

WORLD OF WARCRAFT

THE BURNING CRUSADE™

THE BOARD GAME
EXPANSION



RULES OF PLAY



COMPONENTS

Below is a list of all the components that you will find in your copy of *The Burning Crusade*.

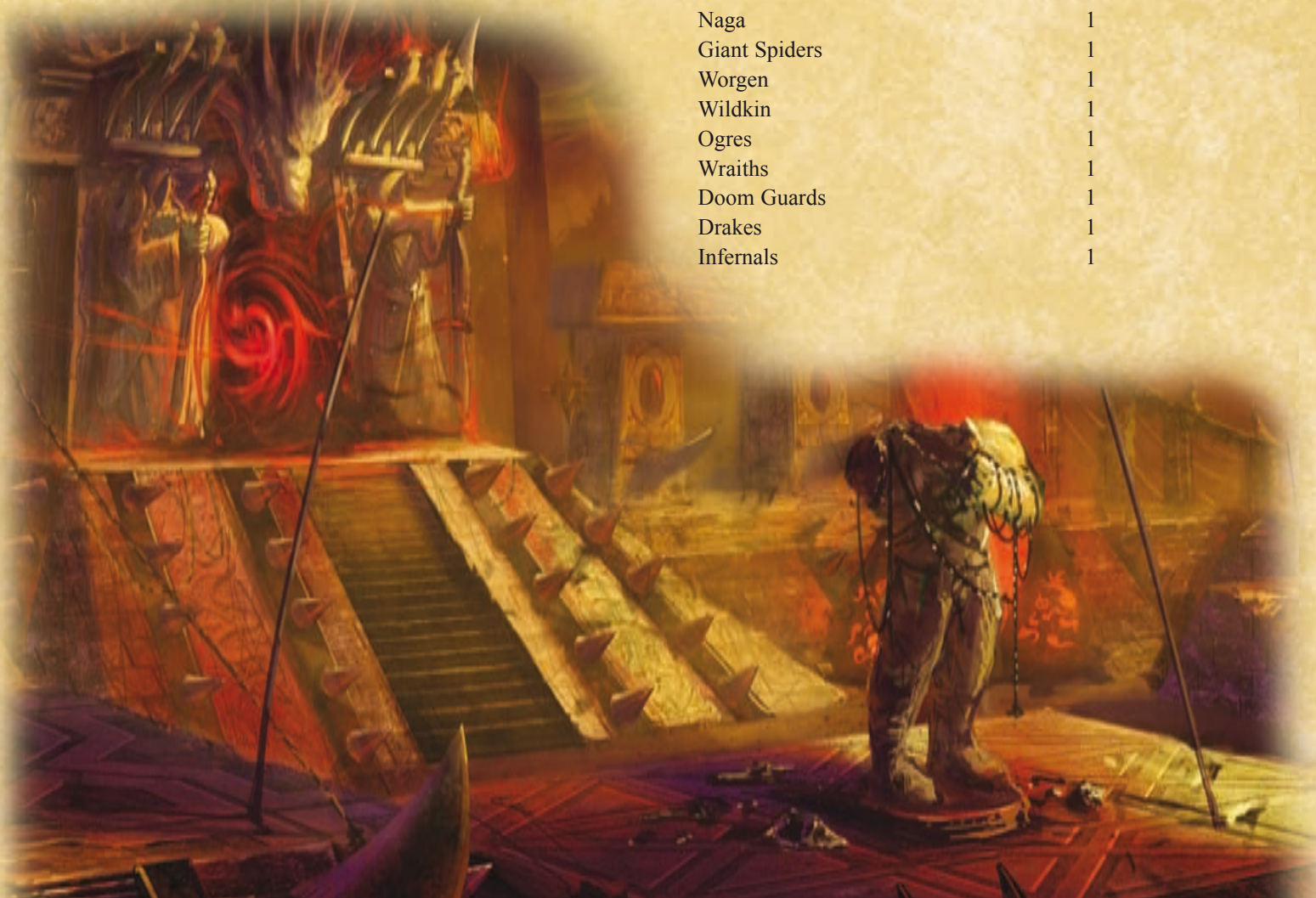
WELCOME

Welcome back to Azeroth!

You hold in your hands *The Burning Crusade*, an expansion for *World of Warcraft: The Board Game*. It includes new quests, new items, new character powers, new talents, and the exciting new realm of Outland to explore. We hope that you will enjoy the many new concepts and components herein, and that they will enhance your *World of Warcraft: The Board Game* experience.

- This rulebook
- Outland game board
- 51 plastic creature figures:

| Type | Green | Red | Purple | Blue |
|-------------------|-------|-----|--------|------|
| Abominations | 1 | 1 | 1 | 1 |
| Arakkoas | 1 | 1 | 1 | 1 |
| Fungal Giants | 1 | 1 | 1 | 1 |
| Mo'arg | 1 | 1 | 1 | 1 |
| Oozes | 2 | 1 | 1 | 1 |
| Ravagers | 2 | 1 | 1 | 1 |
| Shivan | 1 | 1 | 1 | 1 |
| Wrath Guards | 1 | 1 | 1 | 1 |
| Yeti | 1 | 1 | 1 | 1 |
| Murlocs | | | 1 | |
| Gnolls | | | 1 | |
| Ghouls | | | 1 | |
| Scarlet Crusaders | | | 1 | |
| Naga | | | 1 | |
| Giant Spiders | | | 1 | |
| Worgen | | | 1 | |
| Wildkin | | | 1 | |
| Ogres | | | 1 | |
| Wraiths | | | 1 | |
| Doom Guards | | | 1 | |
| Drakes | | | 1 | |
| Infernals | | | 1 | |



