

WORLD WARCRAFT®

The ADVENTURE GAME



RULES OF PLAY

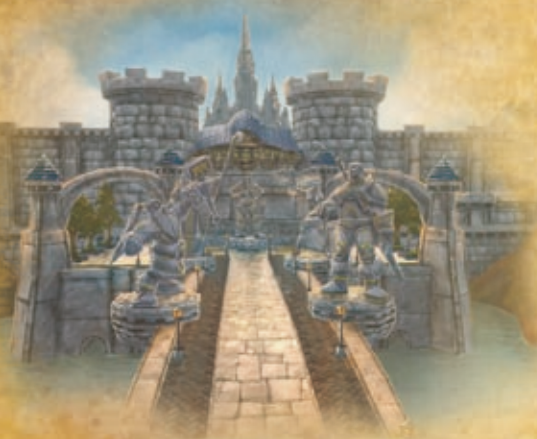
World of Warcraft: The Adventure Game

INTRODUCTION

Long ago, the sorcerer Medivh opened a portal to another world. Through this dark gateway came the Horde – armies of orcs and ogres driven by a simple purpose: war. Since then, the land of Azeroth has not known peace. The Alliance of humans, dwarves, and elves fought two wars against the Horde, then both were nearly destroyed by the arrival of the undead Scourge and the demonic Burning Legion. Now, the land is imperiled by undead, demons, beasts, and brigands. For those bold enough to adventure, the dangers are great... but so are the opportunities!

OBJECT OF THE GAME

World of Warcraft: The Adventure Game is a board game of questing and battle. Each player takes on the role of one of four characters adventuring in Azeroth. During their travels, these characters will battle monstrous creatures, and each other, to acquire powerful items and enough **valor points** to win the game.



COMPONENT LIST

- This Rulebook
- 1 Game Board
- 4 Plastic Figures
- 108 Bridge-sized Cards, including:
 - 16 Character Cards (four per character)
 - 92 Ability Cards (four decks of 23)
- 224 Small Cards, including:
 - 18 Starting Quest Cards
 - 30 Elite Quest Cards
 - 16 Trophy Cards
 - 160 Challenge Cards (four decks of 40)
- 1 Blue Movement Die
- 2 Combat Dice (one red and one black)
- 4 Challenge Deck Organizers
- 106 Cardboard Tokens, including:
 - 10 Encounter Markers
 - 20 Discovery Markers
 - 32 Damage Tokens
 - 4 Bag Tokens
 - 4 Quest Log Tokens
 - 36 Character Tokens (nine per character)

COMPONENT OVERVIEW

Game Board

This board represents the Eastern Kingdoms of Azeroth where the characters adventure throughout the game.



Plastic Figures

Each character is represented by a plastic figure, which is placed on the game board to indicate his current location.



Character Cards

Each character has four character cards, one for each character level, each listing his statistics and any special powers.



Ability Cards

Each character has a corresponding deck of ability cards representing a wide range of powers and talents at his disposal.



Challenge Cards

These double-sided cards contain encounters, items, and events that characters discover throughout the game.



Challenge Deck Organizers

These plastic trays store the challenge decks throughout the game. They also assist players when drawing challenge cards, which are always drawn from the **bottom** of the deck.



Quest Cards

Throughout the game, characters acquire quest cards that give them opportunities to earn valor points. Every character begins the game with two starting (grey backed) quests, and may later acquire elite (gold backed) quests.



Trophy Cards

Characters who defeat an overlord, or complete the "Booty Bay" game board encounter, earn a trophy card that awards valor points.



Movement and Combat Dice

The blue movement die is used to determine how much movement and energy a character receives on his turn. The red and black combat dice are used during battle and list the numbers 1 through 6 (with X representing the 6).



Character Tokens

These tokens are used in conjunction with quest and event cards to track destinations or target certain opponents.



Encounter Markers

Each of these double-sided markers has a unique number. When placed on the game board, they mark the positions of encounters found on the Undeclared Encounter Track.



Discovery Tokens

These represent a variety of beneficial items and roadblocks that characters may discover. Discovery tokens all have common backs, and are placed facedown on the board by different players.



Damage Tokens

These tokens are used to keep track of the amount of damage dealt to characters.



Bag and Quest Log Tokens

Bag tokens are used to store characters' unused item cards. Quest log tokens are used to store characters' completed quest cards.



CARDS VS. RULEBOOK

Some cards create special circumstances that contradict the standard rules found in this rulebook. In such cases, the text on the card always takes precedence over the rulebook.

SETUP

Follow the steps below to prepare the gaming area. Players may also refer to the “Game Setup” diagram on the facing page for additional information.

1. **Place Game Board:** Unfold the game board and place it on the center of the table.
2. **Set Up Challenge Cards:** Separate the four challenge decks by color and shuffle each deck individually. Place each deck into the challenge deck organizer that matches its color.



A full challenge deck organizer

3. **Set Up Elite Quest and Trophy Decks:** Shuffle the elite quest deck and place it next to the game board. All trophy cards should then be placed in a pile adjacent to the game board.
4. **Set Up Tokens:** Place all damage tokens and encounter markers adjacent to the game board where they can be easily reached by all players. Separately, place all discovery tokens **facedown** in a pile and randomize them.
5. **Receive Bag and Quest Log:** Each player receives one bag and one quest log token.
6. **Determine First Player:** Each player rolls a combat die. The player who rolls the highest number becomes the **first player** and will go first during the game.
7. **Choose Characters:** Starting with the first player and proceeding clockwise, each player chooses a character. Then, each player takes the ability deck, character cards, plastic figure, and character tokens for his chosen character and places them in his play area.

Note that each player places his **grey level** character card with its **starting side faceup** in his play area (see page 13). His other character cards are placed aside and will be used later in the game.

8. **Receive Quest Cards:** The first player shuffles the starting quest deck and deals two starting quests to each player, including himself. Each player places his starting quest cards faceup in his play area. Beginning with the first player and proceeding clockwise, each player follows any instructions on his quests (see page 16). All remaining starting quests are returned to the box and are not used for the rest of the game.
9. **Place Characters:** Beginning with the first player and proceeding clockwise, each player places his figure on any one of the three city spaces on the board (see “Game Board Breakdown” on page 7).
10. **Draw Ability Cards:** Each player shuffles his character’s ability deck and then draws three cards from the top. Cards drawn from the ability deck create a **hand of abilities** that each player’s character will use throughout the game.

DOUBLE-SIDED CARDS

Many cards in *World of Warcraft: The Adventure Game* are **double-sided** , meaning they have critical game information on both sides. For example, most challenge cards have an encounter on one side and an item on the other.

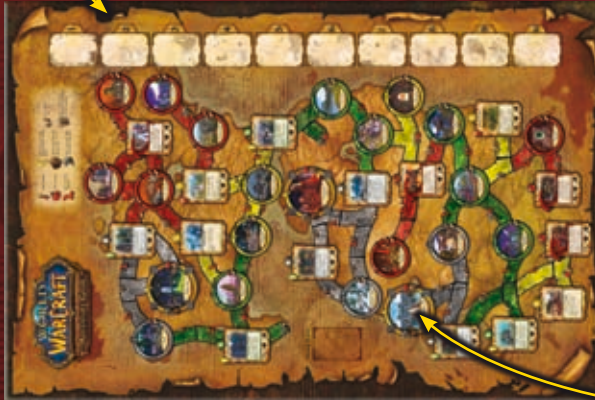
A player may look at both sides of any double-sided card in play (i.e., he may not look at cards still in the draw decks). For example, a player may look at the back of an encounter card he has just drawn to see what item he will receive if he defeats the encounter in combat.



