equal to his level**.

2) Sell and/or purchase any number of Item cards from the Merchant deck.

3) Purchase one or more Power cards from his Class deck, placing them under his Spellbook token.

See page 17 for more detail on buying Power cards from the Class deck, and page 24 for conducting transactions with the Merchant.

Note: The process of buying Power cards via a Town action is identical to buying Power cards via a Training action. When rules or cards refer to "training," they refer to the process of buying Power cards via either a Training or a Town action.

END OF THE FACTION TURN

After all characters of the active faction have taken two actions, the active faction must complete the following three steps before their faction turn ends. These steps are:

1) CHARACTER MANAGEMENT

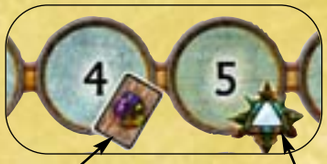
During this step, characters of the active faction may add or remove cards from their character sheet (which we call ***equipping*** and ***unequipping*** items or powers). This is an important step, since it is the only time that players may place Power and Item cards from their Spellbook and/or Bag onto their character sheet, and/or remove cards from their character sheet and place them back under their Spellbook or Bag. (See "Managing Your Character," below, for detailed rules on how to manage your character sheet during this step.)

2) ADVANCE TURN MARKER

Simply advance the turn marker to the next step on the turn track on the game board. If the marker is advanced to the "End" space, the game immediately ends, and players must enter a final PvP combat to determine which faction will win the game. See page 33 for how to resolve the final PvP battle.

3) EVENT CARD/MERCHANT CHECK

If the turn marker was advanced to a space containing an Event card icon, then an Event card must immediately be drawn and resolved from the Event card deck. (See "Event Cards," page 24, for how to resolve Event cards.) If the turn marker was advanced into a space containing an item icon, simply draw the top Item card from that deck, and place the card faceup in the Merchant pile.



Event Card Icon Item Icon

NEXT GAME ROUND

After the turn marker has been advanced on the game track, and after any possible Event card or Item card has been drawn, the opposing faction now takes their faction turn. This continues, with faction turns switching back and forth between factions, until either the Overlord is killed or the turn marker is advanced into the "End" space.

MANAGING YOUR CHARACTER

At the start of every game, each player receives a Class deck, a corresponding character sheet, character tokens, a Spellbook, and a Bag. These are the fundamental pieces the player needs to manage his character. As characters explore Lordaeron and complete quests, they will gain experience points, find gold, and acquire valuable Items.

THE CHARACTER SHEET

The character sheet is the main tool used in managing a character. See "The Character Sheet" sidebar on the next page for an overview of all the different areas of a character sheet.

LEVELS, HEALTH, AND ENERGY

As your character gains experience points throughout the game, he or she will increase in levels. At the beginning of the game, each character starts at level 1, placing a character token in the "Level 1" frame on his character sheet. Next to each level frame on the character sheet, the Health and Energy capacity for that level is printed. Before starting the game, all characters receive a number of Health and Energy tokens equal to the amounts printed in their Level 1 frame, placing these tokens on the respective areas of their character sheet. Note that different classes have different starting levels of Health and Energy, and that the increase of Health and Energy capacity for each level typically varies from class to class.

When a character spends or loses Energy, the appropriate number of Energy tokens are removed from the Energy area and placed next to the character sheet. When a character's Energy area is empty, that player cannot spend any additional Energy, and will thus not be able to use powers or items that require Energy.

When a character spends or loses Health, a Health token is removed from the Health area and placed next to the character sheet. When a character removes his last Health token from his character sheet, he is defeated. (See detailed rules on page 26 for character defeats.)

Via various effects, such as taking a Rest action, using healing powers, or using potions, characters can regain their Health and Energy tokens. When regaining Energy or Health, simply place one of the previously removed tokens back into its area on the character sheet.

A character is not allowed to **regain** more Energy or Health tokens than that character's Health or Energy capacity allows (as printed in the level frames on his character sheet). Certain powers, talents, or items may increase capacity, but characters mainly increase their capacities by gaining levels.

THE CHARACTER SHEET



Some abilities allow you to **gain** (as opposed to regain) Health or Energy. Such abilities **do allow** a character to gain more Energy and Health tokens than his capacity allows.

It is important to note the differences between gaining and regaining Energy, as this affects many of the abilities of Power, Talent, and Item cards. In summary, when an ability allows you to ***regain*** Health or Energy, the new number of tokens in the respective areas may not exceed your current level's capacity. Abilities that allow you to ***gain*** Health or Energy, allow you to exceed the capacity for that ability's duration.

Capacity decrease

Certain card abilities can increase the capacity of a character's Energy and Health. If such an ability expires, or is removed/canceled, the character **must immediately** remove any Energy or Health from his character sheet's Energy and/or Health areas that is in excess of his new reduced capacity.

RACE SPECIAL ABILITY

Every character has a **class** and a **race**. There are eight races in the World of Warcraft: Dwarf, Gnome, Human, Night Elf, Orc, Tauren, Troll, and Undead. Every race has a unique special ability, which is printed prominently on each character sheet.

THE GOLD AREA

Each character sheet has a small area that is used to hold any gold that a character accumulates. When a character receives gold, he simply takes it from the central gold pile and places it in his gold area. Whenever a character wishes to spend gold, he removes the gold from his gold area and places it back in the central pile.

THE CARD AREAS

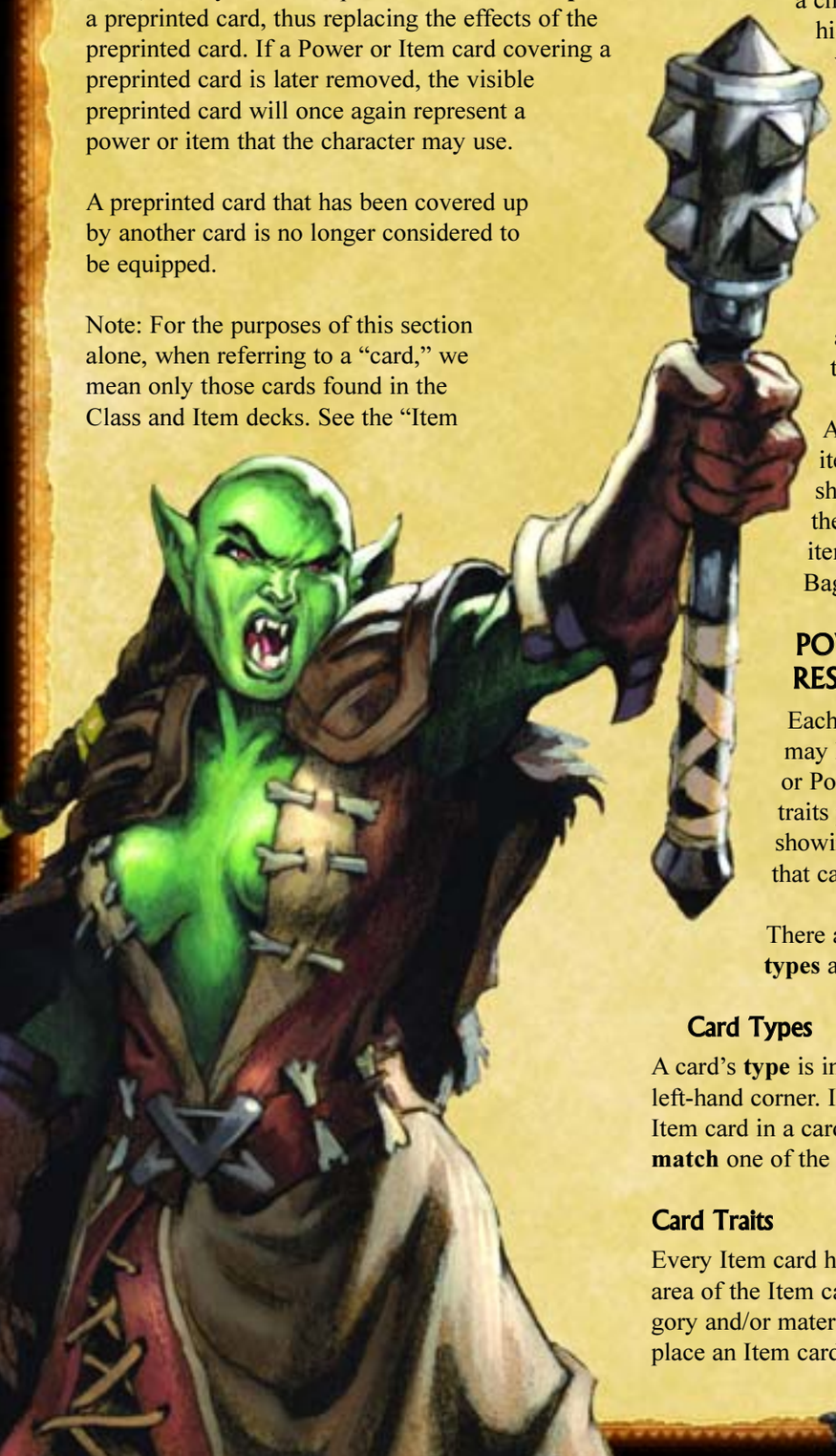
Every character sheet has seven distinct **card areas** on which a player may place Power and Item cards to show that his character is using these powers and items. When a player places a card on his character sheet, he is said to be ***equipping*** a card. When a character removes a card from his character sheet, he is said to be ***unequipping*** a card. **Each card area may only hold one card** (with the exception

of add-on items, see later), so if a player wishes to equip a new card, any existing card in the card area must be unequipped first (see the "Equipping Cards" diagram on page 16).

Preprinted cards: Several card areas of each character sheet feature a preprinted card representing the starting powers and items of that character. Later, as a character acquires new Power and Item cards, he may choose to place new cards **on top** of a preprinted card, thus replacing the effects of the preprinted card. If a Power or Item card covering a preprinted card is later removed, the visible preprinted card will once again represent a power or item that the character may use.

A preprinted card that has been covered up by another card is no longer considered to be equipped.

Note: For the purposes of this section alone, when referring to a "card," we mean only those cards found in the Class and Item decks. See the "Item and Power Card Types" diagram on page 15 for a breakdown of the card type categories found in these decks.



EQUIPPING AND UNEQUIPPING CARDS

A character may only remove or place Power and/or Item cards on his character sheet during the Character Management step of his faction turn.

When a Power card is unequipped from a character sheet, it is placed under his or her Spellbook token, and when an Item card is unequipped, it is placed under his or her Bag token.

A character may only equip a card to his character sheet from his Spellbook or Bag token if both the card's **type** and **trait** matches the restrictions of the area in which the character wishes to place the card.

A character may never equip an item or a power to his character sheet that is of a higher level than the character (although higher-level items may be stored in a character's Bag).

POWER AND ITEM RESTRICTIONS

Each card area of the character sheet may hold only specific types of Item or Power cards. There are icons and traits printed above each card area showing the specific restrictions for that card area.

There are two types of restrictions: **card types** and **card traits**.

Card Types

A card's **type** is indicated by the icon in its upper left-hand corner. In order to place any Power or Item card in a card area, the cards type icon **must match** one of the icons printed above the card area.