- 2 plastic character figures (Alliance Shaman and Horde Paladin)
- 2 character sheets
- 9 level 6 character sheet extensions (1 for each of the 9 classes)
- 14 character counters (7 for each new character)
- 15 Poison tokens
- 1 Ragnaros Overlord counter
- 1 Ragnaros token
- 20 hit tokens
- 54 Class cards (6 for each of the 9 classes)
- 38 hexagon Item cards
- 5 special Item cards
- 44 Alliance Quest cards
- 44 Horde Quest cards
- 18 Blue Quest cards
- 4 Event cards
- 6 Flying Mount cards
- 177 Dungeon cards
- 4 Dungeon tokens
- 4 Overlord sheets
- 9 eight-sided dice (3 red, 3 blue, and 3 green)
- 2 Creature Reference Sheets

Plastic Creature Figures



There are nine new types of creatures in *The Burning Crusade* and an entirely new color of creature – purple – is introduced. The purple menace enhances both the new creature types, as well as the existing creature types from the base game. Purple figures are **quest creatures**, like green and red creatures, and must be defeated by characters seeking to resolve quests. Purple replaces red to signify the most dangerous monsters of each type. See “New Creatures and Creature Reference Sheet” on page 8.

COMPONENT OVERVIEW

Below you will find a brief description of every game component in your copy of *The Burning Crusade*.

Outland Game Board



Outland Game Board

The large, colorful Outland game board represents the seven areas in the realm of Outland.

Plastic Character Figures



Two new character figures represent the Draenei Shaman and the Blood Elf Paladin characters. After players have selected their characters at the beginning of the game, the corresponding plastic figures are placed on the board to represent their characters’ locations.

Character Sheets



The new character sheets give players the opportunity to choose Alliance Shaman and Horde Paladin characters. They replace the existing Shaman and Paladin character sheets from the base game. Note that since only one copy of each Class deck is included, players may *not* use both Paladins (Alliance and Horde), or both Shamans, in the same game.

Level 6 Character Sheet Extensions

The level 6 character sheet extensions expand the base game's regular character sheets, allowing characters to advance to level 6. Each class has a character sheet extension. See "Level 6" on page 14.

Level 6 Character Sheet Extension



Character Counters



These counters, seven each for the Alliance Shaman and Horde Paladin, work just like the character counters in the base game.

Hit Tokens

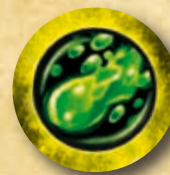
Extra hit tokens are provided for combat against enemies with extremely high Health values. If players still run out of hit tokens during a combat, use gold tokens as a substitute.



All cards in *The Burning Crusade* are marked with a star symbol to differentiate them from the cards in the base game. This makes it easy to separate them from the base game's cards, and cards from other expansions, if you ever want to do so.



Poison Tokens



Certain creatures can **poison** characters during combat (see "Poison Tokens" on page 8). Poison tokens are placed underneath an affected character's plastic figure to represent this effect.

Ragnaros Overlord Counter



This counter works just like the Overlord counters in the base game. The Ragnaros Overlord counter represents the location of Ragnaros on the Lordaeron game board. The three Outland Overlords are not represented by Overlord counters.

Ragnaros Token



When Ragnaros is chosen as the game's Overlord, this token is placed on the Ragnaros Overlord sheet to track the progress of combat against Ragnaros.

Class Cards



The new level 6 Class cards work exactly like those in the base game, offering players more options for improving and customizing their characters.

Item Cards



The Burning Crusade introduces several new Item cards that can be either found in dungeons or by completing quests. The new hexagon (orange) Item cards are rewarded primarily by the new Outland quests and in the Outland dungeons. They work exactly like the Item cards found in the base game.

Alliance and Horde Quest Cards



The new green, yellow, and red Quest cards are just like their counterparts from the base game. The new purple Quest cards form a new deck, representing the most difficult quests (even more difficult than the red quests).

Some new quests require travel to the Outland game board. These are called Outland quests, and their faces have a green background. Outland quests are found among all Quest card colors except grey. This expansion also includes new quests for the Lordaeron game board.

Blue Quest Cards



The blue Quest cards included in this expansion supplement the blue Quest deck found in the *Shadow of War* expansion. If you have the *Shadow of War* expansion, and you are playing with the Outland board, simply shuffle the new blue Quest cards into the blue Quest deck (see page 5 of the *Shadow of War* rulebook for rules on how to use blue Quest cards). If you don't have the *Shadow of War* expansion, simply ignore the blue Quest cards.

Event Cards



The new Event cards work just like those from the base game, and should simply be shuffled into the Event deck.

Flying Mount Cards



Flying mounts are rewarded to characters who achieve level 6. They offer new options for traveling from region to region on the Outland game board. See “Flying Mounts” on page 17.

Dungeon Cards



Dungeons represents grave new challenges for players. Each dungeon is comprised of several smaller **Stage decks**, each of which represents one stage of the dungeon (Stage 1, Stage 2, etc.). Each Stage deck consists of four different card types: Boss cards, Minion cards, Item cards, and Reward cards. See “Dungeons” on page 9.

Dungeon Tokens



Dungeon tokens are placed on the Lordaeron game board, and mark the locations of dungeons. There are also dungeon locations on the Outland game board, but those markers are printed directly on the board rather than being designated with tokens. See “Dungeons” on page 9.

Overlord Sheets



This expansion introduces four new Overlords. Three of them – Kael'Thas, Lady Vashj, and Illidan Stormrage – are Outland Overlords, and work differently than the Overlords in the base game (see “Outland Overlords” on page 18). The fourth new Overlord, Ragnaros, uses the same rules as the base game Overlords.

Dice



The Burning Crusade includes additional eight-sided dice, increasing the number players can roll in combat. See “Increased Dice Limit” on page 8.

Creature Reference Sheets



Two new Creature Reference Sheets are included in *The Burning Crusade*. They detail the combat statistics and special abilities of the new creatures and new purple versions of all creature types, and also boost difficulty ratings of some creatures originally introduced in the base game. These Creature Reference Sheets replace those from the base game.

