

The Plague of the Scourge Scenario

Welcome!

It is my pleasure to present you with a new fan-submitted scenario for **Warcraft: the Board Game**. This scenario makes clever use of the experience cards to provide an unusual victory condition...

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.

The Plague of the Scourge

The Human Alliance, the Orcish Horde and the Night Elf Sentinels are fighting each other. Each race wants to dominate the province. The Undead Scourge however, has managed to infest the cities with a rare plague, weakening the other 3 races. There is, however, a cure for this disease. The potion can be brewed with 3 ingredients: mandrake, purified water and daffodils. Each ingredient is sold in shops run by goblin merchants. One merchant sells purified water, and he has built his shop high in the mountains, close to a spring. Another one sells mandrake, and his shop lies at the heart of the province. The final goblin merchant is located in the Western Plains, and he sells daffodils. It's a race against time and each other to be the first to get the ingredients for the potion.

Players: 3

Races: All except for Undead

Special Tokens Required: The three tokens that depict the melee, ranged and flying units.

Setup: The board is setup as illustrated in the setup diagram. Players begin with 5 gold and 5 wood. Place the three special tokens as depicted in the diagram. Remove the victory point cards each player's experience deck. Make 3 card piles with 1 victory point card for each of the 3 participating races in each pile. Place one pile at the right side of the board, close to the special token that depicts the flying unit. Put the second pile next to the board at the left, close to the special footman token. Place the last pile below the board, close to the special ranged unit token. These three piles are the shop inventory for each shop respectively.

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

Special Rules: The three special tokens act as the goblin merchants' shops. Whenever you have one of your units on one of these shop tokens during the Spend step, you may, in addition to your normal Spend step action, buy your victory point card from



the stack of cards near the shop. This card represents one of the three ingredients you'll need for the potion, and costs you 4 gold. Note that each of the 3 merchants only has 1 of your victory point cards. So in order to get all 3 cards, you need to visit each merchant.

Victory Conditions: You win if, at the end of any Step, you have a total of 9 victory points **and** you are in possession of all 3 victory point cards in your color. Alternately, you win if the other two players have been eliminated from the game.

Scenario Designed By: L. Seuren

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