

WARCRAFT: THE BOARD GAME

DEFENSE TOWERS

(Custom Rules by Toco)

Expansion Option 10: Defense Towers

All players should agree to use this optional rule before the game starts.

Building Defense Towers

You can erect defense towers during step 4 (Spend) in the turn sequence when constructing new buildings and/or Outposts.

Replace one Worker currently at your Town space or finished Outpost with a defense tower pawn and pay three wood tokens. (The Worker is removed from the game board.)

There is a maximum of 2 defense towers per player.

- If the Human player builds two defense towers at the same hexagon, then they count as one Cannon Tower.
- If the Undead player builds two defense towers at the same hexagon, then they count as one Nerubian Tower.
- For the Elves or Orks with two defense towers at one hexagon, they simply count as two defense towers.

Battles

The defense tower pawn is not considered a building nor unit.

During battles a defense tower adds one Ranged attack with 2 Strength. Roll the dice for defense towers separately. This Ranged attack cannot be modified or cancelled by cards.

“During battles” = The defense tower must be at a hexagon with enemy units or at a flank in a battle.

Destroying Defense Towers

If an Outpost with defense tower(s) is destroyed, then also remove the defense tower(s) there.
If a Town is damaged then remove the defense tower(s) there.

Night Elves



Ancient Protector

The Ancient Protector is the defensive structure for the Night Elves. It can attack land or air units with its ranged attack.

During battles* this defense tower adds 1 Ranged attack with 2 Strength. This special Ranged attack cannot be modified or cancelled by cards.

Humans



Guard Tower

Capable of attacking land and air units, the Guard Tower is an able defense for Human settlements.

During battles* the Guard Tower adds 1 Ranged attack with 2 Strength. This Ranged attack cannot be modified or cancelled by cards.

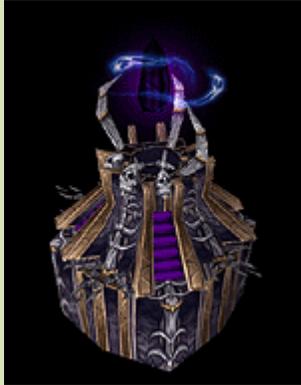


Cannon Tower

The Cannon Tower can only attack ground targets and has a slow, powerful attack.

During battles* the Cannon Tower adds 1 Melee attack with 4 Strength. This special Melee attack cannot be modified or cancelled by cards.

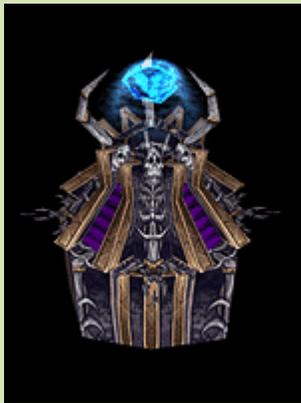
Undead



Spirit Tower

This static defense has a ranged attack that affects land and air units.

During battles* a Spirit Tower adds 1 Ranged attack with 2 Strength. This special Ranged attack cannot be modified or cancelled by cards.



Nerubian Tower

A defensive structure that deals cold damage and slows enemy units.

At the beginning of a round, during a battle* with this defense tower, choose one enemy unit participating in the battle. It cannot attack this round.

Orcs



Watch Tower

Embattled Orcish settlements can be guarded with Watch Towers, which provide static defense against land and air attacks.

During battles* a Watch Tower adds 1 Ranged attack with 2 Strength. This special Ranged attack cannot be modified or cancelled by cards.