Card Traits

Every Item card has a **trait** listed in the keyword area of the Item card. Traits represent the subcategory and/or materials of each item. In order to place an Item card in a card area, the card's trait **must match** one of the traits printed above the card area. If "All" is printed in the card area, then this area does not discern against any item traits (but any Item card placed here must still match the allowed **card type**).

Note: Power cards do not have traits and therefore may ignore a card area's trait requirements. Some Power cards have a *unique* category printed in their keyword area, but this is treated differently than an Item trait and will not affect the legal placement of the Power card on the character sheet.

Exception: The Warrior's "Stance" powers are an exception to this rule, and must be placed in the designated "Stance-only" card area of the Warrior's character sheet.

In summary, Power cards may only be placed in a card area if they are of the type indicated by that area, while Item cards may only be placed in a card area if they are of the correct type **and** have the proper trait requirement.



Note that each class has different card area restrictions as indicated by their character sheet.

THE TALENT BARS

Towards the bottom of the character sheet, you will find four Talent bars. Every time that a character gains a level in the game (see pages 17-18 for more information on gaining levels), he is allowed to choose one **Talent card** from his Class deck. After choosing a Talent card, he must place it below the appropriate Talent bar of the character sheet. In this way, a character's talents will be visible to the player at all times.

ITEM AND POWER CARD TYPES



Melee Icon
(Typically represent items that grant red dice)



Ranged Icon
(Typically represent items that grant blue dice)



Armor Icon
(Typically represent items that grant green dice)



Instant Power Icon
(Represent a wide range of benefits, typically require user to spend Energy)



Active Power Icon
(Energy cost must be paid when equipped, after which it provides a constant benefit)



General Item Icon
(Usually represent exotic items that grant some specific benefit when equipped)



Bag Item Icon
(Bag items are never placed on the character sheet)



"Add-On" Icon
(Signified by the "+", here showing an "Armor" add-on item)

THE CLASS DECK

Other than the character sheet, the most important feature of managing a character is found among the cards of his Class deck. There are nine different Class decks in WORLD OF WARCRAFT: THE BOARD GAME, each uniquely representing one of the nine World of Warcraft classes: Druid, Hunter, Mage, Paladin, Priest, Rogue, Shaman, Warlock, and Warrior.

Both Item and Power cards have three distinct numbers printed on the upper left-hand side of the card. These numbers represent the following:



THE POWER CARDS

A character's Power cards represent the unique skills, faculties, and spells that the character may learn. The two most frequent types of Power cards are **instant powers** and **active powers** (although some powers may be of other types, and must be placed in the respective card areas that conform to such a type).


Instant Power


Active Power

Active Powers

Active powers provide characters with a constant benefit that lasts until the active power is unequipped. To equip an active power, the player must pay the Energy cost indicated by the card during the "Character Management" step of his faction turn, after which the card may be placed in an eligible card area of the character sheet. Once an active power is equipped, its effects do not cost the character Energy to use.



Example: During a Character Management step, the Warlock player wishes to equip his active power "Demon Armor." The Energy cost of this power is 2, which the Warlock spends from the Energy area of his character sheet. After spending the Energy, the Warlock equips the "Demon Armor" card to an empty card area on his character sheet that allows for the Active Power card type. After equipping "Demon Armor" to his character sheet, the Warlock may now add one green die to his dice pool during every combat round without paying any additional Energy cost.

Instant Powers

Instant powers represent special skills or spells that can be activated (used) at the *specific time noted on the card itself*. Unlike active powers, no Energy cost is paid to equip an instant power during the Character Management step. However, once equipped, a character must pay an instant power's Energy cost each time he wants to use that power. This Energy cost must be paid before the card effect is resolved. If a character does not have enough Energy to pay the Energy cost, then that instant power may not be used.

EQUIPPING CARDS



Any card equipped must always be of a level that is equal to or lower than that of the character.



A character is never allowed to have two cards in a card area (except for "add-on" items). A character **is** allowed, however, to equip a card on top of a preprinted Item or Power card.



The above Item card does not share the allowed **trait** of the desired card area. It may therefore **not** be equipped here.



The above Item card does not share the allowed **type** of the desired card area. It may therefore **not** be equipped here.

For a card to be equipped to a card area on a character sheet, it must meet *all* the following requirements:

- **It must share the card <u>type</u> of the area.**
- **It must share the card *trait* of the area (items only).**
- **It must be of an equal or lower level than the character**
- **Any preexisting card (except for a preprinted card or an add-on card) in an eligible card area must first be unequipped.**



Example: At the start of his Dice Pool step, the Warlock wishes to use his "Shadow Bolt" Instant Power card that he has equipped on his character sheet. As instructed by the card, the Warlock spends 1 Energy from the Energy area of his character sheet to gain the effects of "Shadow Bolt."

Unique Powers

Some Power cards have a **unique category**. A character may only have one Power card of each unique category equipped at any time. The name of the unique category is always printed in the keyword area of the Power card. For example, the Paladin has several active powers in the unique "Blessing" category. A player may only have one Power card in each unique category equipped at a given time.

For Example: The Warlock has three unique Active Power cards in his Class deck that are of the "Demon" category: the Succubus, the Imp, and the Voidwalker. Since all these cards share the "Demon" unique category, the Warlock may only have one of these cards equipped on his character sheet at one time. If, during another Character Management step, the Warlock wishes to equip another Demon on his character sheet, he must first unequip any equipped Demon.

Note that some classes, such as the Paladin, have multiple unique categories. A character may have multiple Power cards equipped from *different unique categories*, but not multiple Power cards that share the same unique category.

Example: The Paladin has three unique power categories: the Aura, the Blessing, and the Seal. The Paladin may equip one each of these powers – one Aura, one Blessing, and one Seal. This is allowed

*since these are of **different categories**. However, should the Paladin want to equip another Power card that shares one of the unique categories already equipped – another Blessing, for example – he must first unequip his currently equipped Blessing.*

Pets and Demons

Note that a few unique Power card categories – the Pets and the Demons – have a special feature in the form of a small **Health capacity** (printed in the lower left corner). After equipping one of these Active Powers to his character sheet, a player should also place the indicated number of Health tokens directly on the Pet or Demon card, representing the Health of that Pet or Demon.



When a character with a Pet or Demon is about to take a wound, the character may instead choose to remove a Health token from his active pet or demon. When a character removes the last Health token from an active pet or demon, he must immediately unequip the Pet or Demon Power card from the character sheet and place it back under his Spellbook token. During a future Character Management step, the character may again equip the Pet or Demon as normal by paying its Energy cost and returning it to an eligible card area on his character sheet.

If a character is defeated, his pet or demon is **automatically unequipped**.

BUYING AND STORING POWERS

A character may purchase Power cards from his Class deck each time he takes either a Training action or a Town action during his faction turn.

When training, a character is restricted to buying only the Power cards in his Class deck with a **level requirement** that is **equal to or lower than the current level of the character**.

For Example: The Paladin player decides to take a Training action. He looks through the Power cards in his Class deck. Since the Paladin is level 2, he may only buy Power cards that are of level 2 or lower.

If a character's level is equal to or higher than the level requirement of a chosen Power card, then the character is allowed to purchase it. After paying the gold cost of a Power card, it is immediately placed beneath the character's Spellbook token.

Note that during the game, Power cards must always be physically located in one of the following places of a character's play area:

1) In a character's Class deck, where all Power cards remain until they are purchased.

2) Under a character's Spellbook token.

3) In a card area on the character sheet (having being placed there during a Character Management step).

TALENT CARDS

The other 12 cards of a character's Class deck are his **Talent** cards. Talents are advances that give characters helpful, permanent abilities, and they normally have no Energy cost to use. A character receives a new Talent card every time he gains a level (see below). Immediately after gaining a level, a character must choose a Talent card and place it by his character sheet under the Talent bar that matches his new level range.

A character may choose any Talent card with a level requirement equal to or lower than his new level. For example: When a character reaches level 2, he must select one of the three level 2 Talent cards in his Class deck. When the same character reaches level 3, he may select one of the two remaining level 2 or one of the three level 3 Talent cards. Note that each Talent slot at the bottom of each character sheet outlines the eligible level ranges for each Talent choice as a player advances in levels.



Also note that since a character's maximum level in WORLD OF WARCRAFT: THE BOARD GAME is level 5, a character will never have more than four Talents (one for each level gained).

GAINING EXPERIENCE AND LEVELS

In order for a character's faction to prevail, its members must seek to become mighty heroes of Azeroth. To attain such glory and power, characters will need to advance their level.

THE EXPERIENCE TRACK

The only way for characters to rise in level is by gaining experience points (XP) during the game. Experience points are awarded to players when they complete quests (see pages 20-22 for more details on how to resolve quests). When a player is awarded one or more experience points, he immediately records this by advancing his character token an equivalent number of spaces along the game board's Experience Track.

Example: After resolving a quest, the Priest character gains 4 experience points. He immediately advances his character token 4 spaces on the Experience Track.

If, when advancing a character token along the Experience Track, the token ends on or passes though a "Level" space, that character immediately gains that level.

GAINING A LEVEL



1. After a character gains one or more XP, he must advance his character token on the Experience Track that many spaces. If the token reaches or passes a "Level" frame, the character immediately advances to that level (in the above example, the Undead Warlock advances to level 3).
2. When a character gains a level, he first moves his character token to the next level frame on his character sheet. The numbers in the new level frame are the new capacities for his Energy and Health.
3. The character then immediately regains all his Energy and Health up to his new capacities.
4. Finally, the character selects a Talent card from his Class deck with a level that is equal to or lower than his new level. This Talent card is then placed over the appropriate bar towards the bottom of his character sheet. The character then gains the ability provided by the new Talent card.

GAINING A LEVEL

When a character gains a level, the following occurs:

1) On his character sheet, the player advances a character token to the next level frame.

2) This new level awards the character a higher Energy and Health capacity. The character immediately **regains *all* Energy and Health up to this new capacity**.

3) The player then immediately picks a new Talent card from his Class deck. The level requirement of the chosen Talent card must be equal to or lower than the character's new level. The Talent card is placed in the appropriate slot underneath the character's character sheet.

Example: The Hunter character has gained 3 XP so far in the game, so his character token is on the "3" space of the Experience Track. After the Hunter completes a quest, he is awarded an additional 3 XP. He advances his character token three spaces, which takes him to the "6" space of the Experience Track. Since he entered the "Level 2" area while moving his character token, he gains that level. He immediately advances the character token on his character sheet to the Level 2 frame. This expands his Health and Energy capacity. He immediately regains all his Health and Energy up to these new capacities, placing the relevant number of Health and Energy tokens on his character sheet. The Hunter then chooses one of the three level 2 Talent cards from his Class deck.

After a character has reached the "Level 5" space on the Experience Track, he has attained the highest possible level and does not receive any benefit from gaining additional experience points. He has become a great hero and wields the mightiest powers of his class.

CARD TIMING, DURATION, AND ICONS

The effects and abilities of the cards provided in WORLD OF WARCRAFT: THE BOARD GAME are varied and exciting. This section will explain how to implement their effects, how to read their symbols, and how to handle timing situations (when two or more effects happen at the same time).

When are card abilities used?

The abilities of Active Powers and Talent cards can be used at the time relevant to the written effect. These cards, of course, may only be used **as long as they are equipped to the character's character sheet**. As previously described, Talent cards are awarded to a character when he gains a level, and the Energy cost of an active power is paid when that card is equipped to the character sheet during the Character Management step of the faction turn.