SETUP

The following steps describe how to prepare a game of *World of Warcraft: The Board Game* using the *The Burning Crusade* expansion. Each of the sections that follow modifies the corresponding base game setup step.

1: Mark the location of each dungeon in Lordaeron by placing its Dungeon token on the Lordaeron game board as follows. (Note that the Outland game board's dungeon locations are printed directly on the Outland game board.)

| DUNGEON | REGION (AREA) |
|-----------------------|---|
| Shadowfang Keep | Olsen's Farthing (Silverpine Forest) |
| The Scarlet Monastery | Scarlet Monastery (Tirisfal Glades) |
| Stratholme | Stratholme (Eastern Plaguelands) |
| Scholomance | Caer Darrow (Western Plaguelands) |

2: When players take their character sheets, they also take the matching level 6 character sheet extensions and the new level 6 power and talent cards for their Class decks.

3: The two new character sheets, the Horde Paladin Character and the Alliance Shaman character, allow both

factions to play a class that was previously unavailable. These two sheets replace the Alliance Paladin and Horde Shaman sheets found in the base game.

5: When selecting an Overlord (either via consensus or randomly), one of the three Outland Overlords must be selected. Be aware that choosing Illidan Stormrage as the game's overlord will result in a longer and more challenging endgame. (If players wish to play against the Ragnaros Overlord, and/or wish only to use *some* of the elements provided in *The Burning Crusade* expansion, see "Playing Without Outland" on page 19.)

6: Shuffle the new Item cards into their respective decks. Place the new hexagon (orange) Item deck next to the other Item decks.

8: Shuffle all of the new *The Burning Crusade* Quest cards into their appropriate decks. Place the new purple Quest Card deck next to the other Quest decks.

9: Separate each dungeon into its individual Stage decks (see page 9) and set them on a convenient area of the table.

MAXIMIZE YOUR TABLE SPACE

The Burning Crusade expansion introduces many new components. If players find themselves running out of table space, there are several suggestions below on how to free up more room for your game.

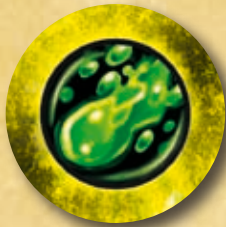
- Instead of placing the unused creature pile the table, the extra creature figures can be organized in the lid of the game box.
- If there is another table available, such as a portable card table, this is an ideal place to place Quest cards, Quest decks, Item decks, dungeon Stage decks, and the Overlord sheet.
- Instead of placing the token piles on the table, the tokens can be sorted into individual bags which can be stored in the game box until they are needed.

EXPANSION RULES

The following rules detail the elements that are new to *The Burning Crusade* expansion.

POISON TOKENS

Certain monsters and special abilities can poison characters. This is represented by **Poison tokens**. During combat, at the beginning of each Damage step, a character must lose one Health token for each Poison token afflicting him. A character who has an ability to remove Health from an alternative source, such as an equipped Pet or Demon, may choose to remove any combination of Health from his character and/or the alternative source. Poison tokens are automatically removed at the end of combat, or when a character is defeated.



Poison Token

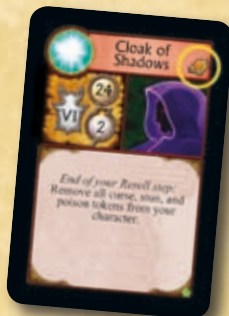
FAST-EQUIP POWERS AND ITEMS

Some Power and Items cards in this expansion feature a spellbook icon. This indicates that they can be **fast-equipped**.



Spellbook Icon

Treat these cards as if they included the text “*Start of your action:* You may equip this card.” That is, a character may equip these cards from his Spellbook or Bag at the beginning of any of his character actions, including when he takes a Challenge action or joins a Challenge. When a character fast-equips a card, he may place it in



any available card area on his character sheet or he may unequip a card (including cards without the fast equip icon) and equip the new card in its place.

When a character equips a power or item outside the Character Management step, he must still follow all the other normal rules for equipping cards. Fast-equipped items must come from the character’s Bag, fast-equipped powers must come from the character’s Spellbook, active powers’ Energy costs must be paid, trait and type restrictions must be met, and so on.

The ability to fast-equip makes certain cards more versatile and adaptable, since they can be equipped as the need arises, rather than only at the end of the faction turn.

INCREASED DICE LIMIT

In the base game, players were limited to rolling seven dice of a given color at once. This expansion includes three additional dice of each color and raises this dice limit to ten blue, ten red, and ten green dice even if players select the “Playing Without Outland” option (see page 19).

NEW CREATURES AND CREATURE REFERENCE SHEET

The Burning Crusade adds nine new creatures to *World of Warcraft: The Board Game*. Their statistics appear on the updated Creature Reference Sheet. These new creatures appear in play the same way the base game’s creatures do: via Quest cards, Event cards, and so forth.

The Burning Crusade also introduces a new purple color of creature figures. Purple creatures are quest creatures, just as green and red creatures are, and represent the deadliest versions of each creature type. Purple creatures are *not* independent creatures, so they never end a character’s movement, nor do they force characters in the same region to take a Challenge action against them.

The combat statistics and special abilities for new creatures are listed on the new Creature Reference Sheet. The new Creature Reference Sheet replaces the Creature Reference Sheets from the base game.

When playing with this expansion, even if selecting the “Playing Without Outland” option (see page 19), players should use the new Creature Reference Sheet. In addition to providing the values for the new creature types and the purple creatures, the new Creature Reference Sheet also increases the difficulty of some of green, red, and blue creatures from the base game, making for a more tense and challenging game.



friendly characters. A character who enters a dungeon that contains other friendly characters immediately advances to join them next to whichever Stage deck they're adjacent to. He does not need to "re-defeat" the stages his fellows have already bested, and in fact, he may not attempt to do so.