Whenever a player draws a card from the challenge deck, it is drawn from the **bottom of the deck** (as illustrated above).

GAME SETUP

Game Board



Challenge Deck Organizers



Trophy Deck



Elite Quest Deck



Center of Table



Character's Figure Placed in Choice of City

Damage Tokens



Encounter Markers



Discovery Tokens



Combat and Movement Dice



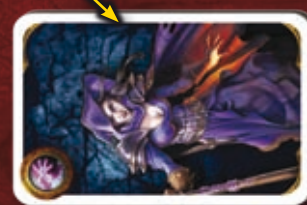
Grey Level Character Card



Bag and Quest Log Tokens



Ability Card Deck

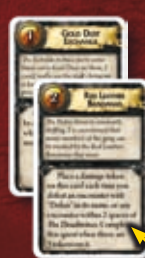


A Player's Play Area

Character Tokens



Starting Quest Cards



THE GAME TURN


World of Warcraft: The Adventure Game is played over a number of turns. The first player starts by taking his entire turn, after which play proceeds clockwise. This continues until one player is declared the winner.

A player (and his character) in the process of taking his turn is called the “active character.” On his turn, the active character plays through the following phases in order:

1. **Movement Phase:** The active character rolls the movement die; the result is the number of spaces he may move his figure. This result also determines the amount of energy that he may spend during this turn.
2. **Exploration Phase:** After the movement phase, the active character must resolve all discovery tokens in his space. If there aren’t any discovery tokens, he must instead resolve one resource in his space.
3. **Challenge Phase:** After the exploration phase, the active character must either resolve a challenge in his space or attack another character. Resolving a challenge typically involves drawing the bottom card of the challenge deck that matches the color of the active character’s space. See page 9 for full details.
4. **Maintenance Phase:** After the challenge phase, the active character maintains his quests and may equip item cards.

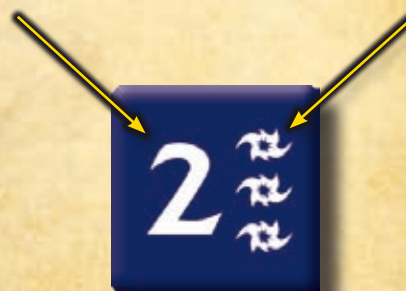
After the active character resolves his maintenance phase, his turn ends and the player to his left becomes the new active character, who then takes his turn, starting with the movement phase.

MOVEMENT PHASE

At the start of this phase, the active character rolls the movement die. He may then move his plastic figure up to as many spaces on the game board as the number rolled. The movement die also dictates how much **energy** the character will be able to spend this turn, which is indicated by the number of  symbols rolled.

Rolled movement

Available energy



Even if a character does not wish to move, he **still must roll the movement die**, in part to determine how much energy he will have for the remainder of his turn.

Important Note: A character may never enter a space of a color that is higher than his current level (see “Levels” on page 14). For example, a character may not enter a yellow space until he is either yellow or red level. City spaces are always considered grey spaces.



GAME BOARD BREAKDOWN



1. **Normal Space:** Any space without a printed name is a normal space. Each normal space has one or more icons representing the resources it provides (see page 8). A character who ends his movement in a normal space usually has an encounter during his challenge phase.
2. **Key Location:** These circular spaces have printed names that are often referred to in quest or event cards. All key locations provide the same basic resources. A character who ends his movement in a key location usually has an encounter during his challenge phase.
3. **City Space:** There are three city spaces that provide a number of resources to characters including healing, drawing new quest cards, and the option to travel instantly to specific spaces of the game board. All cities are grey level, and at the beginning of the game, each character chooses one city as his starting space. A character who ends his movement in a city space skips his challenge phase.
4. **Game Board Encounter:** Game board encounters have a printed name and do not contain resource icons. A character on a game board encounter space does not draw a challenge card during his challenge phase. Instead, he follows the instructions on the space, which often involves combat (just as if it were an encounter card). Many game board encounters also list the reward a character receives if he defeats it.
5. **Overlord:** These game board encounters are marked with red dragons and award trophy cards to the characters who defeat them.
6. **Undeleted Encounter Track:** This area is found along the right side of the game board, and is used to track the location of encounters that have not yet been defeated by a character (see page 25).
7. **Global Event Space:** If there is a global event card in play, it is placed on this space.

EXPLORATION PHASE

After ending his movement phase, the active character must reveal and resolve all discovery tokens in his current space (in the order of his choice). If there are no discovery tokens in his space, he must choose **one** resource in his space (if any are present) to activate.

Discovery Tokens



All discovery tokens have the same back



Two discovery token faces

Throughout the game, discovery tokens are placed facedown on the game board, usually as characters activate “place discovery” resources (see below). These tokens represent beneficial items or harmful incidents, located in the space they occupy. It’s important to note that discovery tokens can **never** be placed in cities.

During the active character’s exploration phase, all discovery tokens in his space are revealed. Each discovery either immediately resolves (red background), or is retained by the character for later use (green background). If there are multiple discovery tokens in the space, they are all revealed at once and resolved in the order of the active character’s choosing.

Discovery tokens are resolved instead of activating a resource; therefore, a character may not take advantage of resources in his space if one or more discovery tokens are present. Discovery tokens are discarded after they have been resolved unless stated otherwise.

When a discovery token is discarded, it is returned to the game box. When the last token from the pile of unused discovery tokens has been placed, all discovery tokens in the box are randomized and returned facedown to form a new pile. Characters may not place discoveries if this pile has run out and there are no discovery tokens left in the box.

A list of all discoveries and their effects can be found on the back cover of these rules.

Resources

Most spaces on the game board provide one or more resources that include a wide range of useful powers, such as drawing ability cards or healing characters. During the active character’s exploration phase, if there are no discovery tokens present, he must activate one of the available resources in his space.

Important Note: When there are no discovery tokens present in the active character’s space, he must activate one available resource. However, he may choose a resource that has no effect, such as activating a healing potion when his character is not damaged.

A list of resources can be found below and is also summarized on the game board.

Scroll

The active character draws one ability card from his ability deck.



Book

The active character draws two ability cards from his ability deck. Then, **all other characters** each draw one ability card from their own ability deck and then must choose one card from their hands to discard (the discarded card may be the card that was just drawn).



Healing Potion

The active character immediately heals damage. A small potion (left) allows him to heal 1 damage, while a large potion (right) allows him to heal 2 damage (see “Dealing and Healing Damage” on page 12).



Place Discovery

The active character randomly draws a discovery token from the pile of unused discoveries. He secretly looks at it and then places the token facedown on any space of the game board, except for his current space, or a city space. A single space can have multiple discovery tokens on it.



Flight Path

The active character immediately moves his figure to any other space containing a flight path resource. If the active character moves to a space that is not a city, he must then continue to his challenge phase on that new space.



Auction House

The active character discards one of his items and draws a new item of the same color from the bottom of the appropriate challenge deck, and places it in his bag.



Quest Giver

The active character draws one elite quest card. Quests that have not been completed are active quests; a character may never have more than two active quests at a time. If a character ever acquires a third active quest, he must immediately discard one of the three, of his choice.



CHALLENGE PHASE

After ending his exploration phase, if the active character is not in a city, he must resolve a challenge in his current space. If the active character is in a city, his challenge phase is skipped, and he proceeds directly to the maintenance phase.

