

Battle for Azeroth

These rules describe the Battle for Azeroth variant and assume that you are familiar with the basic rules introduced in the Small World of Warcraft rulebook.

We recommend that new players enjoy several games with the classic rules before trying this variant.

Battle for Azeroth is played in teams, with the Alliance and the Horde fighting each other for domination upon Azeroth, while neutral Races see this conflict as an opportunity to emerge from the shadows and take over the world. This variant was primarily designed for 4 and 5 players but also works for 2 and 3 players.

A team variant of Small World of Warcraft

2-5 players

Playing in Teams

The players will split into 2 or 3 Factions, depending on their number, as follows:

- ◆ **2 players:** 1 Alliance, 1 Horde
- ◆ **3 players:** 1 Alliance, 1 Horde, 1 Neutral
- ◆ **4 players:** 2 Alliance, 2 Horde
- ◆ **5 players:** 2 Alliance, 2 Horde, 1 Neutral

Players then sit in the following order adjusted for how many people are playing. This also indicates the turn order: Alliance 1, Horde 1, Neutral, Alliance 2, Horde 2.

Players of the same Faction are Allies. They can share a common strategy but they conquer Regions and score Victory Coins independently from each other throughout the game. Their individual stash of Victory Coins remains secret to the group but this vital information can be shared with their allies any time during the game. They can even attack each other, if that is deemed beneficial!

SETUP

Game setup is similar to Small World of Warcraft with one notable exception: do not shuffle the Race banners. Instead, sort them into three stacks: Alliance, Horde, and Neutral Races. In 2 or 4 player games, put the Neutral Races back into the box. Shuffle the Horde and Alliance stacks separately. For each of them, draw three at random and lay them faceup in a single column and place the three remaining Banners face up in a stack at the bottom of the column. Place the two columns parallel to each other. If you play with a Neutral player, shuffle the 4 Neutral Race Banners and lay them randomly to form a third column (with no stack).

Shuffle all of the the Special Power badges and place three of them face up to form a fourth column on the left. Then place the remaining Badges in a face up stack at the bottom of the column. You should now have one column of 4 visible Special Powers and two/three columns of Race Banners sorted by Faction with 4 visible Races in each (see picture).



PICKING A RACE AND SPECIAL POWER COMBO

In a Battle for Azeroth game, picking a Race & Special Power combo differs slightly from the original rules.

- ◆ When a player chooses a Race, whether it is their first Race or a new Race after putting the previous one In Decline, they must pick one of their Faction (Alliance, Horde or Neutral).
- ◆ The Race is always associated with the Special Power badge that is positioned on the same line.
- ◆ The cost in Victory Coins of each combo is still determined by its position in the column but contrary to the original rules, the players pay this cost by returning the required Victory Coins from their personnel stash to the reserve.
- ◆ After picking a Race and its associated Special Power, the player replenishes the two columns. They slide existing Race Banners and Special Powers up one position in their respective columns and reveal new ones from the top of the stacks, if available. If none are left, leave an empty space. As a consequence, and contrary to the original rules, the Race/ Special Power combos may change every time a player picks one.
- ◆ When a Race is discarded, put its Banner at the bottom of that Faction's stack or, if there are less than 3 Races left, in the topmost empty space left in the column.

Apart from that, all other rules are identical to those described in the Small World of Warcraft rulebook.

At the beginning of the game, the first Alliance player picks the Enraged Humans combo and pays the cost by returning 1 Victory Coin to the reserve. Alliance Race banners and Special Powers slide up one spot.



Later in the game, an Alliance player decides to put their Night Elves in Decline. They already have an In Decline Race so they must discard them.



When their turn comes, The Horde player may choose the combo they want but some have now changed: the Orcs, for example, are no longer Enraged, but Intimidating, while the Forsaken have become Sailors!



Therefore the Human Race Banner is flipped to its active side and placed in the topmost empty space in the Alliance column.





End Game

The number of rounds in a Battle for Azeroth game is the same as the classic version. Once the game is over, each player reveals their individual score.

- ◆ In 2-3 player games, their individual scores are their Faction's score.
- ◆ In 4-5 players games, the Neutral player's score is the Neutral Faction's score. Alliance and Horde Factions' scores are the lowest of the two player's scores. The Faction with the highest score wins. In case of a tie, the Faction with the highest individual player score wins. If Factions are still tied, they share the victory.

Example

 ➤ Player 1 = 51 VC ✓ Player 4 = 88 VC
 Neutral ➤ Player 3 = 67 VC ✓
 ➤ Player 2 = 79 VC Player 5 = 72 VC ✓

The Horde wins with 72 Victory coins.