Game Turn

First player is the one who most recently played a video game. Players take turns in succession, clockwise. Final round occurs when Game Turn marker reaches the last position on the Game Turn track. Player with most Victory coins wins (or most Race tokens, if tied).

I. FIRST ROUND

1. Pick a Race & Special Power combo (p. 4)

◆ Select a combo & pay 1 Victory Coin on each combo above your choice.

◆ Take your combo and any Victory Coins left on it by earlier players.

◆ Take a number of matching Race tokens equal to the sum of the #s on your Race banner and Special Power badge.

2. Conquer Regions (p. 5)

● **First Conquest:** The 1st Region you conquer may be located on any island but must be an Entry Region (with an anchor icon) unless otherwise specified (Race and/or Special Power).

● **All Conquests:** Region must (usually) be adjacent to one of yours or be an Entry Region. You need: 2 Race tokens + 1 for each other Race's token, Wisp Wall token, Champion, Fort, Mountain or Beast

in the Region, and finally another +1 if it is a non-adjacent Entry Region. If an opponent is present in Region, they lose 1 token and withdraw all others back in hand until that turn ends.

● **Final Conquest:** During your final conquest attempt for the turn, if needed, you may roll the Reinforcement die once after selecting your Region. Each pip counts as 1 token.

1 Token minimum: Regardless of your Race, Special Power or die roll, you must always use at least 1 Race token when conquering a Region.

● **Troop Redeployment:** At turn's end, freely redeploy your troops for defense, leaving at least one in each Region. Opponents may redeploy troops withdrawn from conquered Regions into others still under their control.

3. Score Victory Coins (p. 7)

At the end of your turn:

◆ Collect 1 Victory Coin for each Region your (Active or In Decline) Race tokens occupy.

◆ Collect Victory Coins resulting from your Race (usually only your Active Race), Special Power, Legendary Places and/or Artifacts' benefits.

◆ Collect Victory Coins for the Faction Bonus (usually, 1 Victory Coin for each Race of the opposite Faction defeated during the turn).

◆ Keep your Victory Coins values secret from others at all times.

II. FOLLOWING ROUNDS

Expand through new conquests (p. 8)

● **Ready your Troops:** leaving 1 Race token in each Region, take the others back in hand. If you wish, you may abandon some (or all) Regions during this phase, but you will lose the Victory Coins associated with them (and possibly become subject to the First Conquest rule again).

● **Conquer:** Conquer new (usually adjacent or Entry) Regions, per the Conquest rules (I.2 – above).

OR

Go In Decline (p. 8)

● Flip your Race banner so that its In Decline side becomes visible and discard your Special Power badge unless it benefits you In Decline.

● Flip 1 Race token in each Region to its In Decline side, and discard all the others.

● If you already have an In Decline Race on the boards, discard its tokens, and place its Race banner back at the bottom of the Race banners stack.

● Next turn play as if it was your first turn (I.1)

Either way, you score Victory Coins at the end of your turn (I.3).

Terrains

FIELDS   **FORESTS**   **HILLS**   **SWAMPS**   **MOUNTAINS**   **SEAS/LAKES**

MAP SYMBOLS

● **Caverns**

● **Magic**

⚓ **Entry Region**

Artifacts

AEGIS OF AGGRAMAR
At the end of your turn, place the Aegis in one of the Regions you control. This Region is immune to all powers and conquest attempts unless the opponent pays you 2 Victory Coins.

ASHES OF AL'AR
Once per turn, you may conquer any Region on any board as if this Region was adjacent.

DOOMHAMMER
Once per turn you may conquer a Region with only 1 token but you must pay 2 Victory Coins to the previous owner.

FROSTMOURNE
Once per turn, you may use Frostmourne to conquer a region at a cost of 2 tokens less than normal.

HEART OF AZEROTH
At the end of your turn, place this Artifact in one of the Regions you control. Each opponent whose Active Race occupies at least one Region that is adjacent to the Heart of Azeroth must pay you 1 Victory Coin.

Legendary Places

BATTLEGROUND
You may benefit from the Faction Bonus a second time per Race. If you control a neutral Race, you can choose to fight alongside the Alliance or the Horde for the duration of your turn and temporarily benefit from the Faction Bonus as well as the Battleground bonus.

DARK PORTAL
Collect 2 bonus Victory Coins at turn's end.

KARAZHAN
At turn's end, collect 1 bonus Victory Coin for all OTHER Regions you control that match the terrain type where Karazhan is located.

LIGHT'S HOPE CHAPEL
You do not suffer any Race token loss when attacked.

MEETING STONE
You do not pay the +1 Race token cost when conquering a non-adjacent Entry Region.

SPIRIT HEALER
During your redeployment, you receive one bonus Race token (provided there is at least one available in the tray).

WELL OF ETERNITY
When revealed, move to the Lake or Sea Region on the same board (if any, otherwise draw a new token). A Race that occupies, at the end of its turn, more Regions adjacent to the Well of Eternity than any other Race gains 2 bonus Victory Coins, even if this Race is In Decline.

Races

BLOOD ELVES
Collect 1 bonus Victory Coin for each Magic Region you occupy at turn's end.

DRAENEI
During each opponent's turn, the first Race token you should discard (for any reason) is redeployed normally. Following casualties are discarded.

DWARVES
You conquer Mountain Regions at a cost of 2 tokens less than normal (1 token minimum is still required).

ETHEREALS
Once per turn, you may steal an Artifact by moving it from an adjacent Region to one you occupy OR conquer any adjacent Region with a Legendary Place at 2 tokens less than normal (1 token minimum is still required).