During his challenge phase, the active character **must** do one of the following:

- Attack an enemy character in his space, **OR**
- Resolve an encounter in his space

Attacking an Enemy Character

Instead of resolving an encounter, the active character may choose to attack another character in his space. See “Combat” on page 21. After combat is resolved, the active character proceeds to the maintenance phase.

Resolving an Encounter

If the active character chooses to use his challenge phase to resolve an encounter (as opposed to attacking another character), he must first determine if there is an existing encounter in his space, or if he needs to draw a challenge card.

Existing Encounter or Event: If the active character’s space contains a game board encounter, undefeated encounter token, or event card, he must resolve it instead of drawing a challenge card. Depending on the type of existing encounter or event, the active character either immediately engages in combat (see “Combat” on page 21), or follows the printed special instructions.

Draw a Challenge Card: If the active character’s space does not contain a board encounter, or a card, he must draw and resolve a challenge card. This is the most common action that a character will take during this phase.

When drawing a challenge card, the active character draws from the **bottom** of the challenge deck matching the color of his current space. This card could either be an encounter that he must immediately fight (see “Combat” on page 21), or an event card that is immediately resolved (see “Event Cards” on page 11). Both types of challenge cards are described in detail on page 10.

MAINTENANCE PHASE

When the active character has finished his challenge phase, he proceeds to his maintenance phase where he performs the following steps, in order:

1. **Quest Maintenance:** If the active character has a quest that requires him to collect a token from, or travel to, his current space, he may now fulfill these conditions (see “Using Character Tokens” on page 14).
2. **Equip Items:** The active character may choose to equip or unequip any of his items. Unequipped items are placed in his bag (see “Item Bag” on page 18).
3. **Pass the Movement Die:** The active character passes the movement die to the player on his left, who then begins his turn, starting with the movement phase.

WINNING THE GAME

Throughout a character’s journeys, he completes quests and acquires valor points (see “Quests” on page 14). When a character has acquired **eight** (or more) valor points in his quest log, he wins the game.

If multiple characters acquire at least eight valor points at the same time, use the following tie breakers:

1. The character with the most total valor points in his quest log wins.
2. If still tied, the character with the most cards in his quest log wins.
3. If still tied, the character of the highest level wins.

In the unlikely event that multiple characters are still tied, then the tied players win the game together.



CHALLENGE CARDS

A character often draws challenge cards during the challenge phase of his turn. There are two different types of challenge cards:

- **Encounter:** When an encounter card is drawn, the active character must immediately battle it (see “Combat” on page 21). If the encounter is defeated, the victorious character gains the item on the back of the encounter card.
- **Event:** When an event is drawn, the active character simply follows the instructions on the front of the card. The character then draws a new challenge card, and resolves it. He repeats this process until he draws an encounter card.



When a challenge card is discarded, it is placed on the top of the appropriate challenge deck.

SPECIAL POWERS

Many encounters and items have special powers that are described by their card text. Some special powers have a continuous effect, others can be used at will, and some must be triggered by a specified value on a combat die that has been rolled. If two players have special powers that are used at the same time during a battle, the defender resolves his power first.

Triggered Powers

Some special powers activate when a character or encounter rolls a certain result with a combat die. These special powers are **mandatory**, and are automatically activated if such a result is rolled. Each triggered power can only be used once per combat. Note that a [X] result is always considered a “6” unless otherwise specified.

Example: A “Rotten Ghoul” encounter rolls a [X] during combat. The encounter card has a power that triggers when a [X] is rolled: the encounter receives +1 to its damage value, and then its combat die is rerolled. If the Rotten Ghoul were to roll another [X], this ability would not be triggered a second time because each power can only be triggered once per combat.

ENCOUNTER CARD BREAKDOWN



Characters often need to battle encounters during the challenge phase. These cards (and game board encounters) have a wide range of information listed on them. When a character defeats an encounter, he gains the item on the back of it.

1. **Name:** This usually does not affect gameplay, but it may be referred to by certain cards.
2. **Traits:** Describes attributes of the encounter. Note that the **Aggro** trait (see page 26) has special rules.
3. **Game Text:** Any special powers of an encounter are listed here.
4. **Attack Value:** This value is used during combat to determine whether the encounter's attack is successful. The icon depicted indicates whether the encounter has a **ranged** or **melee** attack.
5. **Defense Value:** This value is used during combat to determine if the encounter is hit by the character.
6. **Damage Value:** This value is used to determine how much damage a character is dealt when hit by this encounter's attack.
7. **Level:** The background color of the image is used to determine the level of the encounter.

EVENT CARDS

Event cards are found in the challenge decks and are often drawn during the active character's challenge phase. After a character draws and resolves an event card, he draws a new challenge card and resolves it. He continues doing this until he draws an encounter card, instead of an event.

Event cards are double-sided with one side clearly marked "front." When an event card is drawn, only the front side of the card takes effect. Each event card specifies when it should be flipped. When an event card is flipped in this fashion, the text on the reverse side immediately takes effect. Anyone may look at both sides of event card at any time.

Some event cards become items, or even enemies, when they are flipped. When this happens, the character who flipped the card immediately gains the item, or immediately battles the encounter if it is his challenge phase. If it is not his challenge phase, then the encounter is placed on the board as an undefeated encounter (see page 25).

Event cards come in three different varieties: global events, location events, and special events. Each variety is described in detail below.

Global Events

Some event cards have the **Global Event** trait. These events often have an ongoing effect that usually impacts all characters.

When a global event card is drawn, it is placed faceup on the global event space of the game board. Any global event card that was already in play is discarded. In this way, there can only be one global event card in play at a time.



*The global event space
on the game board*

EVENT CARD BREAKDOWN



1. **Name:** This usually does not affect gameplay, but it may be referred to by certain cards.
2. **Traits:** Describes attributes of the event. Each event has a either a **Global Event**, **Location Event**, or **Special Event** trait.
3. **Game Text:** Describes the effects of the event card.
4. **Card Side:** Describes whether this is the front or back of the event card. The front of an event card is always resolved first.
5. **Level:** The color the gem and border is used to determine the level of the encounter.

Location Events

Some event cards have the **Location Event** trait. Each location event instructs the active character to place it on a specific key location space of the game board. In doing so, the active character first discards any event card already on the specified space, then he places the new event card on the game board.

Any character who ends his movement in a space with a location event must resolve the event during his challenge phase; he does this instead of drawing a challenge card from the challenge deck. If there is also an undefeated encounter marker on the space, the character has the choice of resolving either the event, or the encounter (exception: see “Aggro” on page 26).



A Location Event placed on a key location on the game board

Special Events

Some event cards have the **Special Event** trait and contain unique instructions. Most are immediately resolved by the active character.

CHARACTER MANAGEMENT

Each character is represented by a double-sided character card and plastic figure. Throughout the game, characters gain levels, equip items, complete quests, use ability cards, and more. This section describes how characters are used during the game, and how other game components affect them.

DEALING AND HEALING DAMAGE

Each character has a health value that signifies the amount of damage it takes to defeat him. Whenever a character is dealt damage, he takes that number of damage tokens and places them on his character card.

When a character heals damage, he removes up to the specified amount of damage tokens from his character card. Characters can often heal damage with ability cards and resources.

Defeated Characters

When a character has received a number of damage tokens equal to or greater than his health, he is immediately **defeated**. When a character is defeated, the following steps occur, in order:

1. **Resurrect:** The character’s figure is moved to the city that is the fewest spaces away. If multiple cities are tied for closest, the character may choose among them.
2. **Heal:** The character discards all damage tokens from his character card.
3. **Reset Character Card:** The character card is flipped to its starting side.
4. **Discard Attached Cards:** The character discards all cards attached to his character card. However, cards attached to his items are not discarded.