When a character enters a dungeon, he immediately loses any of his remaining actions.

Any character who is adjacent to a Stage deck is considered to be "in a dungeon." Any character who is on an Overlord sheet (see "Challenging an Outland Overlord" on page 18) is considered to be "in a dungeon."

In order for players to fight their dungeon stage's boss and advance to the next stage, they must wait until their faction's *Dungeon phase*.

The Dungeon Phase

After every character from the active faction has taken all of his actions, but before the turn marker is moved on the turn track, the active faction must resolve their Dungeon phase. If no characters from the active faction are in a dungeon, their Dungeon phase is skipped.

During each Dungeon phase, characters from the active faction must challenge a **boss** in their current Stage deck and resolve the combat (see "Challenging the Dungeon Boss" on page 12).

After characters from the active faction resolve their dungeon stage, the Dungeon phase ends and the turn marker is moved on the turn track.

If characters from the active faction are present in multiple dungeons, resolve one dungeon at a time, in the order decided by the active faction.

Dungeon Cards

There are four different types of cards in each dungeon: Boss cards, Minion cards, Item cards, and Reward cards.

DUNGEONS

Dungeons are dangerous locations where characters can band together to defeat the toughest enemies in *World of Warcraft: The Board Game*. *The Burning Crusade* expansion represents these environments with decks of cards.

Each dungeon is divided into several stages. The dungeons in Lordaeron have two stages each, and the dungeons in Outland have three. Each stage of a dungeon is progressively more dangerous, but also offers more valuable rewards.



*Tempest Keep Dungeon Cards:
Stages 1, 2, and 3*

Entering a Dungeon

A character in a region with a dungeon (designated by either a dungeon token in a Lordaeron region or a dungeon icon on an Outland region) may spend one of his movement steps during a Travel action to enter the dungeon.

When a character enters a dungeon, remove the character figure from the game board and place it adjacent to the dungeon's Stage 1 deck unless the dungeon contains other

Boss Cards

Boss cards are distinguished from other Dungeon cards by their unique graphic template (note their red color scheme).



In order to proceed to the next stage of a dungeon, characters must defeat a boss from their current stage. Bosses are drawn randomly, so it's possible to explore the same dungeon more than once and encounter different bosses.

Minion Cards

Minion cards are distinctly different in appearance from Boss cards and lack attribute boxes for Threat, Attack, and Health values. Instead, Minion cards drawn for a given dungeon stage enhance the attributes of that stage's boss. The more Minion cards drawn, the greater the boss's values become and the more serious the threat he presents.



In addition to posing additional danger on a given dungeon stage, Minion cards also offer additional rewards, like gold and experience points.

Item Cards

Item cards represent the spoils that can be gained by defeating a stage's boss. Once won, Item cards from dungeon decks follow the same rules as the Item cards from the base game.

Reward Cards

Reward cards offer additional recompense for heroes who risk life and limb in dungeon depths. Unlike Item cards, which characters keep, Reward cards provide a benefit and are then usually shuffled back into their respective dungeon Stage deck after use.



Reward Cards

When characters earn a Reward card, they must *immediately* resolve the card's ability, after which it is returned to its Stage deck.

Exception: Some Reward cards include the text "keep this card." In these cases, one participating character keeps the Reward card until the card directs that it should be discarded. Discarded Reward cards are returned to their Stage decks.

Resolving a Dungeon Stage

During the Dungeon phase, all characters from the active faction must resolve the dungeon stage that they are standing adjacent to. Characters may only resolve *one* dungeon stage during their Dungeon phase, unless a special ability states otherwise. In order to resolve a dungeon stage, first shuffle the Stage deck thoroughly. Then, draw cards *one by one* from the top of the deck until a **Boss** card is revealed. This is the boss the characters must defeat to claim that stage's spoils, and to move on to the next stage.

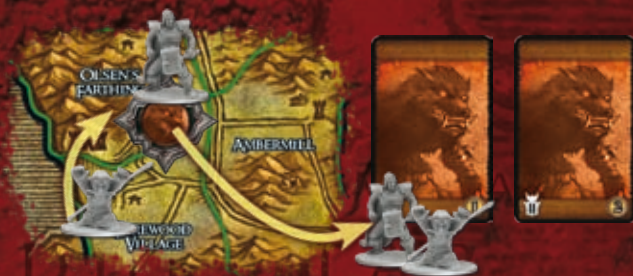
Next, address the rest of the cards – the items, rewards, and minions – that were turned up before the boss. Set aside the Item and Reward cards for now. They'll be the heroes' bounty if they defeat the boss.

Then, count the number of Minion cards. If there are *more than two* Minion cards per participating character, the

ENTERING A DUNGEON

It is the beginning of the Alliance faction turn. An Alliance Paladin is on the Olsen's Farthing region. The Paladin wishes to explore the Shadowfang Keep dungeon, but as characters lose any remaining actions upon entering a dungeon, he takes a Rest action first. After the Paladin regains Health and Energy, he takes a Travel action and spends one of his movement steps to enter the dungeon. The Paladin then moves his figure off the game board, placing it adjacent to the Shadowfang Keep Stage 1 deck.

An Alliance Mage in the Pyrewood Village region also decides to explore the Shadowfang Keep dungeon. The Mage character takes a Travel action and spends his first movement step to enter the Olsen's Farthing region, and his last movement step is spent to enter the dungeon. The Mage then moves his figure off the game board, placing it adjacent to the Shadowfang Keep Stage 1 deck next to the Paladin character.



The Paladin and Mage move off the game board, and are placed next to the Shadowfang Keep Stage 1 deck.

During the Alliance Faction's Dungeon phase, both the Paladin and Mage must now resolve the first stage of the dungeon (see later for how to resolve a dungeon Stage deck).