FORSAKEN
Each time you force the loss of a Race token (either Active or In Decline) during a conquest, you may spend 1 Victory Coin to get an additional Forsaken Race token during the redeployment phase.

GNOMES
Once per turn, you can launch an airborne assault on any Region of any board and conquer it as though this Region were adjacent. In addition, you roll a free reinforcement die before the assault to reduce the cost.

GOBLINS
At the end of your turn, you may place 1 Bomb token facedown in each adjacent Region that is occupied by opponents' Active Races. At the beginning of your next turn, if the Region with a Bomb token is still occupied, reveal the token: an explosion is treated as a successful conquest and a miss has no effect. In both cases, the token is discarded to the box. If a Region is emptied, put the Bomb token back on the stack.

HUMANS
At the end of your turn, place 2 Military Objective tokens in different non-Alliance regions. If any non-Horde player (including you) conquers a Region with a Military Objective, they earn 2 bonus Victory Coins. You also earns 2 bonus Victory Coins if you were not the one who conquered the Region.
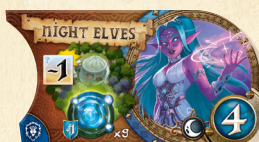
KOBOLDS
You may attack any Cavern Region as though it were natural. For your first conquest, you can use a Cavern Region as an entry Region and do not pay the extra +1 Race token travel cost.

NAGA
You may conquer Sea and Lake Regions. Your first conquest may even be a Sea or a Lake. Naga remain in the Seas and Lakes while In Decline.

NIGHT ELVES
You conquer Forest Regions at 1 token less than usual (1 token minimum is still required). Also place a Wisp Wall token (defense +1) in your Forest Regions. Wisp Walls remain In Decline but are removed when the Region is conquered or emptied.

ORCS
Each conquest of an Alliance-occupied Region grants you 1 bonus Victory Coin. This power is cumulative with the usual Faction Bonus.

PANDAREN
At the end of every turn, you give a Harmony token to each opponent whose active Race you did not attack this turn. A player with a Harmony token must pay you 2 Victory Coins to attack you.

TAUREN
You may never occupy (nor conquer) a Region with less than 2 Race tokens. When going In Decline, you leave 2 Race tokens in each Region, instead of 1.

TROLLS
You may conquer any non-empty Region at a cost of 1 token less than normal (a minimum of 1 token is still required).

WORGEN
At the beginning of each turn, you choose between human form (immediately get 2 bonus Victory Coins) or Worgen form (pay 1 Victory Coin, all conquests this turn cost 1 less token than usual). A minimum of 1 token is still required.

Special Powers

ARCHAEOLOGIST
Collect 1 bonus Victory Coin for each Artifact and each Legendary Place you control at turn's end.

BATTLE MASTER
Collect 1 bonus Victory Coin each time you conquer a non-empty Region.

BEAST MASTER
At the beginning of your turn, first discard all your Beast tokens. Then take in hand the number of Beast tokens matching the number of Hill Regions you control. These tokens are treated like Race tokens. However, when a Region with at least one Beast token is conquered, one Beast Token is discarded as a loss while all other tokens are redeployed normally.

BLACKSMITH
You may conquer all the Regions at a cost of 1 token less than normal (a minimum of 1 token is still required).

CHAMPIONING
Once a turn, you may conquer any adjacent Region for free, regardless of the number of enemy tokens and defenses in it, by placing the Champion token in this Region. The Champion counts as 1 Race token for defense. If the Region the Champion stands in is conquered, no Race token is discarded but you must immediately pay the attacker 1 Victory Coin, retrieve it and redeploy it as a regular Race token.

DEFENSIVE
Place a Watch Tower token in each of your Fields Region where you control the majority of adjacent Regions. A Watch Tower token makes a Region immune to all powers and conquest attempts.

ENRAGED
Collect as many Victory Coins as the number of defending Race tokens every time you conquer a Region with at least two defending Race tokens.

EXPLORER
Collect 1 bonus Victory Coin for each game board where you control at least one Region at turn's end.

FARMER
Collect 1 bonus Victory Coin for each Fields Region you control at turn's end.

FISHING
Collect 1 bonus Victory Coin for each Region you control that is adjacent to a Lake or a Sea at turn's end.

GARRISONED
Place 1 Fort token in each Region you occupy. The Fort augments the Region's defense by 1 and remains In Decline (maximum: 1 Fort per Region and 10 Forts in the game).

HERBALIST
Collect 1 bonus Victory Coin for each Hill Region you control at turn's end.

INTIMIDATING
3 times per turn, you may move 1 Race token from an opponent's neighboring Region to any Region controlled by the same Race (discard it if there is none or if it is a Murloc Race token).

MARSHDWELLER
Opponents must pay you 1 Victory Coin when they conquer a Swamp Region that you occupy. This power is still active when In Decline.

MINING
Collect 1 bonus Victory Coin for each Cavern Region you control at turn's end.

MOUNTAINEER
Collects 1 bonus Victory Coin for each Mountain Region you control at turn's end.

PORTAL MAGE
Twice a turn, you may exchange all the tokens (except Mountain and Legendary Places tokens) between 2 Magic Regions.

RANGER
Collect 1 bonus Victory Point for each Forest Region you control at turn's end.

SAILING
You do not pay the extra +1 Race token travel cost when conquering a non-adjacent entry Region of a board.

SWAMP WALKER
Collect 1 bonus Victory Coin for each Swamp Region you control at turn's end.