CHARACTER CARD BREAKDOWN

FRONT



BACK



Each character card is double-sided and lists different text and statistics on each side.

1. **Health:** The amount of damage the character can take before being defeated.
2. **Starting Attack Value:** The value and type of attack used while the character has no **weapon item** equipped.
3. **Starting Defense Value:** The defense value used while the character has no **armor item** equipped.
4. **Starting Damage Value:** The amount of damage the character inflicts on opponents with a successful attack. Items and abilities can modify this number.

5. **Level:** Each character card has a level that can be determined by the colored frame of the text box, name box, and class icon.

6. **Name and Class Icon:** Each character has a name and a class icon that identify the character.

7. **Starting Side:** One side of each character card is marked *Starting Side*, to designate which side is placed faceup at the start of the game.

8. **Special Power:** Any special powers possessed by the character are described here. Note that such powers typically vary depending on which side of the character card is faceup.

9. **Restriction Icons:** These icons identify the different varieties of items the character may equip.

LEVELS

There are four levels in *World of Warcraft: The Adventure Game*. These levels represent the increasing power of characters and regions on the game board. In order of least to greatest, the levels are grey, green, yellow, and red.

Every character starts the game with his grey level character card. By defeating certain game board encounters, or resolving certain events, characters can gain new levels. When a character gains a new level, he immediately performs the following steps, in order:

1. **Heal:** The character removes all damage tokens from his character card.
2. **Draw Cards:** The character draws three ability cards from his ability deck.
3. **Replace Character Card:** The character replaces his current character card with the character card matching his new level (keeping the same side faceup). The old card is returned to the game box and will not be used for the remainder of the game. He henceforth uses the statistics and powers printed on his new character card. All spaces on the game board that match the color of his character become accessible to him.

In addition to the immediate benefits listed above, there are a number of restrictions based upon a character's level:

- A character can only enter spaces color-coded to his level and lower.
- A character can only use items of his level and lower.
- A character can only use the improved text of his ability cards of his level and lower (see page 20).

Any game board encounter that awards a new level for defeating it includes a colored level-up arrow as a visual reminder. A player receives no benefits by gaining a level that he already has acquired.



A grey board encounter that awards green level

AFFILIATION

Each character has an affiliation, either **Horde** or **Alliance**. A character's affiliation is determined by the colored background of his ability cards. Characters with red ability cards are part of the Horde, while characters with blue ability cards are part of the Alliance.

The only time a character's affiliation matters in *World of Warcraft: The Adventure Game* is when a card specifically targets a Horde or Alliance character. Otherwise, the affiliations of characters have no effect. For example, a Horde character can freely attack another Horde character, and an Alliance character can attack another Alliance character.

QUESTS

Each character begins the game with two starting quest cards that are placed faceup in his play area. By completing quests, a character acquires the **valor points** needed to eventually win the game.

The following terms are often used on quest cards.

- **Travel:** Many quests require a character to travel to a particular named space. In order to qualify as having traveled to a space, a character must be in the indicated space during the maintenance phase of his turn.
- **Collect:** Many quests require a character to collect tokens from certain spaces on the game board. In order to collect a token, a character must be in the space containing the token during the maintenance phase of his turn. He then takes the token off of the board and places it on his quest card.
- **Deal Damage and Defeat:** Many quests require a character to deal damage to or defeat an enemy character. In order to qualify for this, the damage must be dealt by a card belonging to the character attempting to complete the quest, or during a combat between this character and his target. For example, a character may play an ability card that deals damage, or use a special power from one of his item cards.

Using Character Tokens

Character tokens are often used to track quest objectives and a character's progress toward completing various quests. They are often used to mark spaces on the board where a character needs to travel, and some quests instruct a character to give one of his tokens to another character. When a quest requires the use of one or more character tokens, its card includes specific instructions for placing these tokens, which must be followed as soon as the character receives the quest (see "Quest Setup" on page 16).

Example: While in Undercity, Sandrai received a quest that instructed her to place one of her character tokens on Brill and then collect it and travel to Stormwind City. On her next turn, Sandrai travels to Brill during her movement phase and successfully defeats an encounter there during her challenge phase. In her maintenance phase, she collects the token and places it on her quest card. On a later turn, she is in Stormwind City during her maintenance phase. By traveling to Stormwind City, she has completed her quest and therefore places it in her quest log (see below). She then returns her character token to her supply of unused tokens.

Some quests instruct that character tokens be traded among different characters. These tokens are usually collected during the active character's maintenance phase if he is in the same space as his target. The specific rules are always found on the particular quest card.

Quest Log

A character's quest log is used to keep track of his accumulated valor points.

When a character completes a quest, it is placed under his quest log token. Other cards, such as trophy cards and some events, are also worth valor points and are also placed under a character's quest log.

A character's quest log and valor total may be examined by any player at any time.

Completing Quests

When a character fulfills all of the conditions on one of his quest cards, he has completed it. When a character completes a quest, the following steps happen:

1. **Log Quest:** The completed quest is placed under the character's quest log.
2. **Draw New Quest Card:** The character draws the top card of the elite quest deck, follows its instructions, and places it in his play area.

Example: Burbonn has the quest "Bounty," which requires him to defeat a specific character. After defeating the character, he places the completed quest card under his quest log. The total number of valor points in his quest log is now two. He then draws the top card of the elite quest deck, follows its instructions, and then places it faceup next to his other quest cards in his play area.

QUEST CARDS



1. **Valor Points:** This is the number of valor points the quest awards upon completion. Characters receive no benefits from partially completed quests.
2. **Quest Name:** This identifies the quest. The name usually does not affect gameplay, but it may be referred to by certain cards.
3. **Flavor Text:** This text helps set the mood of a particular situation, but has no actual effect on gameplay.
4. **Quest Description:** This area describes the details of the quest and the steps a character needs to take to complete it.

QUEST SETUP



Sandrai has just completed a quest and drawn “The Eastern Plagues” quest from the elite quest deck. This new quest instructs her to place character tokens on Light’s Hope Chapel, Caer Darrow, and Hearthglen. She does so as soon as she receives the card. The quest card says Sandrai can complete the quest by traveling to each of those locations to collect her three tokens, and then traveling to Undercity. Doing so will earn her three valor points.

ITEMS

Throughout the game, characters gain a variety of useful items, which are usually acquired by defeating encounters. There are three types of items: weapon, armor, and bag. Cards with the weapon or armor keyword must be **equipped** (see page 17) in order to use their game text, while bag items may be used while under a character’s bag token (see page 18).

Gaining Items

Items are usually gained by defeating encounters. When a character defeats an encounter, he gains the item on the back of the encounter card and places it under his bag token (see page 18).

Some cards, tokens, and resources instruct a character to gain an item of a particular level. In this circumstance, the player draws the bottom card of the challenge deck of that level and places the item under his bag. If the drawn card does not have an item on its back, he discards it and draws again (repeating this until an item is drawn). Discarded challenge cards are placed on the top of the appropriate challenge deck.

***Example:** During Grumbaz’s exploration phase in a city, he decides to use the auction house resource. He chooses to discard one of his green items, and so places it on the top of the green deck. Then he draws a new green item from the bottom of the deck. The drawn card does not have an item, so he discards it and draws a new one, which has an item. He places this item under his bag token.*

EQUIPPING AND USING ITEMS



During Burbonn's maintenance phase, he would like to equip a new weapon from his bag.