After a bloody combat, the Paladin and the Mage manage to defeat the boss from the Shadowfang Keep Stage 1 deck. After completing the resolution of the deck, the two character figures are moved adjacent to the Shadowfang Keep Stage 2 deck.



Upon defeating Stage 1, the characters are moved to the Stage 2 deck.

During the Alliance's next faction turn, an Alliance Warlock spends a Travel action to enter the Shadowfang Keep dungeon. Since there are already friendly characters adjacent to the Shadowfang Keep Stage 2 deck, the Warlock skips the first stage and her figure is placed next to the Shadowfang Keep Stage 2 deck, along with the Paladin and Mage.



A character entering a dungeon containing friendly characters must immediately advance to the Stage deck to which his allies are adjacent.

players may – as a group – discard Minion cards one at a time until that's no longer the case. For example, if a group of two heroes is faced with seven Minion cards, they may discard three of them (leaving four, which is two Minion cards per hero).

Note that the group of players chooses which Minion cards to discard. *The discards are not determined randomly.* Note also that discarding Minion cards is optional. The players need not discard any at all, even if their number exceeds the two-per-hero limit, and they may also discard fewer Minion cards than they are entitled to discard.

Next, a group of players *who did not discard Minion cards*, either because they chose not to, or because fewer than twice the number of minion cards per player were drawn, may now choose to draw *additional* cards from the Stage deck. Each draw adds an additional minion, item, or reward. (If another Boss card is drawn, discard it immediately.) These additional cards are drawn and turned faceup one at a time, either increasing the potential spoils (Item cards and Reward cards) or adding to the danger posed by the boss (Minion cards). Item and Reward cards are placed aside with any others, while minions join previously drawn Minion cards. Cards drawn in this way are not eligible

for discarding even if the number of Minion cards is now more than two Minion cards per participating character. Thus, players can “push their luck” to draw more items and rewards out of the Stage deck, but they face the possibility of drawing additional Minion cards, making the fight against the boss increasingly difficult.

Once this is done, the characters are ready to challenge the dungeon boss.

Challenging the Dungeon Boss

Characters fight dungeon bosses using the normal combat rules with one exception: As mentioned above, *every Minion card enhances the boss with additional abilities and effects*. Minion cards with effects like “Health +2” or “Attack +3” directly increase the boss’s printed values. Other abilities are self-explanatory. Note that all the minion card’s effects are *cumulative*. In other words, the abilities of all minions and the boss are combined into a single entity during the combat to follow.

Friendly characters in the same dungeon automatically participate in the combat as if they had joined in a combat by spending Challenge actions (see “Friendly Characters Joining a Challenge” on page 10 of the base game’s rulebook).

Some Dungeon card abilities are modified by the number of characters who are participating in the combat, and vice versa. Regardless of the number of Minion cards that were drawn, combat in dungeons is considered to be against *one* opponent.

Characters defeated by a boss must immediately move to the nearest graveyard or friendly town on the same game board as that of the dungeon. They can return to the dungeon later, if they wish, according to the normal rules (i.e., by returning to the region where the dungeon is located and spending a movement step during their Travel action). Characters who return later follow the normal procedure.

If all of the characters attempting a given dungeon stage are defeated, the Boss card and any faceup Minion, Item, and Reward cards are shuffled back into the Stage deck they came from.

If one or two members of a group are defeated, but the remaining member(s) of the group go on to successfully defeat the dungeon boss, any defeated characters still receive their equal share of the boss’s XP reward. Only the surviving characters, however, are eligible to receive gold, Reward cards, and Item cards.

Dungeon Spoils

When a stage’s boss is defeated, the rewards detailed on the Boss card’s reward area are distributed among participating characters following the normal reward rules (see “Quest Rewards” on page 21 of the base game’s rulebook), with one change, detailed under “Experience Penalties,” below.

Minion cards often increase the rewards arising from the Boss card. Gold and experience point bonuses are added directly to the boss’s printed values before they are awarded.

Once a boss’s direct rewards have been applied, the players must agree how to distribute the Item cards that were previously set aside among the participating characters. Reward cards, however, help all of the participating characters unless otherwise noted.

Experience Penalties

Each time a character defeats a dungeon stage that is a lower level than his character, he suffers an experience penalty.

A dungeon’s **stage level** is listed on the bottom of the card back. For example, the Scarlet Monastery Stage 1 deck is level 3. Don’t confuse a stage number with a stage level. The stage number determines the order in which a dungeon’s stages must be challenged, while the stage level is used to determine for which characters the dungeon’s dangers are most appropriate.



If a dungeon’s stage level is *lower* than a character’s level, then that character suffers an experience penalty.

When a boss’s rewards are distributed, experience points must be divided as evenly as possible among the participating characters, as described on page 21 of the base game’s rulebook. After the experience points are divided evenly, each character who is a higher level than the dungeon’s stage level must immediately lose any experience points that they would have received.

ADVANCING THROUGH DUNGEON STAGES



Upon entering a dungeon, character figures are placed adjacent to the Stage 1 deck. After defeating each stage, the figures are immediately advanced to stand adjacent to the next stage's deck. After the final stage is defeated, the figures return to the game board and are placed on a region that contains a friendly flight path. Note that the friendly flight path must be on the same game board as the dungeon.

Note that characters do *not* receive an experience point *bonus* if they are a lower level than the stage level.

Example: Imagine that a level two Mage and a level four Paladin are resolving Scarlet Monastery Stage 1, which has a stage level of 3. They defeat a Boss card that rewards 5 XP and a Minion card that rewards 2 XP. This brings the total XP reward from the Boss and Minion card to 7 XP ($5 + 2 = 7$). The experience is divided so that the Mage receives 4 XP and the Paladin receives 3 XP. However, since the Paladin's level is higher than the stage level, the Paladin does not receive any experience points. As you can see, grinding through dungeons that are too weak for a character significantly reduces his rewards.

