

# Orcs For Sale Scenario

## Welcome!

This is the first online scenario available for **Warcraft: the Board Game**. It illustrates one possible means of integrating mercenary units into the base game. As with the other early scenarios that will be provided, the main goal of this scenario is to give you the tools you need to create a wide variety of creative scenarios for you and your friends to enjoy.

If you create a scenario that you are particularly proud of, I hope that you will share it with me at

[kevin@fantasyflightgames.com](mailto:kevin@fantasyflightgames.com) and perhaps let us add it to our scenario library for others to enjoy as well.

## Orcs for Sale

The Human Alliance, Night Elf Sentinels, and Undead Scourge are locked in combat with each other over the control of a valley rich in resources. Several renegade bands of orcs, looking to make a profit, have camped in the valley and are selling their services as mercenaries. The armies must take advantage of these mercenaries to consolidate their hold on the valley, all the while remembering that while powerful, such troops are unreliable and will sell their services to the highest bidder.

**Players:** 3

**Races:** All except for Orcs

**Special Tokens Required:** None

**Setup:** The board is setup as illustrated in the setup diagram. Players begin with 8 gold and 4 wood each. Setup the orc unit tiles to one side of the board, upgraded to their most powerful forms. Place 3 orc melee, 4 orc ranged, and 4 orc flying units next to these unit tiles—these units are the mercenary reserves.

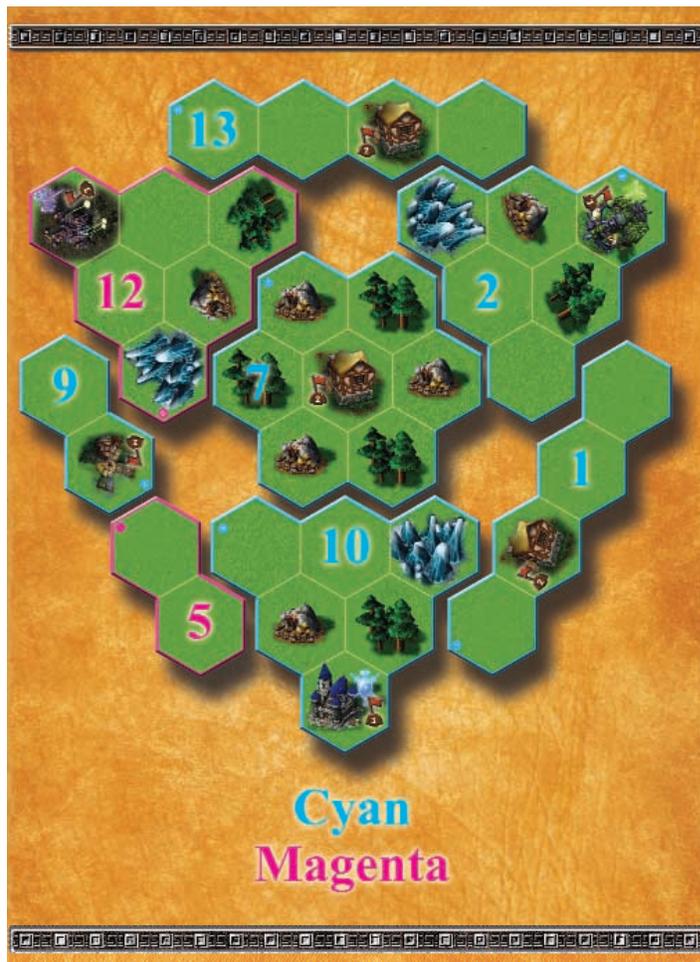
**Starting Units:** Each player starts with 3 melee units and 3 workers in his Town space.

**Special Rules:** Any player who has at least one unit or worker on one of the 2-point objective spaces (the mercenary camps) can choose to **recruit** one or more mercenaries during his Spend step instead of training, constructing, or upgrading. Each mercenary unit costs 4 gold to hire. The player simply pays the gold and takes the desired orc unit from the mercenary reserves, placing it on his town interface.

Mercenary units deploy as though they were normal units, but get their abilities from the orc unit tiles.

In addition, mercenary units must always be accompanied by one of your regular units.

Any mercenary unit in a hex that does not also contain a regular unit belonging to its controller immediately disbands and is returned to the mercenary reserves.



If a player recruits a mercenary unit type that has no further units in the mercenary reserve, that player chooses a mercenary unit of that type already on the board and removes it from play, placing it on his town interface. He has bribed that unit away from its previous employer.

**Victory Conditions:** You win if, at the end of your turn, you control 12 or more victory points. Alternately, you also win if the other two players have been eliminated from the game.

**Scenario Designed By:** Kevin Wilson

For additional **WARCRAFT** scenarios, visit:

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