1. He unequips his current weapon, Fine Longbow, by placing it in his bag.
2. He then equips the new weapon, High-tech Supergun, from his bag, by placing it adjacent to his character card. Burbonn is allowed to equip this item because he is green level, and the icon on the weapon matches an icon on his character card.
3. Since he now has a weapon equipped, Burbonn ignores the attack type and attack value printed on his character card and instead uses the attack type and attack value printed on his weapon.

Equipping Items

During a character's maintenance phase, he has the opportunity to equip (and unequip) items. To equip an item, he simply places the card adjacent to his character card to signify that he is using it. To unequip an item, he places it under his item bag (see page 18).

There are a few restrictions on which items may be equipped:

- **Weapon and Armor Restriction:** A character may only have **one weapon** and **one armor item** equipped at any time.
- **Bag Item Restriction:** A character may not equip bag items.
- **Level Restriction:** A character may never equip or use an item that is higher than his current level (see page 14). For example, a green-level character may not equip or use the special powers of yellow or red items.

- **Icon Restriction:** True to their *World of Warcraft* character class, each character can only use certain weapons and armor, represented by the icons at the bottom of the character's card. A character may only equip a weapon or armor item if all of the icons on the item appear on his character card. Some items do not have any icons, and may be equipped by any character.



Examples of restriction icons

Item Bag

Any items that are not equipped are placed in a character's bag (place them under his bag token). A character may have any number of items in his bag, but it is important to be aware that opponents can steal these items (usually through combat). Equipped weapons and armor cannot be stolen.

Certain items have a bag symbol (👜) in their upper left corner, indicating that they may be used while in a character's bag. Any card without this icon cannot be used while in a character's bag.



A character's item bag

ENCOUNTER CARDS IN A BAG

The reverse sides of item cards are occasionally referred to by other cards. For example, a quest may require a character to discard a **Beast** encounter from his bag. In this circumstance, the character can discard any item in his bag that has an encounter with the **Beast** trait on the other side.

Weapons

When a character has a weapon item equipped, it **replaces** the attack value printed on his character card. In other words, a character may not use the printed attack value on his character card while he has a weapon item equipped.

Each weapon also has an attack type, either ✖ (melee) or 🏹 (ranged). This attack type replaces the attack type printed on the character card and is used during combat.

Most weapons also have a special power that may be triggered during battle (see "Trigger Special Powers" on page 21).

***Example:** Grumbaz has the "Smite's Mighty Hammer" weapon equipped. During battle, he rolls a [✖], and must trigger its special power, which requires him to take 1 damage.*

Each weapon item also has an icon that restricts which characters may equip it (see "Icon Restriction" on page 17).

Armor

When a character has an armor item equipped, it replaces the defense value printed on his character card. A character may not use the printed defense value on his character card while he has an armor item equipped.

Most armor also has a printed special power that may be triggered during battle.

Each armor item also has an icon that restricts which characters may equip it (see "Icon Restriction" on page 17).

Potion Icons

Every character inevitably receives item cards for which he has no use. Therefore, any item can be discarded as a **potion** to provide a character with an immediate benefit.

Each item card features one or more potion icons printed below the item's main piece of art. A character can discard an item in order to use one of its potion powers, as follows:



Health Potion: A character may discard this card during his movement phase to heal 1 damage.



Mana Potion: A character may discard this card to reduce any energy cost by 1. This may be a cost on an Ability card, Character card, or even an item.



Swiftiness Potion: A character may discard this card during his movement phase to increase his rolled movement value by one.

Some items have more than one potion icon, meaning that its owner may choose any one of the depicted potions to use (but not more than one). A character may use any number of potions at a single time.

ABILITY CARDS

Each character has a deck of 26 ability cards. Throughout the game, a character draws cards from his ability deck to form a hand of ability cards. It is important to note that a character does not automatically draw cards at any point during his turn; he must generally rely on activating scroll and book resources to add cards to his hand (see page 8). There is a limit of ten ability cards that a character can have in his hand (see “Hand Limit” below).

After an ability card has been played and resolved, it is discarded. Discarded ability cards are placed faceup in a discard pile adjacent to their owner’s ability deck. When a character’s deck of ability cards runs out, his discard pile is shuffled to create a new ability deck.

Energy Cost



Example of an ability card that costs one energy

Each ability card displays a number of energy icons in its top-right corner that indicates how much energy the ability costs to use. The amount of energy a character has access to on his turn is equal to the number of energy icons he rolled on his movement die (plus energy provided by any abilities or items he may have collected). If an ability card does not have any printed energy icons, it may be played for zero energy.

Important Note: Any unspent energy is lost at the end of a character’s turn.

Example: At the start of Burbonn’s turn, he rolls the movement die. The result is two movement and three energy. Later that turn he plays an ability that costs two energy, leaving him with one remaining energy. He may not play additional ability cards this turn unless they cost one energy or less, unless he has a way to reduce the cost. If Burbonn has no way of using his last remaining point of energy, it is lost at the end of his turn.

Hand Limit

Each character is limited to ten ability cards in his hand at any time. A character that exceeds this limit immediately discards ability cards until he has ten or fewer cards in hand.

Character vs. Character Combat and Energy

If a character is attacked by an opponent’s character, he, as the defender, receives a total of **one energy** to spend in that battle.

ABILITY CARD BREAKDOWN



1. **Name:** Each ability has a name that may be referred to by other abilities.
2. **Energy Cost:** The energy cost of each ability is represented by the number of energy icons printed here.
3. **Attack Value:** Some ability cards (known as weapon replacement abilities) have an attack value and attack type listed here. When they appear, the listed value and type is used instead of a character’s weapon or the attack value printed on his character card.
4. **Game Text:** The in-game effect and any special restrictions are listed here.
5. **Improved Text:** A character who has reached the required level may use this text in addition to the standard game text.
6. **Timing Icon:** This icon indicates when the card may be played, either during combat (crossed swords), the movement phase (boot), or at a special time (energy blast).

Timing

Each ability card displays an icon that denotes when it may be played. Specifically, the icons are **movement phase**, **combat**, and **special**. In addition to its icon, a card's text may specify a more exact resolution timing within the specified phase (for example, before rolling the combat die). Movement and combat ability cards may only be played by the active character or a character involved in combat.



*Movement
phase*

Combat

Special

If two characters wish to use ability cards at the same time during combat, the defender must first play all ability cards that he wishes to use, followed by the attacker. If multiple characters wish to play ability cards at the same time outside of combat, the active character decides in which order the cards are resolved.

Important Note: Each character may only play one copy of each ability card during a single turn.

Example: Sofeea Icecall has two energy to spend this turn and has two “Frostbolt” ability cards in her hand that each cost one energy. Even though she has enough energy to pay for both cards, Sofeea is only allowed to play one copy of “Frostbolt” this turn.

Keywords

Many ability cards make use of a number of important keywords and graphics, which are described below.

“Cancel” Effects: Some cards have the capability to **cancel** ability cards or battles. When an ability card is canceled, it is immediately discarded and its game text does not take affect.

When a battle is canceled, it immediately ends regardless of which step the battle is currently in. Neither combatant takes damage, and therefore no characters or encounters are defeated.

“Attach” Effects: Many cards instruct a character to **attach** them to a character or item. When a card is attached to a character, it is placed faceup next to his character card. Some abilities can be attached to other cards (such as items). Attached cards have an ongoing power and remain in effect until either the attached card, or its target, is discarded or defeated. If the target of an attached card is discarded or defeated, the attached card is discarded.