The effect of an Instant Power or Item card may only be used after that card is equipped on a character's character sheet **and** after any relevant Energy cost has been paid (which is always paid immediately prior to its use). Note that the Energy cost of using most Item cards is zero.

Bag Items



All Bag items are represented by the "Bag" type symbol.

An exception to the rules above is any item of the "Bag" type. These items may be used directly from a character's Bag (i.e., they do not have to be equipped on a character's character sheet in order to be used).

A character may never use a Bag item that has a higher level than the character himself – although the character is allowed to store such items in his bag.

Multiple Abilities



Some cards have multiple abilities that may or may not be connected to one another. The card depicted above, for example, has two effects. Any secondary abilities of a card are free, as long as the Energy cost of the card was paid at the appropriate time for using the ***first*** ability of such a card. In other words, any secondary abilities of card may not be used unless the Energy cost for using the first ability was paid at the appropriate time.

For example: The character would pay the Energy cost of the "Shadow Bolt" (depicted above) before his Dice Pool step (explained later) to add a blue die to his dice pool. Later, at the start of the character's Reroll step, he may then take advantage of the power's secondary ability (which prompts him to spot an "8" result on either a blue or red die to gain REROLL +2).

Card Effect Limitation

A character may only use the abilities of any one of his Power and Talent cards, as well as all Item cards, ***once per combat round***. He may only use a card with effects unrelated to combat ***once per character action***.

Note that any card effect or ability relevant to combat will only last for one combat round (thus a REROLL +1 or ATTRITION +1 ability is for the current combat round only).

"Add to Dice Pool"

Many effects simply state **"Add X (dice) to your Dice Pool."** Cards with this ability may only be used at ***the start of your Dice Pool step*** of a combat round (see "Combat" on page 26). The more cards that a character gains such benefit from, the more dice the character will be adding to his dice pool. For an example of how to determine the size of your dice pool, see the diagram on page 27.

Timing of Simultaneous Effects

It is often the case that a character will have multiple effects that must be activated at the same time (this may include the special abilities of any creature/boss currently being fought). If this is the case, **the active character decides the order in which those effects are resolved**. Each effect must be completely resolved before the next effect is initiated.

If there is a conflict between two abilities happening at the same time, but there is no active player (such as during the Defense Phase of a combat), then the active faction must mutually decide the order in which the effects take place.

During the final PvP combat, when there is no active faction, for each such timing conflict, randomly determine which faction will decide the order of timing problems.



Example: The two cards depicted above both have an ability that is triggered at the end of the active character's Reroll step of a combat round. In this case, the active player may decide the order in which he wishes to use and resolve these abilities.

The Dice Symbols and Lingo

Many cards have effects that refer to the die results that a player rolls in his dice pool. Please see the "The Dice Symbols" diagram on page 29 for a complete guide of how to interpret these symbols.

"Spotting" Dice

Many abilities require players to allocate, or "spot," a certain die result at a specific time. **Each individual die may only be "spotted" *once*** for the purposes of special abilities during each combat round.

Example: The Hunter has two abilities that require him to spot blue die "8" results after his rerolls. After rolling his dice pool, and after his rerolls, the Hunter only has one blue "8" result. In this case, the Hunter may only activate one of those special abilities, since he cannot "spot" the same die twice.

Exception: A **creature's** (or Boss's) special ability **and** a character special ability **may** spot the same die result during the same combat round.

Note that it is possible, via many card abilities, for a character to change a die result **into** a specific result (an "8" result, for example). As long as such a die has not been "spotted" already, the character may now "spot" the new result to activate another card ability, if able. This flexibility allows for all sorts of interesting combos between card abilities.

QUESTS AND REWARDS

The Quest cards represent the principal challenges of WORLD OF WARCRAFT: THE BOARD GAME and are the primary avenue through which characters will gain experience points. In addition, many quests provide valuable items that characters will use to complete harder quests, slay vile bosses, or defeat the characters of the enemy faction. Every completed quest also provides characters with a gold reward that players can use to acquire new Power cards, and/or purchase items from the Merchant.



At the beginning of the game, each faction draws four Quest cards from the grey Quest deck and one Quest card from the green Quest deck. These cards are placed faceup by that faction's side of the board. These represent the starting quests of the table. A faction's faceup quests are also termed "eligible" quests.

THE QUEST DECKS

The four Quest decks – grey, green, yellow, and red – represent quests of increasing difficulty. The grey Quest deck contains quests suitable for characters of level 1, the green Quest deck contains quests suitable for characters of levels 2-3, the yellow Quest deck contains quests suitable for characters of levels 3-4, and the red Quest deck contains quests suitable for characters of levels 4-5. As eligible quests are completed, characters draw new quests from either the green, yellow, or red Quest deck.

Note that grey Quest cards are placed back in the box after when completed. A faction may not elect to draw any additional grey Quest cards after the game setup.

Drawing a Quest Card

Quest cards are drawn from the Quest decks in three circumstances: 1) during game setup, 2) when an existing quest is completed, and 3) when players are instructed by an Event card.

The most frequent time that a Quest card is drawn is after one or more characters of the active faction have just completed a quest. After resolving any rewards for the completed quest, the active faction must then mutually decide from which of the three Quest decks (green, yellow, or red) to draw a new quest.

As soon as a Quest card is drawn, players must immediately spawn any creatures (quest creatures and possibly independent creatures) indicated by the card (see the "Drawing a Quest Card" sidebar on page 7). When spawning these quest creatures on the board, remember to place a friendly quest token in the same region. Quest tokens provide a helpful visual reference as to which quest creatures on the board belong to what faction.

Completing Quests

All quests are completed when a character (or a group of characters) defeats the ***last remaining quest creature*** spawned by the Quest card.



Example: The above quest is completed when its faction defeats the green Wildkin spawned in the Corrahn's Dagger region. The quest also spawns a blue Spider in Durnholde Keep, but the Spider is not relevant to completing the quest.

To defeat quest creatures, a character must travel to their region and then take a Challenge action to initiate combat against them. Remember, after announcing a Challenge action, the active character may invite other friendly characters in the region to join him, effectively forming a **group** for that combat. When the **last** of the quest creatures spawned by a Quest card is defeated, the victorious character or group **completes the quest**.

A character or group that seeks to complete a quest, but succeeds only in defeating *some* of the required quest creatures, does not receive any credit or reward for their effort. If one or more other characters later complete this quest by defeating the remaining creature(s), only that character or group of characters is considered to have completed the quest, and they alone reap the quest's entire reward.

In other words, all rewards for a quest's completion are given only to the character/group that defeats the **last** remaining quest creature spawned by the quest.

Reminder: A character may only take a Challenge action against quest creatures spawned by a **friendly quest**. Characters may never challenge quest creatures spawned by the opposing faction's Quest cards. Quest creatures should have been clearly marked with a faction's quest token when they were spawned on the board.

QUEST REWARDS

Once a quest has been completed, it may provide the character/group with a gold, XP, and item reward as indicated on each individual Quest card.



In the above illustration, the quest provides the following reward: 11 gold, 7 XP, two triangle Items (see later for the significance of the numbers inside the Item symbols), and one square Item. In addition, the quest provides the special Item "Robes of the West."

When quests provide a **special item** reward (all such items are marked in **bold red letters**), instead of drawing this Item card randomly, players *search* the Special Item deck (the deck of Item cards marked with the "Cup" symbol) for the specific special item, which is then awarded to the successful character/group.

If a single character completed the quest alone, he receives all XP, gold, and/or Item cards provided by the quest himself.

If the quest was resolved by a group of characters, then all gold and XP must be divided as **evenly as possible** among the characters of the group; any remaining gold and XP is awarded to the character(s) with the fewest XP. In case of ties, decide randomly.

ANATOMY OF A QUEST CARD



1) Title Area
The unique title of the quest.

2) Spawn Area
This section of a Quest card indicates which creatures are immediately spawned onto the board after the Quest card is drawn. There are two types of creature spawns:

• **Quest creatures** (green and red creatures). These represent the **objective** of the Quest. When the last of these creatures are defeated, the quest is completed.

• **Independent creatures** (blue creatures). Independent creatures are not relevant to completing the quest itself, but pose dangerous obstacles for characters traveling through Lordaeron.

The spawn area indicates the type, color, and number of creatures spawned. The map directly below each creature acts as a helpful guide to quickly locate the region in which the creature or creatures is spawned.

3) Quest Reward Area
This area indicates what rewards the quest will provide when completed.

4) Quest Level Indicator
This number indicates the level of the Quest. If a character completes a Quest card of a lower level than his own level, he will receive an XP penalty that is counted against the rewards of the quest. If a character completes a quest that has a higher level than his own level, he may receive an XP bonus. Quest penalties and bonuses are described in greater detail on page 22.

5) Fiction
Most Quest cards contain a small piece of flavor text. This text is purely for thematic effect and does not influence the game in any way.

If a group of characters receives any Item rewards (including special Items), the group mutually decide which members receive which Item(s).

Note that a character **is** allowed to receive an item of a higher level than himself. A character is not allowed to equip such an item yet, but it may be stored in his Bag.

When receiving experience points, a player immediately moves his character token on the Experience Track. This could result in a character advancing to his next level (see pages 17-18 for more information on gaining levels).

Experience Penalties and Bonuses

Every quest in WORLD OF WARCRAFT: THE BOARD GAME has a target level. When a character receives experience points for completing a quest (whether he completed the quest alone, or as part of a group), that character may be subject to either an experience penalty or bonus.

A quest target level.



EXPERIENCE PENALTY

Every time a character receives experience points from a quest, if the quest's target level is **lower than the character's level**, then that character receives an XP **penalty**. Such a character must deduct the difference between his level and the quest's target level from any XP he is about to receive for completing the quest (to a minimum of zero – a character can never lose XP for completing a quest). This is the case regardless of whether the character is part of a group or not, and regardless of how many, or how few, XP are being awarded by the completed quest.

Example: After defeating a level 2 quest, a group of two characters (the Priest and the Hunter) receives 4 XP, which are divided evenly between the two characters. The Priest is level 2, and receives the 2 XP with no penalty or bonus. The Hunter, however, is level 3, and receives an XP penalty of 1 (the difference between the Hunter's higher level and the quest level). After applying this penalty, the Hunter receives only 1 XP and adjusts his character token on the Experience Track accordingly. Had the Hunter completed this quest alone, he would have received 3 XP.

EXPERIENCE BONUS

Every time a character receives experience points from a quest, if the quest's target level **is higher than the character's level**, then that character receives an XP **bonus** equal to the difference between the quest's target level and his level. However, **only one character in a group may receive an XP bonus**. If multiple characters in a group are eligible for an XP bonus, only the character with **fewer total XP** (as determined by the character's position on the Experience Track) receives the bonus. If multiple characters are tied for fewest XP, then randomly determine which of those characters receives the bonus.

Example: After defeating a level 3 quest, a group of two characters (the Priest and the Hunter) receives 4 XP, which are evenly divided among the two characters. The Hunter is level 3, and receives his 2 XP without bonus or penalty. The Priest is level 2, and therefore receives 1 bonus XP, for a total reward of 3 XP. Had the Priest completed the quest alone, he would have received 5 XP. Had both characters been level 2, only the character with the fewer total XP on the Experience Track would receive the bonus XP.

