

Warcraft: The Board Game FAQ and Errata

Welcome

This document contains Frequently Asked Questions and Errata for **Warcraft: the Board Game**. If this document does not contain the answers you are looking for, please direct your questions to kevin@fantasyflightgames.com.

Errata

This section contains changes made to the rules and diagrams in the rulebook.

Revised Heal Power

Due to several issues that have emerged since the game's release, the Human Heal power is being revised to read as follows:

Heal: If you have one or more units with this ability participating in the battle, then when your opponent is rolling for attacks, each die showing a 1 (not including modifiers) inflicts 1 less casualty than it normally would (i.e. 0 casualties normally, or 1 casualty with the area attack ability). Each 1 rolled still counts as a hit, and this ability does not negate any other effects of the 1 (such as triggering raise dead, etc).

Board Setup Diagrams

Several errors crept into the board setup diagrams in the rulebook. Corrections are as follows:

1. Game Board Creation: Four Player Game

Replace the diagram on page 4 of the rulebook with the following corrected diagram. The original accidentally swapped the graphics for pieces 6 and 8, and pieces 5 and 9.



2. The Elf Gate Scenario

The board setup diagram on page 10 mistakenly shows the Cyan 4 piece used. It should be flipped over to the Magenta 4 side instead (orient it so that the graphics and number on it are upright), to place an additional goldmine between the Orc and Human players.

3. The Captives Scenario

The diagram on page 11 shows a piece labeled as Cyan 10. The label is wrong. This is actually the Cyan 11 piece.

Scenario Rules Changes

There were also a couple of minor oversights in the scenarios that are corrected below.

1. The Elf Gate Scenario

Add the following text to the Setup section of this scenario on page 10.

Setup: Remove the 3 Victory Point cards from each player's experience deck before shuffling them at the start of the game.

2. March of the Necromancers Scenario

Add the following text to the Setup section of this scenario on page 10.

Setup: Remove the 3 Victory Point cards from each player's experience deck as well as the 2 Summon Building cards from the Undead experience deck before shuffling them at the start of the game.

3. The Captives Scenario

Add the following text to the Setup section of this scenario on page 11.

Setup: Remove the 3 Victory Point cards from each player's experience deck before shuffling them at the start of the game.

4. Nordrassil the World Tree Scenario

Add the following text to the Setup section of this scenario on page 11.

Setup: Remove the 3 Victory Point cards from each player's experience deck as well as the 2 Summon Building cards from the Undead deck, the 2 Renew cards from the Night Elf deck, the 2 Call to Arms cards from the Human deck, and the 2 Pillage cards from the Orc deck before shuffling them at the start of the game.

This makes it somewhat easier for the Allies to win, but not a great deal so.

Frequently Asked Questions

Battles

Q: Can I retreat from a battle?

A: No. The only way to “retreat”, other than using the Town Portal card, is to remove your casualties from the battlefield in order to end the battle as quickly as possible.

Q: If both players wipe out all their units in the battlefield in the same phase, who is the winner?

A: Neither player. You win a battle if you are the last player with units in the battlefield. A battle that ends with no units in the battlefield has no winner. All sides in the battle lose (no one draws an extra card, and any units affected by a Devour card would be killed).

Deployment

Q: Can a player deploy units into his town if it is currently occupied by enemy units?

A: Yes. As stated on page 6 of the rules, however, “If units or workers enter play in a Town occupied by enemy units, no units or workers (regardless of whose they are) may leave the space, and the battle is resolved during the Move Step as normal.”

Spending

Q: Are there any restrictions on where I can build Outposts?

A: Outposts can be built anywhere that a worker can reach. This includes all of the hexes except mountains.

Gold and Wood can still be harvested from spaces that are occupied by an Outpost. However, the worker that is building the Outpost can not harvest/mine until the Outpost is complete.

Team Play

Q: During Team Play, when calculating VPs, how do you assess tiles occupied by both teammates? For instance, a "1 victory point" tile is occupied by 2 Orcs and 1 Undead. Does the Orc-Undead team score 1 or 2 points for this tile?

A: 1 Point. Each space can only be scored once.

Experience Card Play

Q: Can you play multiples of the same experience card at the same time? Will the abilities stack?

A: You may play multiples of the same card, and its effects may stack depending on the card. Fast will not normally stack as the description limits the speed to 3. Cripple can stack until the speed is reduced to 0. Envenomed Spear doesn't stack as you have to keep the second roll.

Q: If more than one player wants to play a card at the same time, which card takes effect first?

A: When timing matters, each player, starting with the player whose turn it currently is and continuing clockwise, gets to play one card. This continues until all players have played all the cards they want.

Specific Abilities

Q: Can a Polymorphed unit use its abilities, be chosen as a casualty, etc?

A: Yes. It can do anything but attack that round.

Q: If a casualty is prevented, can you still “Raise Dead”?

A: Yes. Reducing the casualties does not prevent the activation of this ability.

4-Player Basic Scenario

Q: In the 4-player basic scenario, 30 VPs seems too high. The game always ends with a player being eliminated.

The scenario was designed with player elimination as the intended outcome to encourage more battles. If you want a VP victory to be more likely, reduce the required VPs for victory to 20.