“Improved” Effects: Most ability cards become more powerful as characters gain levels. These improved abilities are represented on the card by the word “Improved” and a color (i.e., “Improved Red”). The color signifies the minimum level that a character must have attained to use this section of the card. If the character has attained the level, then the improved text can be used **in addition** to the rest of the card (see “Levels” on page 14).

Weapon Replacement Abilities

Some ability cards (such as the “Shadow Bolt,” illustrated below) state, “Play instead of using a weapon during battle.” These cards have a combat value and combat type listed in the upper right corner and are played before rolling combat dice. When a character uses one of these cards, he must use the attack value and type on the card, and ignores the attack values and types on his character card and equipped weapon (if any). Any game text on his equipped weapon is also ignored unless the item specifically affects the owner's ability cards.



A weapon replacement ability card

Example: Sandrai is fighting an encounter in combat. Before rolling her combat die, Sandrai plays the weapon replacement ability “Shadow Bolt,” giving her a ranged attack value of 3. This value replaces the melee attack value of 2 that her weapon, “Medicine Staff,” provides.

COMBAT

Throughout the game, characters engage in combat to overcome encounters and to attack and defend themselves against other characters. Both forms of combat are described below, starting with combat against encounters, which is the most frequent form of combat.

COMBAT WITH ENCOUNTERS

When a character attacks an encounter (either a challenge card or a game board encounter), the following steps occur, in order:

1. Roll Combat Dice
2. Trigger Special Powers
3. Ranged Combat
4. Melee Combat
5. End of Combat

1. Roll Combat Dice

The active character takes the red combat die, while the player to his right (representing the encounter) takes the black combat die. Then the two players simultaneously roll the combat dice.

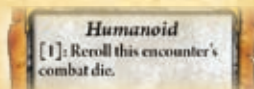
Each combatant uses his die roll to perform either a ranged attack, or a melee attack, as dictated by his card or equipped weapon. Some die rolls may also trigger special powers.

Reminder: A [✱] result is always considered a “6” unless otherwise specified.

2. Trigger Special Powers

Should the encounter have a special power that is triggered by the black combat die result, this effect is resolved first. Then, the attacking character resolves any special powers triggered by his die result. It is important to note that each special power may only be triggered once per combat.

Example: Grumbaz is attacking an encounter. He rolls a [✱] and his opponent rolls a 1. The encounter’s text “[1]: Reroll this encounter’s combat die.” is triggered first. Since the encounter rolled a 1, this power is triggered causing the black die to be rerolled. Grumbaz then has the opportunity to trigger any of his special powers.



A triggered power on an encounter card

RANGED AND MELEE ATTACKS

Each character and encounter either has a ranged attack type or a melee attack type, which is indicated by the icon on his card. A character with an equipped weapon must use the weapon’s attack type instead of the one on his character card. Depending upon the attack type, the combatant’s attack takes place in either the ranged or melee combat step.

Since ranged combat is always resolved before melee combat, a combatant with a ranged attack has a chance to deal damage **before** an enemy that has a melee attack. It is common for a combatant with a ranged attack to defeat his opponent before the opponent has a chance to deal any damage with his melee attack.

Example: Sandrai Darkshine is fighting the grey encounter “Mountain Boar.” She rolls a 3 with the red combat die and the encounter (represented by the player on her right) rolls a 5 with the black combat die. Since Sandrai has a ranged attack, she first adds her ranged attack value of 1 to her roll, resulting in a final attack value of 4. As this value is equal to the encounter’s defense value of 4, the boar is defeated. Note that the Mountain Boar does not resolve its melee attack against Sandrai before being defeated (even though its final combat value is high enough to hit Sandrai). This is an example of how ranged attacks are resolved first, and how a ranged attack can eliminate an enemy with a melee attack before that enemy comes close enough to do any damage.

EXAMPLE OF COMBAT



During the challenge step of his turn, Burbonn Fang draws a challenge card. As Burbonn is on a grey space, he draws the bottom card of the grey challenge deck. The card is a "Rotten Ghoul," and a combat begins between Burbonn and that encounter.

1. Burbonn rolls the red combat die, while the player to his right rolls the black die for the encounter.
2. Burbonn rolls a 1, but his weapon has a triggered ability that makes him reroll that result.
3. Burbonn's attack (provided by his equipped weapon) is a ranged attack, so his attack is resolved first. He adds his die roll to his attack value giving him a final attack value of 4. He compares this to the defender's armor value which is 5. Since he does not

equal or exceed the encounter's defense, he does not defeat the encounter.

4. The "Rotten Ghoul" has a melee attack, so its attack is resolved second. The defender's die is added to his attack value giving him a final attack value of 5. This number is equal to or greater than his opponent's defense value of 4, so Burbonn is dealt 1 damage (equal to the encounter's damage value).

5. Since the encounter was not defeated, it is placed on the undefeated encounter track and the corresponding encounter token is placed in the space of the battle. If the encounter had been defeated, it would instead have been claimed as an item.

3. Ranged Combat

This step is only necessary if one or both combatants have a **ranged attack**. If neither combatant has a ranged attack, skip this step and proceed to the melee combat step.

If a combatant's attack type is ranged, he adds his combat die result to his **ranged attack value**. If this sum is equal to or greater than his opponent's **defense value**, his attack **hits**, and he deals the amount of damage equal to his **damage value** (see "Dealing and Healing Damage" on page 12). If the sum is lower than the target's defense, the attack does not hit.

***Example:** Burbonn and his opponent have already rolled combat dice and triggered their special abilities. He does not have a ranged attack, but his opponent does. His opponent adds his attack value of 2 to his die roll of 5. Since this sum exceeds Burbonn's defense value of 3, Burbonn takes 2 damage (equal to his opponent's damage value).*

After ranged attacks have been resolved, if the active character suffered damage equal to, or exceeding, his health value, **he is defeated** (skip to step 5 of combat). If the encounter card or a game board encounter suffered **at least one** damage, then it is defeated. Note that if both combatants have ranged attacks, it is possible for both to be defeated at the same time.

***Example:** Sandrai has 4 health, but she has been dealt 2 damage from a previous combat. During her challenge phase, she faces a "Goblin Engineer" encounter card. Both she and the encounter manage to roll good results on their combat dice. As both Sandrai and the Goblin Engineer show the ranged combat icon, their attacks are both resolved in the ranged combat step. It happens that both Sandrai and the encounter are successful in scoring a hit on the other. The encounter's damage value instructs that Sandrai take 2 damage, which defeats her (because her total damage now equals her health value). Sandrai's successful hit defeats the encounter because all encounters are defeated if they take at least one damage. In this way, both combatants are simultaneously defeated.*

4. Melee Combat

If both combatants survive the ranged combat step, they proceed to the melee combat step.

If a combatant's attack type is melee, he adds his combat die result to his **melee attack value**. If this sum is equal to or greater than his opponent's **defense value**, his attack **hits**, and he deals an amount of damage equal to his **damage value**.

After melee attacks have been resolved, any character who suffered damage equal to, or exceeding, his **health value** is **defeated**. Likewise, if an encounter card or a game board encounter has suffered at least one damage, then it is defeated. Note that, like ranged combat, if both combatants have melee attacks, it is possible for both to be defeated at the same time.

SPECIAL POWERS IN COMBAT

Many character, ability, and item cards are played during, or have special powers that affect, different steps of combat. These powers provide a wide range of abilities including rerolling dice, modifying attack values, and more. Each individual power describes when it may be played and the effects of its resolution (see page 20 for ability card timing).

