

Gold Rush Scenario

Welcome!

This is the first player-submitted scenario for **Warcraft: the Board Game**. It features a divided map making flying units a strong strategy. Alternately, the players can try for an early melee push in hopes of destroying their opponent before he can get established.

Remember, if you create a scenario that you are particularly proud of, I hope that you will share it with me at kevin@fantasyflightgames.com and perhaps let us add it to our scenario library for others to enjoy as well.

Gold Rush

The war against the Undead Scourge has sapped the resources of both the Orcish Hordes and Human Alliance. Both sides find themselves competing in a race for military dominance in a mountainous region known to hold a valley rich in gold and lumber. The winner will secure a great advantage for wiping out the Scourge in their homeland.

Players: 2

Races: Humans and Orcs

Special Tokens Required: None

Setup: The board is setup as illustrated in the setup diagram. Players begin with 5 gold and 5 wood each.

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

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 player has been eliminated from the game.

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