DEFEATED CHARACTERS' REWARDS

Sometimes, one or more characters will be defeated while attempting to complete a quest. (See "Character Defeats," page 26.) This can give rise to two different situations.

First, one or two members of a group may be defeated, but the remaining member(s) of the group go on to successfully complete the quest. If this happens, any defeated characters still receive their equal share of the **quest's XP reward,** provided that the remaining characters complete the quest. Only the surviving characters, however, are eligible to receive the gold and Item rewards of the completed quest.

In this way, it is possible for a character to be defeated, (after which he is moved to a nearby graveyard or to his faction's starting region), but still receive XP for the completed quest (after the remaining members of his group defeats the last target quest creature) – which in turn could cause him to advance a level (for which he regains all his Health and Energy, etc.).

Second, if every character is defeated while in combat, the Challenge action is over, and the character/group will have failed to defeat the creatures and therefore failed to complete the quest.

DISCARD THE COMPLETED QUEST AND DRAW ANOTHER QUEST

After the character/group has received any XP, gold, and Item rewards for completing a quest, discard the Quest card. The active faction must mutually decide from which Quest deck (green, yellow, or red) to draw another Quest card. The drawn card immediately spawns creatures and is placed faceup with the other four eligible Quest cards.

OUT OF PLASTIC CREATURES?

It is possible that, once or twice during a game, a faction will draw a new Quest card, but find that the supply of the plastic creatures is exhausted (i.e., all creatures of that type are on the board already). The players will therefore be unable to spawn some or all of the creatures indicated by the Quest card. If this is the case, do the following:

Shortage of independent creatures: If all the independent creatures (blue plastic figures) of the indicated type are already in use on the board, simply do not spawn the new independent creature and proceed to spawn the quest creatures spawned by the quest.

Shortage of quest creatures: If the quest creatures (green and red plastic figures) of the indicated type are all already in use on the game board, do not spawn **any** creature (including any independent creatures) from that Quest card. Place the card facedown on the bottom of its deck and draw another Quest card instead.

If even **one** quest creature of a quest cannot be spawned on the board when drawn, the quest should be discarded and a new Quest card drawn.

ITEM CARDS

THE CHARACTER BAG TOKEN



Bag Token

At the beginning of the game, each character receives an oversize Bag token. This token is used to represent the pack in which characters store the items they are not currently using (that is, the Item cards that are not currently present on a character's character sheet). When a character receives or unequips an Item card, it must always be immediately placed underneath the character's Bag token. During the Character Management step, a character may equip Item cards from his Bag to eligible card areas on his character sheet, and/or unequip Item cards from his character sheet, returning them to his Bag.

A Bag token has a **capacity limit of three cards**. This means that a character may have no more than three items in his Bag at any time. If a character receives an Item card (from any source) but already has three Item cards underneath his Bag token, he must immediately place one of the Item cards (either the new Item card or one of the Item cards already underneath the Bag token) in the Merchant deck without receiving any compensation.

Note: This is also the only time that a player may choose to discard an item from his bag. Thus it is not possible for a player to arbitrarily discard an Item card from his Bag in order to prevent it from being looted after a lost PvP combat (see later).

ITEM CARDS

At the beginning of the game, all Item cards are separated into four Item decks, as identified by the symbols on their card backs. The contents of these four decks represent the weapons, armor, artifacts, potions, scrolls, and other equipment that characters can acquire by resolving quests, defeating creatures and characters, and buying from the Merchant.

The triangle (white) deck has the most cards and represents the least powerful items in the game, the square (blue) deck contains items of greater power and strength, and the circle (purple) deck contains the most powerful, legendary items of the greatest strength found in Azeroth. The Special Item deck (consisting of cards with the "cup" icon on their back) represents a wide variety of items.

Drawing Item Cards from the Item Decks

The reward section of Quest cards indicates whether one or more Item cards are awarded upon successful completion of the quest. Item rewards are indicated by one or more symbols that identify the specific Item deck from which the awarded Item card must be drawn.

For each symbol present the quest will reward **one** Item.

Each symbol features a "Draw Number" that ranges from one to three. This number signifies the number of cards that a player must draw from the appropriate Item deck. The player must then select **ONE** of these cards as his reward. Cards that are drawn in this way, but not chosen as the final reward, are immediately placed facedown on the bottom of their respective Item decks.

If a reward grants multiple Item cards, the players must resolve each Item symbol one at a time in the order presented in the reward section of the Quest card.



Example: After completing the above quest alone, the Priest is awarded the items depicted: Triangle (2), Triangle (2), and Square (1) in addition to the gold, XP, and the special item reward. First the Priest draws the top two cards from the triangle Item deck. He chooses one of these cards and discards the unchosen Item card facedown to the bottom of the triangle deck. He then draws the next two cards from the triangle deck, chooses one, and again discards the unchosen card facedown to the bottom of the triangle deck. Then, the Priest draws the top card of the square deck and keeps this card (the Draw Number on the square item reward was "1," which does not give the character a choice of cards). The Priest then places the three Item cards under his Bag token (provided he has the capacity for all three). Finally, the player controlling the Priest searches through the Special Item deck and retrieves the "Robes of the West" Item card.



Special Items

Some quests grant **special items** as part of their reward. Special item rewards are always presented in **red bold typeface**. When a group is awarded a special item by a quest (typically there will be a choice between two different special items) the group simply locates and takes that specific item in the Special Item deck. In other words, these items are not drawn randomly.

Items and Groups

If a group of characters receives item rewards (including special items), the group must decide and distribute the items among the group members.

Soulbound Items

Certain items have the keyword "Soulbound." A soulbound item may never be given to another character, nor sold to the Merchant.

Add-On Items

Some items (and a few powers) feature a prominent "+" graphic in front of their type icon. These items are called "add-on" items, and follow slightly different rules than normal Item cards. Add-on Item cards are typically Helmets, Shields, or special ammunition for ranged weapons.



Like all other cards, an add-on item may only be equipped to an eligible card area *that shares its type and normal trait*.

Unlike normal Item cards, however, each add-on item feature *two* traits, its *function trait* followed by its *normal trait*. For example, the Helmet add-on item illustrated above have the traits: **Helmet – Leather**.

Like any other item, an add-on item must conform to the normal trait requirement of a card area. A character is not allowed, for example, to add the above Helmet (that has the ***Leather*** normal trait) to a card area that only allows for the ***Cloth*** trait.

Unlike normal items, **a character is allowed to equip an add-on item to a card area that already has a normal Item card equipped**. Simply place the add-on item on top of any existing card in such a way that every card in the card area can be seen.

Each card area may contain any number of add-on items in additional to its single normal item, **but only one add-on item of each *function type* may be equipped to one card area at one time**. For example, a character may not equip two ***Shield*** add-on items to the same card area.

Add-on items, like other items, may only be equipped or unequipped during the Character Management step of the friendly faction turn.

THE MERCHANT DECK

The right-hand side of the game board features an area in which the **Merchant deck** is located. This pile of cards represents available items sold by merchants throughout Lordaeron. During the game, Item cards are placed in the Merchant deck when they are sold by characters, discarded from players' Bags, and added from the turn track. Items are removed from the Merchant deck as they are purchased by characters.

When a player takes a Town action, in addition to buying new powers from his Class deck and regaining Health and Energy tokens, he may also buy and sell Item cards to the Merchant deck. A player taking a Town action may buy and sell any number of Item cards, in any order he chooses.

BUYING EQUIPMENT FROM THE MERCHANT

A character may look through all the cards in the Merchant deck, and may buy any number of these Item cards. Like Power cards, every Item card has a gold price. To buy an Item card, a player must remove the indicated amount of gold from his character sheet and return it to the central gold area. After paying the gold cost of the Item card, the player then places it under his Bag token.

Note that players are allowed to purchase Item cards that are of a higher level than their character – but the character may not equip such cards until he reaches the item's level requirement.

SELLING EQUIPMENT TO THE MERCHANT

A character may sell any number of Item cards to the Merchant from his character sheet (and is therefore allowed to unequip such items when selling them) or from his Bag token. When selling an Item card to the Merchant, the character receives **half** (rounded up) of the gold value of the item from the central gold pile. After receiving the gold, the player then places the sold Item card in the Merchant deck (making it available for other characters, even enemy characters, to purchase).

Note that a character can never sell Power cards to the Merchant, even though these cards have a gold value. Characters may also not sell soulbound items to the Merchant (see "Soulbound Items," above).

EVENT CARDS

When the turn marker is advanced into a space that contains an **Event card symbol**, an Event card must be drawn and resolved.



Turn space containing an Event card symbol.

After the active faction draws an Event card and reads its text out loud, resolve any effects and place the card faceup, adjacent to the game board. When the requirements of that Event are later met, the card is then discarded.

BONUS EVENT CARDS



Some Event cards are marked with a "+" at the bottom of the card. These cards are called Bonus Event cards. After drawing a Bonus Event card, read its text out loud, resolve its effects, and discard the card (unless the card states otherwise). **Then draw and resolve another Event card**. If the new Event card is another Bonus Event card that has the same title as a Bonus Event card already drawn and resolved this step, it is discarded without effect and the game then continues to the next faction turn.

In this way, players keep drawing and resolving Event cards until either **a)** a normal Event card is drawn, or **b)** a Bonus Event card is drawn with the same title as one already drawn this turn.

Example A: Players have already drawn and resolved one Event card (the Bonus Event card "Merchants of Lordaeron"). Since this was a Bonus Event card, another Event card is now drawn. The next Event card is "The Hinterlands War," which is read aloud and placed adjacent to the board. Since a normal Event card was drawn, this Event step is over and the game proceeds to the next faction turn.

Example B: Players have already drawn and resolved two Bonus Event cards ("Auction House" and "New Horizons"). Since the last card drawn was a Bonus Event card, another Event card is drawn. The drawn card is another "Auction House" card. Since an earlier "Auction House" Event card was already drawn, the new card is discarded without effect. This Event step now ends and the game proceeds to the next faction turn.

"Auction House" Event Cards

Each "Auction House" card represents a unique Auction Item that is usable by all characters, but requires the players to bid for its ownership via a "closed fist" auction.

Immediately after the "Auction House" Event card is drawn, all players must announce how much gold they have available (since that is open information throughout the game). Then each player should hide their available gold from view and place a secret bid in a closed fist, which is then revealed simultaneously by all players. The highest bidder places his bid in the central gold pile and takes the Event card representing the Auction Item. All other players place their bid back in their gold area. If there is a tie in bidding, the tying players should randomly determine (such as by rolling a die) which player wins the bid.

Auction Items are not governed by the rules, restrictions, and limitations of normal items, and they are not placed in a player's Bag. An Auction Item is simply placed on the table in front of the player controlling it, and works as described in its text. Unlike normal items, however, a character's Auction Items are all immediately discarded if that character is later defeated during the game.

The "Stronger" and "Weaker" Faction

Some Event cards refer to the "stronger" and "weaker" faction. The **stronger faction** is the faction whose combined number of XP between all its characters (as indicated by the XP track) is higher. The weaker faction is the faction with the lower number of combined XP.