To use a special power, first follow any timing instructions (such as "After Rolling Combat Dice"), and then gain any ability the special power provides (such as a character receiving +1 to his attack value). Specific details for using ability cards and items are described in detail on pages 17–20.

Any special powers that are triggered during combat (such as a bonus to a character's attack value) last until the end of the combat.

5. End of Combat

After the melee combat step, there are four possible outcomes of the combat. These, and their effects, are as follows:

Encounter is Defeated, Character is Not Defeated: The character receives the item on the back side of the encounter card and places it under his bag token (see page 18), or, if the defeated encounter was a game board encounter, the character instead receives the reward described at that location.

Neither Combatant is Defeated: The encounter card is placed on the undefeated encounter track and the undefeated encounter marker of the corresponding number is placed on the space where the combat occurred (see "Undefeated Encounters" on page 25).

Character is Defeated, Encounter is Not Defeated: First, follow the rules for defeated characters on page 12. The encounter is then placed on the undefeated encounter track and the undefeated encounter marker of the corresponding number is placed on the space where the combat occurred (see "Undefeated Encounters" on page 25).

Both Combatants are Defeated: The encounter card is discarded (to the top of the appropriate challenge deck) and the character is defeated, following the rules for defeated characters on page 12.

COMBAT AGAINST A CHARACTER



During the challenge phase of Grumbaz's turn, he starts a battle against another character in his space (Sandrai). Grumbaz is considered the attacker while Sandrai is considered the defender.

1. Each character rolls one combat die.
2. As the defender, Sandrai can trigger special powers before Grumbaz, but she does not have any. Grumbaz then triggers his armor's power, which gives his character +1 attack and allows him to draw an ability card.
3. Sandrai is using a ranged attack, so her attack is resolved first. She adds her die roll (1) to the attack value provided by her weapon (2), giving her a final attack value of 3. She compares this to Grumbaz's armor value, which is 5. Since she did not equal or exceed her opponent's armor, she does not deal him any damage and the two combatants proceed to the melee step.

4. Grumbaz does not have a weapon equipped, so he uses the attack type and value from his character card. Since it is a melee attack, it is resolved now. His die roll is a 3. To this he adds his attack value (2) and the attack bonus provided by his armor (1), giving him a final attack value of 6. This number is greater than Sandrai's defense value of 4, so Sandrai is dealt 1 damage (equal to Grumbaz's damage value).

5. Unfortunately for Sandrai, she was already wounded in a previous battle and has now taken a total amount of damage equal to her health, therefore she is defeated. Since Grumbaz defeated her in combat, he may choose an item in her bag to steal and place in his bag. Sandrai then follows the rules for defeated characters (page 12).

COMBAT AGAINST ANOTHER CHARACTER

When the active character is in a space containing one or more other characters, he has the option of attacking one of those characters in his encounter step (unless the space they are in is a city). Combat against another character is resolved in the same way as combat against an encounter. The major difference is that unlike encounters, characters have a health value, and therefore require more than one damage token to be defeated.

In a combat between two characters, the active character is always considered the **attacker** while the other character is the **defender**.

Reminder: If a character is attacked by an opponent's character, he, as the defender, receives a total of **one energy** to spend in that battle.

Combat between two characters is resolved exactly as combat between a character and an encounter, with the following differences:

1. The attacker rolls the red die and the defender rolls the black die.
2. If both players have a special ability they wish to activate at the same time, the defender always resolves his first.

There are three possible outcomes to a battle between characters.

One Character is Defeated: The surviving character may immediately take one item of his choice from under the opponent's bag token (if any). The defeated character follows the rules for "Defeated Characters" on page 12.

Both Characters are Defeated: Neither player claims any items. Starting with the defender, each character must follow the rules for "Defeated Characters" on page 12.

Neither Character is Defeated: Neither player claims an item.

ATTACKER AND DEFENDER

During combat against encounters, for purposes of understanding certain character abilities and card texts, the character is always assumed to be the **attacker** while the encounter is always assumed to be the **defender**. In combat between two characters, the active character is designated the attacker and the other the defender.

TO THE DEATH?

Combat between two characters is always a single exchange, where each combatant makes, at most, one attack. In this way, character vs. character combat usually doesn't result in a character's defeat, unless he was already seriously wounded from a previous combat.

OTHER GAME CONCEPTS

UNDEFEATED ENCOUNTERS

The undefeated encounter track is used to hold encounters that were undefeated during a character's turn. This track exists to prevent clutter on the game board. When a character fails to defeat an encounter in combat, the encounter card is placed on any empty slot of the undefeated encounter track. The encounter marker with a matching number is then placed on the game board space where the battle occurred. Normally, the encounter marker is placed with its yellow side faceup, but if it represents an encounter card with the *Aggro* trait, the marker is placed with its red side faceup.



*A normal
encounter marker*



*An aggro
encounter marker*

If every slot of the undefeated encounter track is full when a new encounter card must be added, then the encounter marker located the fewest number of spaces away from the new encounter is discarded (along with its corresponding card). The new encounter is then placed on the newly emptied slot of the undefeated encounter track following the above rules. If there is more than one encounter marker the same number of spaces away, the active player decides which one to discard.

UNDEFEATED ENCOUNTER TRACK



During the challenge phase of Burbonn Fang's turn, he fails to defeat a "Rotten Ghoul."

1. The "Rotten Ghoul" is placed on any empty space of the Undeclared Encounter Track.

2. The corresponding token is then placed in his space. Since the "Rotten Ghoul" has the **Aggro** trait, the token is placed aggro side faceup.

AGGRO

When an encounter card with the **Aggro** trait is placed on the Undeclared Encounter Track, the corresponding encounter marker is placed with the **red side faceup**. An encounter marker with its red side faceup is referred to as an aggro encounter marker.



An encounter with the **Aggro** trait

Aggro Effects on Characters

A character in the same space as an aggro encounter marker **may not move out** of such a space. This means that a character **must stop moving** when he enters a space containing an aggro encounter marker, and may not leave the space while it remains. A character must always choose to fight an encounter that corresponds to an aggro encounter marker in his space during his challenge phase, if able.

Example: Burbonn Fang fails to defeat a "Rotten Ghoul" during combat. Since this encounter has the **Aggro** trait, its encounter marker is placed aggro (red) side faceup. During his next movement phase, the aggro encounter marker is still in his space. He rolls the movement die as normal but cannot move out of the space. During his challenge phase, the aggro encounter is still present, so he must fight against it.

TROPHY CARDS

Certain game board encounters reward valor points for either defeating the printed encounter or fulfilling a special condition. When a player completes the requirements for one of these encounters, he searches the trophy deck for the corresponding card and places it under his quest log.

There are a limited number of trophy cards, and if a specified card runs out, there is no longer a reward for completing the corresponding game board encounter. It is also important to note that some trophy cards can only be acquired once by each character (as stated in their game text).

Example: *Sandrai defeats the “Nefarian” overlord in combat. She therefore receives the reward listed on the encounter (“Nefarian’s Head”). She searches through the trophy deck for the appropriate card and places it under her quest log.*

RANDOMLY DISCARDING ITEMS

Some encounters and events require a character to randomly discard an item. In such cases, the player controlling that character should collect all appropriate item cards, conceal them (by holding them under the table, for example), shuffle them, and select one without looking.

Important Note: Some encounters or events may instruct a character specifically to discard an item from his bag, while others simply may instruct him to discard an item. The latter includes both items in the character’s bag and equipped items.