Advancing to the Next Stage

Once the spoils of victory are claimed, *immediately move all of the group's character figures to stand adjacent to the next-higher Stage deck of the same dungeon.* This position-

ing indicates that the characters have defeated the previous stage, and that they may challenge the next stage during their next Dungeon phase. However, when the characters defeat the last dungeon stage, they instead immediately move *out* of the dungeon. This is done by simply moving the figures to any region with a friendly flight path on the same board (Outland or Lordaeron) as the dungeon. Different characters may move to different regions, if they wish.

Character Actions In Dungeons

Characters who remain in dungeons during their faction turn may only take *one* action instead of the normal two actions per faction turn. If a character leaves the dungeon, he may take the normal two actions during that faction turn (with the first action being a Travel action to leave the dungeon, or an action to challenge a quest creature or independent creature in the dungeon's region – see below).

RESOLVING A DUNGEON STAGE

During the Alliance's Dungeon phase, an Alliance Paladin and an Alliance Mage character challenge the Stage 1 deck of the Shadowfang Keep dungeon.

First, the Shadowfang Keep Stage 1 deck is shuffled thoroughly. Then cards are drawn from the top of the deck, one at a time, until a Boss card is revealed.

The first card drawn is the "Tormented Officer" Minion card. The second card drawn is another Minion card called "Slavering Worg." The next card drawn is the "Treasured Relics" Reward card. Finally, the "Fenrus the Devourer" Boss card is drawn.

The Paladin and Mage could immediately challenge the dungeon boss but instead they choose to draw additional Dungeon cards in hope of finding even greater treasure. The next card drawn is the "Odo the Blindwatcher" Boss card. Since a Boss card has already been revealed, "Odo the Blindwatcher" is immediately discarded.

The group of characters decide to draw another Dungeon card, revealing the "Duskbringer" Item card. The characters decide not to push their luck any further, so they stop drawing Dungeon cards and must now challenge the boss.

The Attack value for "Fenrus the Devourer's" is increased to 6 due to the "Slavering Worg" Minion card, and the presence of the "Tormented Officer" prevents the characters from rerolling "1" and "2" results.

The Paladin and Mage both survive the combat, and must then distribute the rewards amongst themselves.

The "Tormented Officer" and "Slavering Worg" Minion cards increase the boss's rewards to 9 gold and 7 experience points, which must be distributed evenly between the two characters. The Paladin and Mage each receive 3 additional gold from the "Treasured Relics" Reward card, after which the card is immediately returned to the Shadowfang Keep Stage 1 deck. A triangle Item card and the "Duskbringer" Item card are also awarded, which the Paladin and Mage distribute among themselves per the normal loot rules.

After all of the rewards are distributed, the character figures are moved to the Shadowfang Keep Stage 2 deck, and the revealed minion and boss cards are returned to the Stage 1 deck.

The Paladin and Mage must wait until their next Dungeon phase to resolve the Shadowfang Keep Stage 2 deck.



Minion and Boss cards



Reward and Item cards



Upon defeating Stage 1, the characters are immediately moved next to the Stage 2 deck.

Each extension lists its character's level 6 Health and Energy capacities, adds two additional Power card areas, and includes one additional talent bar. *The additional Power card slots are available from the beginning of the game*, but players must follow the normal rules for level advancement to fill the extra talent bar (i.e., it may only be filled when the character advances to level 6).

Attaining Level 6

Immediately after gaining level 6, a player must choose a Talent card and place it at his "Level 6" talent bar. In addition, the character also receives a Flying Mount card (see "Flying Mounts" on page 17).

Gaining Experience Points at Level 6

When a character attains level 6, he may no longer advance along the Experience Track. When a level 6 character would otherwise earn additional experience points, he instead takes an amount of gold equal to the experience points he would have received. Experience point penalties should be accounted for as normal before converting experience into gold.

Level 6 PvP Combat

During PvP combat, the maximum Threat value a faction can attain is 7, regardless of how many level 6 characters that faction has.

Level 6 Class Cards

The new Power and Talent cards in *The Burning Crusade* are all level 6 cards, reserved for heroes of this mighty new status. Although their might is unparalleled, they function exactly like the Power and Talent cards in the base game. The new Power and Talent cards should be placed in their respective Class decks at the beginning of the game.

EXPLORING OUTLAND

The Outland game board gives characters a whole new world to explore. Outland has seven different areas, each divided into regions, just like the Lordaeron game board. The Outland game board is placed adjacent to the Lordaeron game board, and both boards are used in the game.

Travel To and From Outland

To travel to Outland, a character *on a Lordaeron region with a friendly flight path must spend a Travel action*. He then moves his character figure to the “Dark Portal” region on the Outland game board using one of his available movement steps. He may then continue his Travel action by spending any of his remaining movement steps.

To return to Lordaeron, a character on the “Dark Portal” region conversely spends a Travel action, and then moves to any friendly flight path region on the Lordaeron game board by spending one movement step. He may continue his Travel action by spending any of his remaining movement steps.

Characters must use the Dark Portal to move between game boards. Characters may *not* move from a flight path on the Lordaeron board to a flight path on the Outland board, and vice versa.

Note that when characters are defeated, they may not move between game boards. That is, a character defeated on the Lordaeron game board may not be moved to a graveyard on the Outland game board, and vice versa.

Secluded Regions

Secluded regions are regions on the Outland game board that are completely surrounded by a black border. A character must have a flying mount to enter secluded regions (see “Flying Mounts” on page 17).



Secluded Regions on the Outland Game Board

There are six secluded regions without names, which are highlighted on the map above. Characters with flying mounts may be moved to them, but independent creatures may never be placed or moved into these six regions.

OUTLAND QUESTS

Outland quests are distinguished from other quests by a green background on the card's face. They always spawn quest creatures on the Outland game board. Otherwise, Outland quests are resolved like any other Quest cards.