Example: The three characters of the Horde faction have their character tokens on the Experience Track in the positions of "6," "8," and "13," for a combined XP value of 27. The Alliance faction's characters are at "5," "9," and "9," for a combined XP value of 23. Since the Horde has more XP, it is considered the "stronger" faction at this point, while the Alliance faction is considered the "weaker faction."

If the two factions are tied for combined XP, then both factions are considered to be the "stronger" faction.



The Event Card "Wars"



Several Event cards represent "Wars" which take place between the Horde and the Alliance in Lordaeron (as the sample card above). Every "War" card works in the same way, in that it grants a substantial reward to the faction that manages to have characters in two specific board regions at the end of their opponents' faction turn ("Wars" are often a cause for direct strife and PvP combat between the two factions).

For easy reference, and since multiple "Wars" can be active at the same time, we have provided several sets of color-coded "War" tokens. When a "War" Event card is drawn, simply place a War token in each of the two named regions (these two tokens should be of the same color). These tokens provide a visual reference as to what regions are important to win any of the "Wars" on the board.



War Tokens

After a War has been won by one of the factions, simply remove the War tokens from the board and discard the relevant Event card.

Bosses and Points of Interest



Point of Interest Token

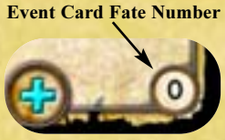
Several Event cards indicate that a boss (or other significant element) has appeared somewhere on the board. As with every Event card, such cards are placed face up adjacent to the board until resolved.

We recommend placing a "Point of Interest" token in the boss's area, to give players a visual reminder that this area is relevant to one of the faceup Event cards.

Note that the term "boss" also includes the game Overlord (although the Overlord is present from the beginning of the game and never appears as a function of an Event card).

Fate Numbers

Event Card Fate Number



Every Event card has a "Fate Number" in its lower right-hand corner. This number represents a random number from 0 to 2. In the basic game, this number is used to determine how far the Overlord Nefarian will move after each Event Card draw. We plan to use the Fate numbers for other effects in future expansion products for WORLD OF WARCRAFT: THE BOARD GAME.

CHARACTER DEFEATS

After a character removes the last Health token from his character sheet, he receives *one last chance* to use abilities that will **regain or gain him at least one Health token (such as potions or other healing abilities)**. If he is unable to acquire at least one Health token here, he is defeated.

Fortunately, in WORLD OF WARCRAFT: THE BOARD GAME, defeats are not permanent, and the character will soon be traveling through Lordaeron again. As soon as a character is defeated, the following occurs:

1) The character's figure is immediately moved to either a) the nearest graveyard, or b) that faction's starting region (Southshore for the Alliance, Brill for the Horde). The player controlling the character decides between these two options.

Exception: If a player is defeated in a region containing a graveyard, then the player may not count that graveyard as the "closest graveyard."

2) The character immediately resets his Health and Energy areas so that there is exactly **one token** in each area.

3) A defeated character loses any remaining actions he may have had (if defeated during his own faction turn).

In PvP combat (see page 33), it is possible that both an Alliance and a Horde character will be defeated simultaneously. If this is the case, these characters must randomly determine the order in which they will move to a graveyard or their starting region.

COMBAT

Combat is one of the most important elements of WORLD OF WARCRAFT: THE BOARD GAME. Combat is the fundamental challenge in which a character's powers, equipment, and prowess are matched against the creatures of Azeroth, the horrific bosses and Overlords, or the characters of the opposing faction.

There are two different types of combat in WORLD OF WARCRAFT: THE BOARD GAME, each with its own rules. The two types of combat are:

- Normal combat (against creatures and bosses)
- PvP combat (against players of the enemy faction)

When you are about to enter combat, first determine which of the above applies, and then follow the rules for that combat type.

DETERMINING DICE POOL SIZE EXAMPLE



The Undead Warlock has entered into a combat. As the first step of his Attack Phase, he must determine the size of his dice pool:

1) The Warlock's "Shadow Bolt" instant power costs him one Energy to use, but it gives the Warlock two blue dice. One die for the ability itself, and another blue die for the "Improved Shadow Bolt" talent that the Warlock has chosen.

2) The Warlock's "Imp" active power gives the Warlock one blue die. Since this is an active power, it does not cost the Warlock any Energy.

3) The Warlock's "Moonstone Wand" item has no Energy cost and gives the Warlock two blue dice.

4) The Warlock could use his "Worn Staff" item, which has no Energy cost, to give him one red die, but he will forfeit this red die to use his "Amulet of Protection."

5) The Warlock's "Amulet of Protection" also has no Energy cost and gives him three green dice – but only if he rolls no red dice. Since the Warlock chose not to use his "Worn Staff," he receives the three green dice.

6) The Warlock's "Robe of Apprenticeship" has no Energy cost, and gives him one green die (as well as "REROLL +2" which he will use later).

GENERAL COMBAT RULES

The following rules apply to both normal and PvP combat.

TAKING WOUNDS

In either form of combat, characters may be forced to take wounds. When a character takes a wound, the player removes a Health token from the Health area of his character sheet. When a character takes multiple wounds, each Health token is removed one at a time, so that healing abilities (such as potions or healing powers) can be activated in between each Health token removal.

A character may never take more wounds than what is required to defeat him, thus it is not possible for a character to "soak up" excess wounds when dying to prevent the wounds being assigned to other friendly characters in the combat.

"FRIENDLY PARTICIPATING CHARACTER"

Many card effects refer to a "friendly participating character." This specifically means any friendly character that is participating in the current combat **including the active character himself**. A character may never use an ability that refers to a "friendly participating character" unless the character using the ability is participating in the combat himself.

"REMOVE DICE"

Some card abilities instruct the active player to "remove" dice in order to achieve an effect. The player simply removes dice from his dice pool (at the appropriate time indicated by the card) and sets them aside for the duration of his Attack Phase. Rules for dice that are "removed" are as follows:

• A removed die may not be rolled again by abilities that add dice later in the character's Attack Phase. Removed dice effectively lower a player's maximum number of dice.

• Removed dice must always come from actual, physical dice in a player's dice pool. A player cannot remove "phantom dice" (that exceed the seven dice maximum number of a color) to meet the "remove" condition of an ability.

• A die that has been "spotted" may not be voluntarily removed, and vice versa.

NORMAL COMBAT

The most common form of combat occurs when a character takes a Challenge action against creatures or bosses on the board.

Note that when entering into combat against creatures, only creatures **of the same type** in the region will be part of the combat. It is therefore never possible, for example, to enter into combat against both Murlocs and Gnolls during the same combat. Also remember that quest creatures (red/green) and independent creatures (blue) are never fought together in the same combat, even if they are of the same creature type.

Remember that a character must challenge the whole group of quest creatures (or the group of independent creatures) in the same region. It is not possible to challenge just one creature from a group of several creatures.

When a character enters into combat against creatures, players will need to consult the Creature Reference Sheet to find the relevant combat values and special abilities for the relevant creature type.

Fighting as a group

As described on page 10 under the "Challenge Action," when a player takes a Challenge action against a boss or creatures, he may invite any friendly characters in the same region to join him in the combat (any character that wishes to accept the invitation must spend one of his character actions to do so). If multiple characters are participating in combat, they are said to be in a **group**.

The Combat Round Sequence

When fighting a normal combat, follow the "Combat Round Sequence" as outlined here:

1) Attack Phase
- **a) Dice Pool Step**
- **b) Reroll Step**
- **c) Place Tokens Step**

2) Defense Phase
- **a) Ranged Strike Step**
- **b) Damage Step**
- **c) Resolution Step**

If a **group** of characters is committed to the combat, **then each character in the group resolves his *Attack Phase* individually** in an order mutually decided by the grouped characters at the start of each combat round. After all members of the group have resolved an individual Attack Phase, the combat round proceeds to the Defense Phase, which is only resolved once per combat round, regardless of the number of participating characters.

The character that is currently taking his Attack Phase is also called the "active character."

Example: The Hunter, Priest, and Warrior are all participating in the same combat. The players agree which order they will take their respective Attack Phases. First the Warrior takes an Attack Phase (taking the Dice Pool step, Reroll step, and the Place Tokens step by himself), then the Hunter takes his Attack Phase, followed by the Priest. After all characters have taken an Attack Phase, the combat round proceeds to the Defense Phase.

If only a single character is in the combat, he simply follows the Combat Round Sequence step by step.

THE ATTACK PHASE

During this phase, a single character will roll dice to determine how much damage (and what type of damage) and how much defense he will apply during that combat round.

a) Dice Pool Step

As the first action of this step, a player must determine how many dice are in his dice pool. Every card on his character sheet that reads "Add X to your dice pool" will add dice to a player's dice pool at this time. Typically, Item cards in a character's melee area, ranged area, and armor area provide

CREATURE ABILITIES AND COMBAT VALUES



Every creature in WORLD OF WARCRAFT: THE BOARD GAME has a specific section on the Creature Reference Sheet (such as the Murloc one depicted above). This section explains how to use this information.

1) Creature Name and Illustration
The name and picture of the creature type represented by this section.

2) Creature Abilities
This section outlines the nasty ability that this creature type will bring to bear against any character that challenges it to combat. Creature abilities are in effect during *each character's* Attack phase.

3) Creature Combat Values
This grid is broken into the three combat values shared by all creatures and bosses of the game – Threat, Attack, and Health. The **Threat** value signifies the die result that characters must meet in order to "hit" the creature. The **Attack** value signifies the number of wounds that the creature can inflict upon characters in combat. The **Health** value signifies the number of hits that must be removed from the relevant combat box (see later) in order to defeat the creature.

Note that the combat values for the creatures vary depending on the color of the creature figure. Green creatures are always the least dangerous of that creature type, while red creatures are always the most dangerous. A green Murloc, for example, has an Attack value of 3, while a red Murloc has an Attack value of 5.

dice for a player's dice pool, and many powers (both instant and active) and talents will provide dice as well. Note that some cards (mostly instant powers) have an **Energy cost** that must be paid at this time in order for the dice to be added to the player's dice pool.

After a player has gathered all the dice for his dice pool, he rolls them all at once.

See the "Determining Dice Pool Size Example" on page 27 for an example of how a player determines the size of his dice pool.

DICE LIMITS

WORLD OF WARCRAFT: THE BOARD GAME includes seven blue dice, seven red dice, and seven green dice. A character may never use more dice than those provided in the game, and is never allowed to substitute dice of one color with dice of another color. This means that a high-level character who relies too heavily on rolling dice of one particular color may find himself short of dice, and will therefore be wasting combat opportunities (as he should seek items and powers that bolster his strengths in the other dice colors).

b) Reroll Step

After the dice pool has been rolled, the active character may reroll a number of dice equal to his total Reroll value. Most characters' starting Reroll value is zero, but many powers, talents, and items increase this number. Remember that some cards (mostly instant powers) have an Energy cost that may need to be paid in order for the Reroll benefit to be gained.

A character's Reroll value determines how many dice that a player may roll again after seeing the results of his initial dice pool roll. **Each single die may only be rerolled once** (thus after a particular die is rerolled, its second result must be kept). We recommend that players do all their rerolls in one roll, so that there is no need to remember which results have already been rerolled and which have not. A player will sometimes have a higher Reroll value than the number of dice in his dice pool, in which case he will not be able to use his full reroll potential.

