

WarCraft: Mists of Pandaria

This expansion is designed by Toco. It adds the Pandaren Shao'din (Panda People Clan) to *WarCraft: the Board Game*.

Pandaren have a hidden island homeland, but covert Pandaren Settlements exist in the mountains. They are unaligned and admire peace. Pandaren are skilled beerbrewers. Still, they have an amazing duability and cohesion of army.

Components:

Pandaren have no need for a town interface nor buildings since their homeland is secret. Instead take any unused tile to use as the virtual island.

Outposts:

All Mountain hexagons are considered Outposts for the Pandaren.

Cards:

Compose a cardset from the unused sets of the base game. Take the Night Elves deck and remove all Victory Flag cards. Insert all Invisibility cards from the Human Alliance cardset. Put this Pandaren deck in card protector sleeves with with opaque backs.

Miniatures:

Use an extra set of Infantry Units and spraypaint them white to represent Pandaren Units, or use any other white meeples from your collection.

Pandaren are highly skilled in closecombat. Pandaren are agile and physically tough. All farmers are armed and trained. All Pandaren are long range archers because they can see twice as far as human in starlight, moonlight, torchlight and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Units:

Pandaren only have infantry. The Melee Units also have the keywords "Worker" and "Ranged". All cards and rules that target Workers or Ranged (artillery) also apply to the Pandaren Melee. During battles they count both as Ranged and Meele units with a Strength equal to 3. The Pandaren Shao'din have no Flying Units.

Wanderlust:

All Pandaren Units may move over mountain hexagons but never end their move there.

Heroes:



Some Pandaren are reknown of their magic skills. These are the famous Brewmasters. Pandaren players do not use a Hero star pawn. Each Infantry Unit is a potential hero.

When a Pandaren defeats a Creep, keep the Experience points at your virtual island. Once per player turn, you can spend 2 Experience points during any Movement Step to split a Pandaren Brewmaster (i.e. any Pandaren Infantry Unit) into elements forming 3 specialized warriors; Water, Earth, And Fire. Use the elemental tokens from the WarCraft Expansion. Remove the Infantry Unit from play. At the end of the battle, remove the 3 elements from play.

Water, Earth, and Fire:

They are three separate Units with their own special abilities. Send them into battle right away!

Earth is a good melee Infantry Unit. It has a Strength of 4.

Fire is a good Artillery Unit. It has a Strength of 4.

Water is a good Flying Unit. It has a Strength of 4.

Gameflow:

Step 1 - Move:

Pandarens can do quadrupal movement at high speed. They can move up to two hexagons in the Move Step.

Step 2 - Harvest:

Even the lowest farmer is highly trained and armed, so their is no need for Worker tokens. All Pandaren Infantry Units may be used to chop wood and delve gold.

However, the stack limit for Pandarens remains at 3. (Water, Earth and Fire don't add to stack limits.)

Step 3 - Deploy:

Newly trained Units that are ready at the virtual island tile, may enter play at any mountain hexagon tile. (This is the only way for Pandaren Units to remain on a mountain hexagon. Also see the Wanderlust rule.)

Step 4 - Spend:

Perform one of the 3 following actions once.

- **Train:** Spend 2 Gold and 2 Wood to train 1 Pandaren Infantry Unit. Put this Unit on the virtual island tile. (Maximum 1 Pandaren Unit may be trained per turn.)

- **Build:** Spend 1 Wood token to construct a Palisade at a hexagon tile where you have a Pandaren Unit. Put that Wood token on that hexagon tile. you cannot construct Palisades at forest, water, hometown, mountain or enemy outpost tiles.

- **Heal:** Wounded Warrior Whiskey heals and strengthens. Spend 3 Gold and 3 Wood to deploy 1 Pandaren Infantry Unit without training. This Units enters play at any mountain hexagon tile. (Maximum 1 Pandaren Unit may be Healed this way per turn.)

Winning Conditions:



"Once the Pandaren were a mighty empire, standing proud beside their Night Elf allies, now they are a simple people who want only peace and a safe home."

The Pandaren player wins the game if all other players are destroyed or if she/he manages to build a circle of Palisades enclosing at least one mountain hexagon.

"For Pandaria!!!"

This unofficial expansion is designed by Toco. By a fan, for fans. The author is not affiliated to Blizzard Entertainment nor Fantasy Flight Games.

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