COMPONENT LIMITATIONS

There may be times during a game when there are not enough of a required type of component. Under most circumstances, players can use a suitable replacement (for example, a coin instead of a damage token).

In the unlikely event that a challenge deck runs out of items when a player is required to draw one, then he cannot execute the ability. In addition, if a player draws every card in the challenge deck without finding an encounter, his challenge phase ends.

Example: *Late in the game, Burbonn is resolving his challenge phase. He draws the bottom card of the challenge deck which happens to be an event. After resolving it, he draws a new card which also happens to be an event. Since this is the last card in the deck, he will be unable to draw an encounter this turn and his turn ends.*

CREDITS

FANTASY FLIGHT GAMES

Game Design: Corey Konieczka

Game Development: Corey Konieczka and Daniel Lovat Clark

Editing: Michael Hurley and Jeff Tidball

Graphic Design: Kevin Childress

Cover Art: Jesper Ejsing

Map and Icon Art: Tim Arney-O’Neil

Playtester Coordinator: Mike Zebrowski

Playtesters: Tommy Agenten, Matt Anderson, Jim Brown, Joe Brown, Justin Brown, Kevin Childress, Kasper Christiansen, Darci Fosnaugh, Rob Fosnaugh, Lars Frederiksen, Robert A. Kouba, Thomas Kjølby Laursen, Jakob Markussen, Andrew Navaro, David Odle, Eric Potter, Zoë Robinson, Wil Springer, Jason Steinhurst, Chris Thornton, Steen Moldrup Thomsen, and Bryan Wade

Art Direction: Zoë Robinson

Production Manager: Richard Spicer

Executive Developer: Christian T. Petersen

Publisher: Christian T. Petersen

BLIZZARD ENTERTAINMENT

Lead Developer: Shawn Carnes

Art Director: Glenn Rane

Producer: Ben Brode

Director, Global Business Development & Licensing: Cory Jones

Licensing Managers: Brian Hsieh and Gina Pippin

Associate Licensing Managers: Ben George

Additional Development: Ben Brode, Sean Wang, Ben George, Min Kum, Glenn Rane, Cory Jones

Special Thanks: Chris Metzen

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Now that you've got a handle on *World of Warcraft: The Adventure Game*, are you ready for an even more intense *World of Warcraft* experience? Join your teammates and battle for dominance in Fantasy Flight Games's epic *World of Warcraft: The Board Game*! It features a deeper, more strategic game experience, with more nuanced character customization and development and a fierce team-based competitive edge.

TEAM-BASED GAMEPLAY

True to its roots, *World of Warcraft: The Board Game* pits the savage Horde against the stalwart Alliance in a struggle for dominance in Lordaeron. With ample opportunity for player-vs.-player combat, the two teams must race to be the first to defeat the mighty Overlord and become the greatest heroes ever known. You must work closely with your team to make best use of your resources to complete your common goals. Quest safely together, or split up to cover more ground. Focus on the Overlord, or thwart the enemy's attempts to quest and level. The choice is yours!



CHARACTER CUSTOMIZATION

There are 16 unique playable characters in *World of Warcraft: The Board Game*, representing all races and classes of the Horde and Alliance, each with its own high-quality plastic figure. Each character class has its own power and talent decks, and as your character grows, you will carefully choose which class abilities to learn and develop. No two Warriors need be the same, and no character will be able to use all his talents and powers in a single game. Between powerful items and high-level powers, a carefully-customized character can defeat the most powerful enemies!

OVERLORDS AND MONSTERS

With three different Overlords, it's like getting three games in the box! Each Overlord has its own unique abilities and rules that make the game play in a whole new way. Kel'Thuzad's unique event cards spread the plague and debilitate Horde and Alliance alike, while Nefarian lands in the Hinterlands and marches to the Bulwark, bringing the fight to the heroes! With more than 100 plastic monster figures of 13 different types, *World of Warcraft: The Board Game* is packed full of danger and peril!





DETAILED, SOPHISTICATED COMBAT SYSTEM

With hundreds of powers, talents, and items to choose from, each character plays and fights differently. With a robust combat system featuring different colored dice for ranged, melee, and defensive abilities, each battle in *World of Warcraft: The Board Game* presents players with a variety of options and combinations. With the ability to reroll, modify, and roll extra dice, clever players can win victory in even the most intimidating of fights.



WORLD OF WARCRAFT: THE BOARD GAME

The core game is on shelves now! Visit your local hobby games retailer and pick up your copy today! The game includes 16 playable heroes, more than 100 monster figures, and everything up to six players need to play.

SHADOW OF WAR EXPANSION

This first expansion doubles the size of every class deck in *World of Warcraft: The Board Game*, with new powers and talents, exciting new mechanics, and even more options! Blue quests, trinket items, Destiny cards, and more make this an excellent addition to your gameplay experience.



THE BURNING CRUSADE EXPANSION

Journey to Outland. Play as a draenei shaman or a blood elf paladin. Oppose four new Overlords. Battle 13 new monsters, delve into all-new dungeons, and reach new, higher levels! This is the biggest *World of Warcraft: The Board Game* expansion yet!



QUICK REFERENCE

ACTIVE CHARACTER'S TURN

1. **Movement Phase:** Roll the movement die, then move up to that number of spaces in any direction.
2. **Exploration Phase:** Resolve all discoveries on your space. If there are not any discoveries, resolve one resource on your space.
3. **Challenge Phase:** Either attack an enemy character or an encounter. If there is an aggro encounter marker in your space, you must fight the corresponding encounter.
4. **Maintenance Phase:** You may fulfill "travel" and "collect" instructions on quest cards. You may then equip and unequip weapons and armor.

STEPS OF COMBAT

1. Roll Combat Dice
2. Trigger Special Powers
3. Resolve Ranged Attacks
4. Resolve Melee Attacks
5. End of Combat

DEFEATED CHARACTERS

When a character is defeated by an enemy character, the enemy may steal one item out of his bag. The defeated character then performs the following steps:

1. **Resurrect:** The character's figure is moved to the city that is the fewest spaces away. If multiple cities are tied for closest, the character may choose among them.
2. **Heal:** The character discards all damage tokens from his character card.
3. **Reset Character Card:** The character card is flipped to its starting side.
4. **Discard Attached Cards:** The character discards all cards attached to his character card. However, cards attached to his equipment are not discarded.

DISCOVERY TOKEN ABILITIES

The below section refers to the active character as "you."



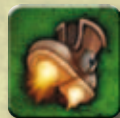
Gold: When revealed, keep this token. You may discard it when in a city to gain one item of your level or lower.



Hearthstone: When revealed, keep this token. You may discard it instead of moving normally to move to the city of your choice.



Far Sight: When revealed, keep this token. You may discard it during your movement phase to look at any other discovery on the board. Either replace or discard the discovery.



Goblin Rocket Boots: When revealed, keep this token. You may discard it to reroll a movement or combat die you just rolled.



Traveling Merchant: When revealed, keep this token. You may discard it during your movement phase to take any item from under any other character's bag token. That character may then take a different item out of your bag.



Ambush: If you have a combat this turn, your opponent's attack receives +1 damage and is considered a ranged attack.



False Map: The opponent to your right may move your character up to two spaces in any direction. Then resolve any other discoveries in your previous space and proceed to your challenge step.



Power Drain: Discard two random ability cards from your hand.



Disease: Place this on your character card. Your maximum health value is decreased by 1. Discard this token the next time you are defeated, or if you activate a large healing potion resource.



Bomb: You are dealt 2 damage.