Note that a character's Reroll value only applies to rerolling dice from his own dice pool and not towards other players' rolls or any die rolls that the player may make outside of combat.

c) Place Tokens

In the Place Tokens step of the Attack Phase, a player places hit and armor tokens in his faction's Combat Area (separate Combat Areas for each faction are located in the lower right-hand and upper left-hand corners of the game board).



PLACING DICE HITS

After rerolls, any die result that is **equal to or higher than a creature's *Threat value* is considered a "hit."** Hits are treated in the following way, depending on the color of the dice.


Hit Token


Armor Token

• **Blue Dice:** For each blue die producing a hit, place a **hit token** in the **damage box** of the Combat Area.

• **Red Dice:** For each red die producing a hit, place a **hit token** in the **defense box** of the Combat Area.

• **Green Dice:** For each green die producing a hit, place an **armor token** in the **defense box** of the Combat Area.

PLACE ATTRITION HITS

Just as each character has a Reroll value, each character also has an Attrition value. Most characters' starting Attrition value is zero, but many powers, talents, and items may increase that value.

After placing tokens in the damage and defense boxes of the Combat Area from successful dice results, the attacking player now ***automatically* places a number of hit tokens in the attrition box equal to his Attrition value**.

THE DICE SYMBOLS

Many cards use the symbols below to represent the various dice and die results. These symbols should be interpreted in the following ways:


A blue die.


A red die.


A green die.


A black die means "any color die" (i.e., either a red, blue, or green die).


A dual-colored die means "a die of either of these colors."



A number inside the die icon means "this result, on this color die."



A "+" sign next to the die icon means "this result ***or higher***, on this color die."

THE DEFENSE PHASE

After every character has individually taken an Attack Phase, the combat round proceeds to the Defense Phase. During this phase, the tokens in the Combat Area will be resolved, and creatures/bosses will apply damage to the participating characters.

a) Ranged Strike Step

If the current number of hit tokens in the damage box equals or exceeds the Health value of at least one opponent creature or boss, those tokens are discarded, and the creature is immediately defeated (remove the creature's figure from combat and place it back with the other unused creatures). It is possible to defeat multiple creatures in this way: Simply resolve one creature at a time. If the last remaining creature is defeated, the combat ends immediately (and successfully).

Example: After the Hunter and the Priest have each taken an Attack Phase, there are 3 hit tokens in the damage box. The characters are seeking to defeat two green Murlocs that each have a Health value of 2. During the Ranged Strike step, the characters remove one of the Murlocs and 2 of the hit tokens from the damage box (leaving one token remaining in the damage box). There is now only 1 green Murloc remaining in the combat.



b) Damage Step

Now add up the combined Attack values of all remaining creatures in the combat, and subtract from this value the combined number of hit tokens and armor tokens in the defense box.

If the creatures' combined Attack value is greater than the number of tokens in the defense box, the characters in the combat must take a number of wounds equal to the difference between the two numbers. These wounds may be distributed among the participating characters in any way mutually agreed upon by the players.

If a character removes his last Health token, he is defeated (see page 26 for the rules on character defeats). If the last character in the combat is defeated during this step, the combat is immediately over, and all tokens are removed from the Combat Area (any remaining creatures/boss survive, regardless of the number of hit tokens in the defense and attrition boxes).

Example: A Warrior is fighting alone against two green Naga (that both survived the Ranged Strike step). During his Attack Phase, the Warrior managed to place 5 hit tokens and 2 armor tokens in the defense box. During the Damage step of the Defense Phase, the Naga's combined Attack value of 10 is reduced to 3 (because the Warrior has 7 tokens in the defense box). The Warrior therefore must take 3 wounds, so he removes 3 Health tokens from the Health area of his character sheet.

c) Resolution Step

At the beginning of the Resolution step, do the following:

1) Discard all armor tokens from the defense box.

2) Move all hit tokens in the defense box into the damage box.

3) Move all hit tokens in the attrition box into the damage box.

After doing the above, both the defense and the attrition boxes should be empty.

Now, if the number of hit tokens in the damage box equals or exceeds the Health value of at least one opponent creature or boss, those tokens are discarded, and the creature is immediately defeated (remove the creature's figure from combat and place it back with the unused creatures). Multiple creatures can be defeated in this way: Simply resolve one creature at a time. If the last remaining creature is defeated, the combat ends immediately.

If one or more creatures remain undefeated, any hit tokens in the damage box remain here (and will be effective during the next combat round).

Example: The Hunter and the Warrior are fighting two green Ghouls (neither Ghoul was removed during the Ranged Strike step). During the Resolution step, the players discard all armor tokens from the defense box and move a total of 4 hit tokens from the defense and attrition boxes into the damage box. There are now a total of 5 hit tokens in the defense box (since 1 hit token was placed here by a blue die hit during the Place Tokens step). The Health value of each Ghoul is 2. The players remove 4 tokens from the damage box to defeat both Ghouls. The combat is now over, and the remaining hit token in the damage box is removed without further effect.

NEXT COMBAT ROUND?

If there are both creatures and characters remaining in the combat, another combat round is immediately started. This continues until either all characters or all creatures are defeated.

CREATURE ABILITIES



All creatures and bosses have a special ability that will affect combat. The special ability of each creature type is found on the Creature Reference Sheet, and the special abilities for all bosses are printed on their specific Event cards or on the Overlord sheets. Players must account for these abilities when in combat.

CREATURE COMBAT EXAMPLE



1 The Orc Warrior has taken a Challenge action against a group of Murlocs. As the first step of his Attack Phase, the Warrior collects dice for his dice pool: three blue, three red, and four green dice.



2 The Orc Warrior rolls his dice pool. Results equal to or higher than the Murloc Threat value of 5 will "hit." After rolling, the Warrior (with a Reroll value of 3) rerolls the two red and the blue "1" results. After rerolling, there is still a single red "1" result remaining, which, due to the Murloc special ability, forces the Warrior to lose 1 Health.



3 The red "8" and the red "6" results are hits, and are placed as hit tokens in the defense box. The green "8" result is also a hit, and is placed as an armor token in the defense box. The blue "7" and "6" results are hits, and are placed as hit tokens in the damage box. The Warrior has an Attrition value of 1, which allows him to place 1 hit token in the attrition box.



4 During the Ranged Strike step, the Warrior removes 2 hit tokens from the damage box to defeat the green Murloc (whose Health value is 2).



5 During the Damage step, the remaining red Murloc applies its Attack value of "5" against the Warrior. The Warrior has 3 tokens in the defense box, which reduce the Attack value to 2. The Warrior then takes 2 wounds.



6 Finally, during the Resolution step, the armor token is removed from the Combat Area, and the hit tokens in the defense and attrition boxes are moved into the damage box. There are now 3 tokens in the damage box, not enough to defeat the Red Murloc, whose Health value is "4." Since both the Murloc and the Warrior are still alive, another combat round begins. Note that there are now 3 hit tokens in the damage box. This means that the Warrior can defeat the red Murloc during the next Ranged Strike step, if he hits with just one blue die.

PVP COMBAT EXAMPLE



1

Two high-level Alliance characters have entered into PvP combat against two high-level Horde characters (on the right side of this page). After each Alliance character has taken his Attack Phase, the above number of hit and armor tokens have been placed in the Alliance Combat Area.



2

After each of the two Horde characters has taken his Attack Phase, they have placed the above hit and armor tokens in the Horde Combat Area.



3

During the Armor step, the Horde players remove 7 armor tokens from their defense box, allowing them to remove all 6 hit tokens in the Alliance's damage box and 1 hit token in the Alliance's defense box (for a total of 7). The Horde may also remove 7 hit tokens from the Alliance's attrition box, which depletes the 5 hit tokens here. The Alliance then removes all their 4 armor tokens from their defense box to block some of the Horde's hits.



4

Since the Alliance players have removed 4 armor tokens from their defense box, they also remove 4 hit tokens from the Horde's damage box and 4 hit tokens from the Horde's attrition box. Now, since the Horde has 1 damage token remaining in the damage box, it removes this token during the Ranged Strike step, forcing one of the Alliance characters to take 1 wound.

5

Finally, during the Resolution step, both factions move all their hit tokens from their attrition and their defense boxes into their damage box. The Alliance then has 6 hit tokens in its damage box, while the Horde has 5 hit tokens in its damage box. All the tokens are now removed from both Combat Areas. Since the Alliance has 1 more hit token in their damage box than the Horde, one of the Horde characters must now take 1 wound. Since characters from both factions are still alive, the PvP combat enters another round of combat.





Example: In a combat against two green Murlocs, the Warrior has just rolled his dice pool. Among the dice results are three "1" results on his red dice. The Warrior's Reroll value is 2, and he decides to reroll two of the "1" results. The new results of those two dice are a "4" and another "1." Since the Warrior is now showing two "1" results on his red dice, he must immediately lose 2 Health tokens from his character sheet due to the special ability of the Murloc creature type.

Special Note: If a character is defeated by a creature's special ability at the end of the Reroll step (such as the Murloc or Naga special ability), any other results from that character's rolled dice are ignored and no tokens are placed in the Combat Area from them.

PLAYER VERSUS PLAYER COMBAT

A PvP combat occurs in the following two circumstances:

1) A character takes a Challenge action against all enemy characters in his current region.

2) The turn marker reaches the "End" space, forcing a massive PvP battle between the two factions (see page 35 for more information on the final PvP battle).

As with any Challenge action, the active character may invite friendly players in the same region to join in the battle (remember that each such character must spend an action to join in the combat).

When a character initiates a PvP battle, he must enter into combat with **all** enemy characters in the region. It is not possible for him to single out an enemy character and ignore others in the same region. (Likewise it is not possible for any enemy character in the region to refuse combat). In this way, it is possible that a PvP battle will consist of multiple characters on either side.

The character(s) who initiated the combat are called the **attackers** and the opposing enemy character(s) are called the **defenders**.

A PvP combat is resolved in a way that is very similar to normal combat, but has a number of small differences. PvP combat follows the "PvP Combat Sequence," as outlined here:

The PvP Combat Sequence

1) Attack Phase
- **a) Dice Pool Step**
- **b) Reroll Step**
- **c) Place Tokens Step**

2) Defense Phase
- **a) Armor Step**
- **b) Ranged Strike Step**
- **c) Resolution Step**

The attacking faction always take the first Attack Phase. As in a normal combat, each individual character (attackers and defenders both) must resolve an individual Attack Phase for each combat round. Unlike normal combat, however, the order in which characters resolve their Attack Phases must ***alternate*** between factions. Each faction is allowed to determine which order that its characters will take their Attack Phases, but after every character has taken his Attack Phase, a character of the opposing faction must then take his Attack Phase. Continue alternating Attack Phase resolutions between factions until each character in the combat has taken an Attack Phase.

Example: Two Horde characters have challenged two Alliance characters to PvP combat. Since the Horde characters are the attackers, the Horde players decide which Horde character will take the first Attack Phase. The chosen Horde character resolves his Attack Phase, after which the Alliance players then decide which of their two characters will take the first Alliance Attack Phase. The Alliance character takes his Attack Phase, followed by the remaining Horde character, and finally, the last Alliance character.

Note that if a single character is challenging two enemy characters, that single character would take his Attack Phase first, followed by the two enemy characters who sequentially take their Attack Phases in the order they wish.