MOVING TO THE OUTLAND GAME BOARD



To move to the Outland game board, a character on a Lordaeron region with a friendly flight path spends a Travel action.

Using one of his two available movement steps, his figure is moved to the “Dark Portal” region on the Outland game board. The character then continues his Travel action as normal by moving to an adjacent region.

Exchanging Quest Cards for Outland Quests

After a faction has completed their faction turn and advanced the turn marker, they may – at their option – discard any of their non-Outland Quest cards. This allows them to clear older quests that are of inappropriately low level, or that are located on the Lordaeron game board (whereas their characters may have moved on to the Outland game board).

To discard a Quest card, the players simply return it to the box and remove all of the quest creatures it spawned – but not the independent (blue) creatures it spawned – from the board. Those Quest cards cannot be drawn again this game.

After all the quests the players wish to remove have been discarded, they are replaced with new Outland quests.

First, the faction chooses one of their Quest decks (green, yellow, red, or purple) to draw from. Then, the players draw cards from the chosen deck one at a time.

If a draw reveals a non-Outland Quest card (i.e., one without a green background on the card’s face), that card is removed from play (i.e., returned to the box) instead of spawning creatures, and the players draw again. If the players exhaust a given Quest deck, they must choose another deck to draw from next. Otherwise, they must continue to draw from the deck they originally chose.

If an Outland Quest card is drawn, spawn the card’s quest creature, but do not spawn its independent (blue) creatures. After the new Quest card has been put into play, the players either begin the process again from the deck of their choice (if they need to replace any more discarded Quest cards), or are finished.

Since many of a faction’s Lordaeron quests (which are needed to gain lower levels) can be permanently lost when taking this option, it is not recommended that a faction begins this process until later in the game.

Tip: Since exchanging Quest cards does not spawn independent creatures, players can minimize downtime in the game by allowing each faction to exchange its Quest cards during their opponents’ faction turn.

FLYING MOUNTS

When a character attains level 6, he immediately receives one of his faction’s Flying Mount cards, either a Gryphon card for an Alliance character or a Windrider card for a Horde character. Flying mounts are neither Item cards nor Power cards, and do not take up a card area on the character sheet. Instead, they are simply placed faceup on the table in front of the player, near his character sheet. Flying mounts may not be lost, sold, traded, stolen, or discarded for any reason.

On the Outland game board, a character with a flying mount has the following special capabilities:

- He may enter secluded regions (regions surrounded by a black border).
- He may move up to three regions during a Travel action (instead of the usual two regions).
- He may move *through* regions containing blue creatures without ending his movement, and without taking Challenge actions against them. However, a character who moves through a region containing a blue creature may only move a maximum of three regions overall, even if he has an ability that would normally allow him to move more than three regions.

Flying mounts have no effect on the Lordaeron game board. On that board, they do not allow characters to enter black-bordered regions, move farther than normal, or ignore independent creatures.

OUTLAND OVERLORDS



Outland Overlords

The Outland Overlords – Kael’Thas, Lady Vashj, and Illidan Stormrage – are distinguished by dungeon symbols in the top left corners of their Overlord sheets. These symbols show which dungeon the Overlord is associated with, and are summarized here:

| OVERLORD | DUNGEON | ICON |
|-------------------|--------------------|---|
| Kael’Thas | Tempest Keep |  |
| Lady Vashj | Coilfang Reservoir |  |
| Illidan Stormrage | The Black Temple |  |

Challenging an Outland Overlord

Unlike the base game, characters cannot simply travel to a designated region and challenge the game’s Overlord. To defeat an Outland Overlord, the characters must fight their way to the heart of the dungeon lair of that Overlord, and only then attempt to defeat it.

Characters who defeat Stage 2 of the dungeon where the game’s Overlord makes its lair *must* advance to the Overlord sheet rather than Stage 3 of the dungeon. Their figures are correspondingly placed on the Overlord sheet, rather than adjacent to the Stage 3 deck.

Players do not draw dungeon cards when challenging an Outland Overlord, so they do not encounter Minion cards, nor receive Item and Reward cards. Rather, combat with the Overlord is resolved normally during the next Dungeon phase. Characters who are defeated follow the normal rules for defeat in dungeons.

If the characters defeat the Overlord, they win the game!

You Are Not Prepared!

Defeating Kael’Thas or Lady Vashj is no small feat, but the ultimate challenge in *World of Warcraft: The Board Game* is to defeat the Overlord Illidan Stormrage, who is the most powerful enemy characters can face and requires courage of the most heroic proportions. In order to survive Illidan Stormrage’s brutal assault, characters must gain the most powerful Power, Talent, and Item cards available.

Choosing Illidan Stormrage as the Overlord may extend the length of the game longer than the other Outland Overlords, so this is an ideal option for players who want to continue questing for more powerful artifacts even after attaining level 6.

ENDING THE GAME

In the base game, the game ends with PvP combat if no faction has defeated the Overlord after turn 30. However, when using *The Burning Crusade* expansion, play continues even past turn 30, ending only when the Overlord is defeated. Thus, after turn 30, instead of advancing the turn marker to the “End” space, return it to the “Start” space. Players then advance the turn marker at the end of their faction turns as normal. If the turn marker is advanced into a space containing an item icon, draw the top Item card from the hexagon (orange) Item deck (instead of the item listed on the turn track) and place the card faceup in the Merchant pile.

PLAYING WITHOUT OUTLAND

Playing *The Burning Crusade* expansion with all its options presents a great challenge to even the bravest of heroes. If players wish to play a more low-key game, the following rules detail how players may use many of the *The Burning Crusade* components even if they choose not play in the Outland game board.

If playing this variant of *The Burning Crusade* expansion, instead of the setup instructions detailed on page 7 of this rules booklet, do the following:

Setup

When choosing an Overlord, players should not select an Outland Overlord (i.e., Kael'Thas, Lady Vashj, and Illidan Stormrage). Instead, players should choose one of the overlords from the base game, or the new Ragnaros Overlord.