Once every character in the combat has resolved an individual Attack Phase, the combat continues to the Defense Phase, in which each step is resolved simultaneously between the two factions.

THE ATTACK PHASE (PVP)

Aside from having the individual resolution of each Attack Phase switch back and forth between characters of the two factions, each Attack Phase is resolved exactly like normal combat, except that the **Threat value** required to score a hit against the opponent is now **equal to the highest level of the opposing characters plus two**.



Example: Two Alliance characters have entered into combat against one Horde character. The highest-level Alliance character is level 2, and the Horde character is level 3. The Threat value of the Alliance Characters is therefore 4, and the Threat value of the Horde character is 5. So, during his Attack Phase, an Alliance player would need to roll results of 5 or higher to score hits, while the Horde player would score hits on results of 4 or higher.

The Alliance players place armor and hit tokens from successful die rolls in the Combat Area on their side of the board, while the Horde players place tokens in the Combat Area on their side of the board.

Note that it is **very important** that the two factions use their own Combat Area during PvP combat (so that the hit and defense tokens from both sides are kept separate).

After all defending and attacking players have taken their Attack Phases, both sides will have placed tokens from all successful rolls and their combined Attrition hits in the Combat Area on their own side of the board. At this point, the PvP combat proceeds to the Defense Phase.

THE DEFENSE PHASE (PVP)

The Defense Phase of PvP combat is somewhat different than that of normal combat. Both factions should resolve each step of the Defense Phase simultaneously.

a) Armor Step (PvP)

Each faction now removes all armor tokens from their defense box. For each armor token removed, the faction may choose and remove the following from their enemy's Combat Area: **a)** one hit token from either the enemy's damage or defense box *and* **b)** one hit token from the enemy's attrition box. If there are more armor tokens than enemy hits, the excess armor tokens are discarded without effect.

Example: The Alliance characters have 3 armor tokens in their defense box. Removing the 3 tokens, they choose to remove 3 hit tokens from the Horde's damage box and 3 hit tokens from the Horde's attrition box.

b) Ranged Strike step (PvP)

Each faction now removes all remaining hit tokens from their own damage box. For each hit token removed, the opposing faction must take a wound. Each faction decides amongst themselves how to distribute such wounds between characters.

If a character removes the last Health token from his Health box, he is defeated. If the last participating character of a faction is defeated now, the PvP combat is immediately over, and all tokens are removed from both Combat Areas with no further effect. Any surviving characters (who will all be from the same faction) have now won the combat and may loot an item from each of the defeated enemy characters as described in "Winning a PvP Combat," below.

c) Resolution step

At the beginning of this step, both factions should move all hit tokens in their attrition and defense boxes to the damage box (this means that both the defense and the attrition boxes should be empty).

Then remove, one by one, a hit token from each faction's damage box until only one faction has any tokens remaining. The first faction to run out of hit tokens must take a wound for each remaining hit token in the opposing faction's damage box. The faction taking wounds decides how to distribute these wounds amongst their characters. After this, all hit tokens are then removed, so that both Combat Areas are again empty.

Example: After moving tokens from the attrition and defense boxes into the damage box, the Horde has 10 hit tokens in their damage box, and the Alliance has 7 hit tokens in their damage box. After removing tokens one by one, the Horde has 3 hits remaining and the Alliance none. Thus, the Alliance faction must take 3 wounds. The Alliance faction decides that one character will remove 2 Health tokens from his character sheet, and another character will remove 1 token from his character sheet.

Again, if a character removes the last Health token from his Health box, he is immediately defeated. If the last participating character in a faction is defeated in this way, the PvP combat is immediately over, and all tokens are removed from both Combat Areas with no further effect. Any surviving characters win the combat and may loot an item from the defeated enemy characters as described in "Winning a PvP Combat," below.

NEXT COMBAT ROUND?

If there are characters from both factions remaining in the combat, another combat round is now begun. This continues until all characters from either one or both factions are defeated.

WINNING A PVP COMBAT

After all participating characters of one faction are defeated in a PvP combat, the winning faction may take one item from the Bag (not from the character sheet) of each defeated enemy character. The winning characters must mutually agree how to distribute any such looted items among themselves. If the winning faction is not willing to take a loot item (usually due to lack of space in their characters' Bags), it is returned to the defeated character. Note that defeated characters from the winning faction are not allowed to receive loot items.

MUTUAL FACTION DEFEATS

Since every step of the PvP Defense Phase is resolved simultaneously, it is possible that all characters from both factions will be defeated in the same step. In this case, there is no winner of the PvP combat, and no looting of items will take place. The order in which simultaneously defeated characters go to a graveyard or starting region is determined randomly.

WINNING THE GAME

A game of WORLD OF WARCRAFT: THE BOARD GAME ends in one of two ways:

1. After the conclusion of the 30th game turn, the players will fight a massive player versus player (PvP) battle. The faction that wins this PvP battle is the winner of the game.

2. A faction wins immediately if it manages to defeat the Overlord before the turn marker enters the "End" space. When a faction defeats the Overlord, the game ends immediately and that faction is the winner.

THE FACTION STARTING REGIONS

Each faction's starting region is specifically highlighted on the game board.

These regions have two purposes in addition to acting as the starting point for a faction's characters at the beginning of the game. First, each time that a character has been defeated in combat, he may return to his faction's starting region (instead of to a graveyard). Second, a character from the enemy's faction is **never allowed to move** into the starting region of the other faction, making it a safe harbor from enemy characters seeking to engage in continuous, disruptive PvP combat.

THE OVERLORD

There are three different Overlords in WORLD OF WARCRAFT: THE BOARD GAME. At the beginning of the game, players determine which Overlord will be featured in the upcoming game. Each Overlord is represented by an Overlord sheet that contains a picture of the Overlord along with his combat values and special abilities.

After choosing an Overlord, the Overlord sheet is placed adjacent to the game board. If playing with six characters, place the Overlord sheet with the "6 Characters" indicator faceup. If playing with four characters, make sure that the "4 Characters" side of the Overlord sheet is faceup.

Each Overlord has specific unique effects. Kel'Thuzad, for example, has five special cards that are shuffled into the Event deck before the game begins. Be sure to read and implement the special instructions for each Overlord as directed on his Overlord sheet.

Should a character or group of characters challenge the Overlord, but subsequently lose the combat against him, they are simply considered defeated, as if they had fought a normal creature/boss and lost. The game then continues as normal.

THE FINAL PVP BATTLE

As soon as the turn marker reaches the "End" space, the normal game is over and the final PvP battle between the two factions will begin. The faction with the highest combined XP will be the "attackers" (determine randomly if the factions are tied).

Before the combat begins, all characters automatically regain all of their Health and Energy up to their capacity. Then, starting with the characters of the attacking faction, each character may take a final Character Management step.

After this is complete, resolve a final PvP battle between the two factions involving every character in the game. The faction with one or more surviving characters is the winner of the game. If both factions are eliminated simultaneously, the game ends in a tie.

OTHER RULES

PLAYING THE GAME WITH FEWER THAN 6 PLAYERS

When playing the game with two, three, four, or five players, follow the directions below.

TWO-PLAYER GAME (FOUR CHARACTERS)

To play a game with two players, each player must choose and control two characters: One player controls two Alliance characters, and the other controls two Horde characters.

In a two-player game, only draw three grey Quest cards and one green Quest card at the beginning of the game. Each faction will thus only have four (instead of five) eligible quests during the game.

THREE-PLAYER GAME (FOUR CHARACTERS)

To play a game with three players, two of the players will each choose and control one character from the same faction, while the third player will choose and control two characters from the opposing faction (that player may not choose both the Paladin and the Shaman classes).



THE OVERLORD SHEET



1) The name of the Overlord.

2) The combat values of this Overlord.

3) The special abilities and combat rules that govern combat against this Overlord.

4) The setup instructions and special rules governing this Overlord during the game setup and throughout the game.

5) This indicator shows which side of the Overlord sheet should be used, given the number of characters in the game. The above version of Kel'Thuzad is used during a game with 4 characters, while his reverse side (featuring tougher combat values) is used in a game with 6 characters.

In a three-player game, only draw three grey Quest cards and one green Quest card at the beginning of the game. Each faction will thus only have four (instead of five) eligible quests during the game.

FOUR-PLAYER GAME (FOUR CHARACTERS)

In a four-player game, each player controls one character, so there are only two characters with each faction.

In a four-player game, only draw three grey Quest cards and one green Quest card at the beginning of the game. Each faction will thus only have four (instead of five) eligible quests during the game.

FIVE-PLAYER GAME (SIX CHARACTERS)

To play the game with five players, one player must choose and control two characters from the same faction (that player may not choose both the Shaman and Paladin class). In this way, one faction will have one player controlling one character and another player controlling two characters (for a total of three characters). The opposing faction will have three players each controlling one character (for a total of three characters).

There are no other changes when playing the game with five players.

TRADING ITEMS AND GOLD BETWEEN FRIENDLY CHARACTERS

If, after resolving a character action, a character is in the same region as another friendly character, the two characters may freely give or exchange Item cards and/or gold between each other (note that only items in the players' Bags may be traded, since players can only unequip Items during the Character Management step).

Remember that Power cards and soulbound items may never be sold or given to another character.

STUN AND CURSE TOKENS

Throughout the game, it is possible that a player may be assigned **Curse** and **Stun** tokens.

The Stun Token



Stun

Stun tokens are inflicted upon individual characters during combat (primarily through the ability of the Spider creature). When a character receives a Stun token, place the token by the character's character sheet as a reminder of the affliction. The effects of Stun tokens are as follows:

For each Stun token that a character has been assigned, he must remove two dice from his dice pool (of any colors of his choice) before rolling each combat round. *If a character cannot remove the number of dice required from his dice pool, he is **immediately defeated** before the Reroll step of the combat sequence.*

After a combat has ended (or when a character has been defeated), remove any Stun tokens that had been assigned to a character during the combat.

The Curse Token



Curse

Curse tokens are inflicted upon individual characters during combat (primarily through the ability of the Wraith creature). When a character receives a Curse token, place the token by the character's character sheet as a reminder of the affliction. The effects of Curse tokens are as follows:

For each Curse token that a character has been assigned, he must remove one die from his dice

pool (of a color of his choice) before rolling his dice pool, ***and*** such a character receives REROLL -1 and ATTRITION -1.

Curse tokens are not removed at the end of combat. When a character takes a Rest action, he may remove one Curse token from his character sheet in addition to regaining Health and Energy tokens.

If a characters takes a Rest action in a region containing a friendly **Town icon**, he may remove all Curse tokens from his character sheet.

If defeated, a character may automatically remove all Curse tokens from his character sheet.

OPEN INFORMATION

All information and materials possessed by a character (his current gold, remaining Energy/Health, contents of his Bag or Spellbook, etc.) is open information. This means that players (even players of the opposing faction) may inspect their fellow players' cards and tokens at any time.

In addition, players may at any time look through the contents of the Merchant deck.

COMPONENT LIMITATIONS

The only components in WORLD OF WARCRAFT: THE BOARDGAME that are limited to the exact number provided are the dice (no player may ever roll more than seven dice of one color) and the number of creature figures.

Should you run out of any other component, feel free to use a suitable substitute (such as pennies, beads, stones, etc.).