Plastic Creature Figures

Some of the creature types are only used on the Outland game board. In order to simplify setup and maximize table space, the following creature figures can be removed from the game:

- Arakkoa
- Ravager
- Mo'arg
- Wrath Guard
- Fungal Giant
- Shivan

The new creature types (the Yeti, the Ooze, and the Abomination) are used in this variant, as are all the purple figures for the base game creature types.

Level 6

Characters that are unwilling to journey to Outland may not advance to level 6. Therefore, characters must use the Experience Track found on the Lordaeron game board. The level 6 character sheet extensions, level 6 Power and Talent cards, and Flying Mount cards are not available to characters and should be returned to the box at the beginning of the game.

Outland Quests

During step 8 of the game's setup, shuffle the new *The Burning Crusade* Quest cards into the decks of the appropriate color, but be sure not to include any of the Outland Quest cards (those with a green background on the card's face).

The Outland Quest cards may have already been shuffled into the Quest decks during a previous game. In that case, simply remove from the game any Outland Quest cards that are drawn and immediately draw a new card from the same Quest deck to replace it.

Ending the Game

If a faction does not defeat the Overlord by the time the turn marker reaches the "End" space on the turn track, the normal game is over and the final PvP battle between the two factions begins normally (see page 35 of the base game's rulebook for rules on how resolve the final PvP battle).

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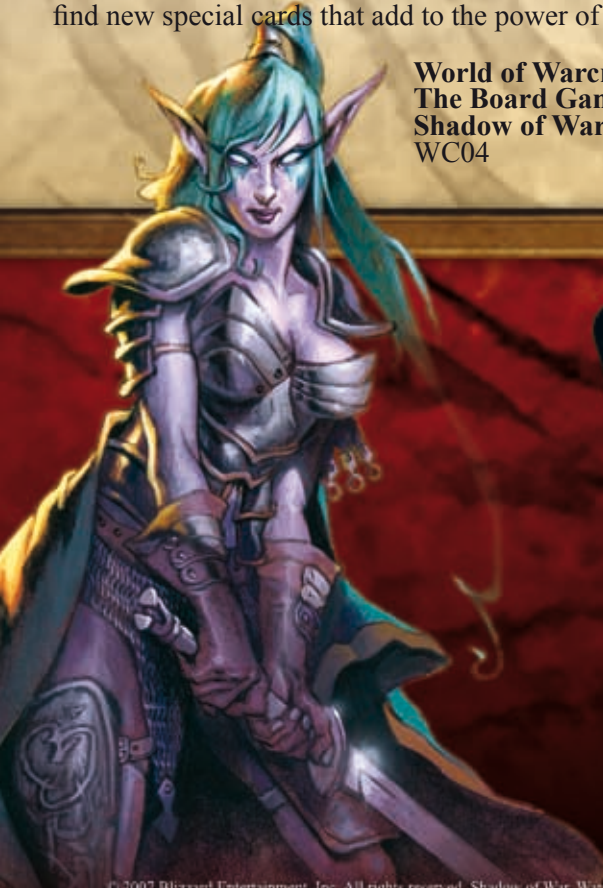
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DUNGEON REFERENCE

ENTERING A DUNGEON

A character in a region with a dungeon may spend one of his movement steps during a Travel action to enter the dungeon. Then remove the character figure from the game board and place it adjacent to the dungeon's Stage 1. A character who enters a dungeon that contains other friendly characters immediately advances to join them next to whichever Stage deck they're adjacent to.

THE DUNGEON PHASE

After every character from the active faction has taken all of his actions, but before the turn marker is moved on the turn track, the active faction must resolve the dungeon stage that they are standing adjacent to.

Resolving a Dungeon Stage

1. Shuffle the Stage deck thoroughly. Then, draw cards one by one from the top of the deck until a Boss card is revealed.
2. Set aside the Item and Reward cards and count the number of Minion cards. If there are more than two Minion cards per participating character, the players may discard Minion cards until that's no longer the case.

Players who did not discard Minion cards may choose to draw additional cards from the Stage deck.

3. Characters fight the dungeon boss, with each Minion card enhancing the boss with additional abilities and effects.

4. Characters who defeat the dungeon boss receive their rewards and advance to the next-higher Stage deck of the same dungeon.

CHARACTER ACTIONS IN DUNGEONS

Characters who remain in dungeons during their faction turn may only take *one* action instead of the normal two actions per faction turn.

Rest and Training actions may be taken normally.

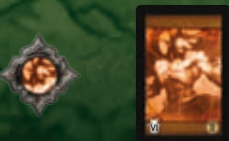
A **Travel action** may be taken to return to the game board. A character may be moved to the region where the dungeon is located by spending one movement step, and then proceeds with his Travel action normally.

A **Challenge action** may be taken to attack a quest creature, independent creature, boss, or enemy character on the region where the dungeon is located. The character is moved to the region where the dungeon is located and proceeds to attack that opponent.

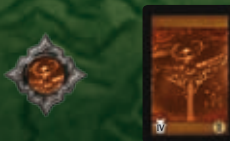
Town actions may not be taken by characters in dungeons.

DUNGEON ICON AND CARD KEY

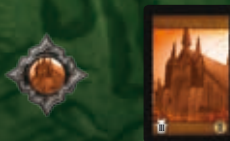
The Black Temple



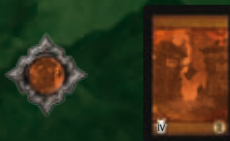
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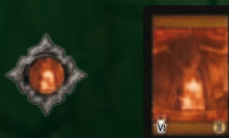
Scarlet Monastery



Stratholme



Coilfang Reservoir



Tempest Keep



Shadowfang Keep