MORE INFORMATION AND SUPPORT

For news and additional support for WORLD OF WARCRAFT: THE BOARDGAME, please visit.

WWW.FANTASYFLIGHTGAMES.COM

VARIANT RULES

Once you have played the game a few times, you may want to use these variant rules to suit your particular tastes.

DEADLY PVP!

When using this variant, players will resolve PvP combat in a slightly different way.. This variant makes PvP combat faster and more deadly, but a little less tactical.

In PvP combat, during the Resolution step, the hit tokens in the damage box are not subtracted from the hit tokens in the enemy's damage box. Thus each faction must take wounds equal to the number of tokens in the opponent's damage box. This results in far more wounds to characters during each combat round.

When using this variant, if all characters are defeated during the same combat step, for purposes of determining a winning faction for the final PvP battle and certain Event cards, the team with the fewest number of unabsorbed wounds (after all characters have been defeated) is the winner. If both teams have the same number of unabsorbed wounds, then the combat ends in a tie.

DEFEAT THE OVERLORD!

This variant is for players who want to concentrate on the Overlord objective and are not interested in planning for a possible major PvP combat towards the end of the game.

After turn 30, do not move the turn token into the "End" spot. Instead move the token to position "1" once more. The game continues until one side has defeated the Overlord. On its second lap on the turn track, when the turn token hits an item icon, place a round (purple) item in the Merchant deck, rather than the type indicated on the turn track.

In this way, the game will never end in a final PvP combat, and players must focus on being the first faction to defeat the Overlord as the only way of winning the game.

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DESIGN NOTES

I first saw the light of the world through the green eaves of Elwynn forest.

As I survey the distant mountains that loom before me in the pestilent north, I silently yearn for the past, for the wide airs of Westfall, where I came of age. With melancholy I recall the glorious gloom of the Deadmines, where I struggled and bled, but ultimately prospered and overcame the menace of Van Cleef's bandit kingdom.

As my Voidwalker waits silently beside me for my next command, as the bloodrobes around my body pulsate with the alluring power of the nether, I start moving again. Into the wild, into the unknown. I have come far, I have learned much, but there is much to do, and many leagues to go before I rest. Adventure awaits.

How do you make a board game based upon a computer game that has inspired millions? How do you bring something as complex, as rewarding, and as inspired as the WORLD OF WARCRAFT to the board game medium?

That was the dilemma before me as I dove into this project during the wintry weeks of February 2005. Freshly graduated from the monster board game project that was TWILIGHT IMPERIUM 3rd edition (my big sci-fi board game), I had an unhealthy lack of fear for the project that now loomed before me – to craft an adventure board game that would channel the spirit and fun of the WORLD OF WARCRAFT.

Ever since picking up the WoW game software in late November 2004, I had been hooked by the experience of playing a character in Azeroth. Being able to embark on a board game version of this great game was both humiliating and exhilarating. From the very beginning of our talks with Blizzard, it was clear that everyone wanted a huge game – an epic production that would match or exceed the production values of the then-just-released TWILIGHT IMPERIUM.

The trouble was, of course, that regardless of how huge a board game we could envision, we would never be able to capture the myriad of options and the enormous scale that is the WORLD OF WARCRAFT. My primary task was therefore not to replicate what could be experienced on the screen, but to create a new experience that channeled the soul, visuals, and entertainment values of WoW in a board game format.

Our first dilemma was to establish the scale of the playing experience. Would we have the game cover the whole world, one continent, one area? Blizzard suggested that we focus our game on the continent of Lordaeron – a fateful land in the northern part of Azeroth's eastern continent, and a setting of much strife and Warcraft history. The advantages of Lordaeron were clear: The area had a rich background, interesting regions, and here both the Horde and the Alliance sought to dominate what remained of the scoured and plagued land. Lordaeron was the perfect "contested area" where we could, in a thematically acceptable way, introduce the plurality of races from both the Horde and the Alliance.

I felt that the focus on Lordaeron was preferable to any attempt at including all of Azeroth, which would have resulted in a continent-hopping experience that would have looked more like Azeroth Risk® than the game you see before you.

Thus, after deciding that Lordaeron should be the setting, much thought was then directed to what elements of WoW should be included in the board game. As the first feeble prototype attempts started to materialize in early April, the sheer size and immensity of the project finally started to dawn on me. In order to accomplish what we wanted, I would need not only a game mechanism for exploring and interacting with the world and its dangerous inhabitants, but also a detailed system that would be able to handle the incredibly rich and varied level progression of powers and talents unique to each of the nine character classes in WoW. Either of these two projects would have been a big effort in its own right, but to create both and then try to elegantly combine the two was nothing short of a titanic endeavor (speaking from the perspective of board game development, at least).

Out of the exhausting amount of prototype work done over the late spring and early summer months, the "class decks" and the "type/trait" character sheet mechanism finally emerged. I hope that players find this interface both intuitive and flavorful. Although using cards to represent the powers and talents of the WoW classes was obvious, my challenge was to find a system that would be simple enough to be suitable for board game, but still be flexible and robust enough to re-create the variety and exceptions in order to thematically represent each of the nine diverse WoW classes.

The elusive key to success in the creation of this flexible character class mechanism was to land a combat system that would be simple and fast, yet interesting and deep enough to provide the design-space required to create the 216 different class abilities and the more than 100 item cards that we wanted players to have (plus give us plenty of room for possible product expansions).

Based on the "spot target number on a dice" mechanic (which first were 6-sided, but later evolved into 8-sided dice), the combat system evolved dynamically over a long period of time, during many, many testing sessions, and was greatly helped by FFG developers such as Greg Benage, John Goodenough, Corey Konieczka, Eric Lang, and the helpful guidance of Blizzard's Bob Fitch.

Aside from the combat and character management/card system, the other real "aha!" moment in the design process was the realization that this game should be a "team" game, in which players would win (or lose) alongside the players of their own faction. Early prototypes had focused on individual play, which invariably created a classic "race" game feeling and resulted in longer periods of downtime between individual players than I thought was acceptable. The concept of team play and "faction turns" dramatically reduced the player downtime, and the fundamental introduction of a meaningful enemy team (controlled by the living and breathing players) was (in my opinion) an innovative and fresh approach to the fantasy adventure board game genre. Although obvious in hindsight, given the Horde vs. Alliance conflict Blizzard provides in WoW, this realization created a major breakthrough in the design process. The later introduction of the Event cards allowed me to provide more concrete tactical motivations to create a level of player interaction rarely found in adventure board games.

At the last stage of development and design, this game had bloomed far beyond just me working on the project. Unlike any other game in FFG's history, through the late summer months we had a veritable FFG army of graphic designers and game developers helping me develop and test the ocean of character class cards, items, overlords, events, and combat mechanics. Much of what has been accomplished here is due to the tremendous team effort at FFG. The balance and variety of cards owe a great debt to the efforts of talented people like John Goodenough, Corey Konieczka, and Greg Benage. A company friend, Mike Zebrowski, undertook an almost inhuman effort in playtesting the game endlessly with many, many groups here in the Twin Cities.

You hold the result of our efforts in your hands. I sincerely hope that you will enjoy your travels through Lordaeron. See you at the Ironforge auction house sometime!

Christian T. Petersen
Designer, World of Warcraft: The Board Game
aka The Warlock Landroval (Aggramar server)

A GUIDE TO YOUR FIRST GAME

When playing the game for the very first time, you may want to read through this section and follow some of the tips below.

CHOOSING CHARACTERS

For your first game, unless you are very familiar with the WoW characters from the online game, we recommend that players take the following six characters:

Alliance

Artumnis Moondream (Druid)
Sandrai Darkshine (Warlock)
Burbonn Fang (Hunter)

Horde

Grumbaz Crowsblood (Warrior)
Sofeea Icecall (Mage)
Wennu Bloodsinger (Priest)

YOUR FIRST FACTION TURN

The order of play between friendly characters does not matter very much during each faction's first faction turn, so we recommend that each player just take his two character actions consecutively.

As a character's first action of the game, we recommend a "Town" action, so that your character may acquire some of his level 1 Power cards from his Class deck. Since all characters start with 5 gold, each character will typically be able to acquire two Power cards before venturing out into Lordaeron.

Choosing Power Cards

There are many interesting combinations of Power cards to explore in each Class deck, but for your first game, we recommend that the above six characters train the following powers:

Alliance

Artumnis Moondream – "Rejuvenation" and "Bear Form"
Sandrai Darkshine – "Immolate" and "Shadow Bolt"
Burbonn Fang – "Scorpid Sting" and "Hunter's Mark"

Horde

Grumbaz Crowsblood – "Heroic Strike" and "Battle Shout"
Sofeea Icecall – "Frostbolt" and "Arcane Intellect"
Wennu Bloodsinger – "Lesser Heal" and "Shadow Word: Pain"

After training with your first character action, proceed to your second character action. We recommend that characters now take a Travel action, moving towards (or into) a region containing a group of quest creatures spawned by a friendly quest. You will want to avoid moving into any region that contains independent creatures (blue figures), since these creatures will not only interrupt movement, but also will force characters to challenge them.

During the next faction turn, at least some characters should be able to challenge quest creatures and complete their first quest. In this and future faction turns, characters should seek to gain as many XP as possible in order to attain higher levels.

Fighting against creatures as a group is much safer than fighting alone, but remember that you must split the XP, gold, and other rewards with the other characters in your group. Deciding on whether you should complete a quest on your own or group with other players is one of the most important decisions that you will continually make throughout the game.

YOUR FIRST TALENT!

After you have completed one or two quests, your character should quickly advance to his second level. When a character advances a level, he may pick a Talent card (of his new level or lower) from his Class deck. These are the first talent picks that we recommend for the suggested starting characters:

Alliance

Artumnis Moondream – "Ferocity"
Sandrai Darkstone – "Improved Shadow Bolt"
Burbonn Fang – "Precision"

Horde

Grumbaz Crowsblood – "Improved Heroic Strike"
Sofeea Icecall – "Arcane Focus"
Wennu Bloodsinger – "Improved Pain"

CAN MY CHARACTER SURVIVE FIGHTING A SPECIFIC CREATURE?

To evaluate a creature, although all its combat values are important, it is easiest to look at its Attack value first. Will your character be able to withstand its Attack value the first round of combat? As a first-level character, you are likely be to successful (unless you are unlucky) when fighting a single Murloc, Gnoll, Ghoul, or Scarlet Crusader. Beware of any group of two or more quest creatures, and of any creature listed below the Ghoul/Scarlet Crusader on the Creature Reference Sheet. If you are in doubt about whether you can defeat a creature, invite another character into combat (if that character is in the same region). You will want to avoid being defeated too many times, especially early in the game.

GENERAL STRATEGY

The object of the game is to bring your faction to victory! The best way to do this is to defeat the Overlord before the enemy faction does the same. Your goal should be to quickly advance in levels, so that all the characters of your faction can group together and defeat the Overlord.

Finally, here a few key tips to keep in mind:

– You do not receive XP for defeating enemy characters or independent creatures.

– When a character "levels up," he immediately regains all of his Energy and Health, which can save him several actions of resting.

– Winning the game is a team effort, so save precious items that other members of your faction can use, and try to do what is best for your faction rather just what is best for your character.