



## WARCRAFT: WORGEN PACK

This expansion is designed by Toco. It adds the Worgen Pack (i.e. lupine humanoids) to WarCraft: the Board Game.

*Actually cursed druids from Azeroth's ancient past, the worgen were released from their prison in the Blackwald by several tamperers over the recent years. The curse originated from the druidic order who followed Goldrinn, known as Druids of the Scythe. They shapeshifted into the feral worgen and eventually lost their minds to its violent nature. Unfortunately this does not appear to be reversible, leaving the insane druids unfettered and unrestrained.*

*For a long time, the worgens' origins remained a mystery, and their home was thought to be another dimension, or another world.*

### Usage

The Worgen player can be added as an extra player to any scenario. Worgen do not use a town interface. Start with one Alpha at any forest hexagon.

### Outposts

During a 'Prison Release' (explained later) the Worgen player can choose any forest hexagon as his Outpost.

*Worgen are usually encountered in small packs near sites of recent intense magical activity. Fiercely territorial creatures, they rarely stray from the general vicinity of the place in which they first appeared.*

### Cards

Compose a Worgen cardset from the unused cardsets of the base game. Take the Orcs deck and remove all Town Portal cards. Insert all Fast and Victory cards from the Human cardset. Put this Worgen deck in card protector sleeves with with opaque backs.

## Miniatures

Use an extra set of Melee Units and 1 Hero Unit, then spraypaint them grey to represent Worgen Units. (Alternatively you could use a spare Flying Unit or any token instead of a Hero Unit.)

*They may seem savage, but they are fairly intelligent and possess a cruel bestial cunning that can come as a surprise to the unprepared. Worgen do not use weapons, preferring to tear foes apart with their claws. They stand 6 feet tall, except when loping along on all fours.*

## Units



Worgen only have Melee Units. The Worgen have no Ranged nor Flying Units. A pack may contain four individuals. The stack limit for Worgen is 4. Worgen do not have Workers, instead they prey on other races' Workers for Gold. The Worgen Melee Units each have a strength equal to the amount of Worgen at the same hexagon. (Count all Melee and Hero Units.)

*Worgen prefer to hide in shadows before leaping great distances upon their foes. They attack with feral tenacity, slashing with their deadly claws and biting with sharp, infectious fangs. Worgen are nearly fearless and typically fight to the death, relying on their regeneration to save them. Worgen love nothing more than to pounce on an opponent and tear him to ribbons. If a foe is helpless, the worgen*

*delivers a coup de grace before moving on to another target, unless the fight is well in hand. Then it turns to torture or "playtime", and the unfortunate victim is almost certain to wish he had died.*

## Prison Release

If a Worgen defeats a Creep, collect the Experience points. During your Spend Step, spend 2 Experience points to earn a Prison Release. During your Spend Step, you could also spend 5 Gold to buy a Prison Release. Each Prison Release inserts one Worgen into the game.

## Curse

The saliva of a Worgen carries a dangerous infection that can prove deadly against those who are bitten. The sight of a mutilated fellow worker sends fear into the farmers' families. When a Worgen kills a Worker of an opponent, then remove the Worker token from the board and collect it as a Trophy. (See below.) This reduces the opponent's maximum limit of Workers he can build.

## Trophies

At any time during the game, a Worgen player can exchange one Trophy for a new random card. Return the Worker token to the owner's pool.

## Heroes

Worgen society is patriarchal, with the eldest male leading the pack. Worgen never challenge leadership; the patriarch leads until he is physically incapable of doing so any longer. This patriarch or pack Alpha is the Worgen's Hero. (Use one spare Flying Unit, Hero Unit or token to represent him.)

There is always one Alpha among the Worgen Units on the game board. During your Deploy Step replace one Melee Unit with a Hero Unit if no Alpha is present yet (or was killed in Battle).

The Worgen Alpha Hero has a strength of 5. (He will always remain on the same level and cannot upgrade.)

## Gameflow

### Step 1 - *Move*:

Worgen are large, lupine humanoids reminiscent of a werewolf that walks upright, but lopes on all fours to run at high speed. They can move up to two hexagons in the Move Step.

### Step 2 - *Harvest*:

Worgen players perform no special actions in their Harvest Step.

### Step 3 - *Deploy*:

If you have Worgen Melee Units but there is no Alpha on the game board, then during your Deploy Step replace one Melee Unit with a Hero Unit.

### Step 4 - *Spend*:

You can bargain for Prison Releases now. Perform only one option from below once.

- **Force:** If you damaged or destroyed an opponent's Town in your previous Move Step, you have automatically forced 1 Prison Release.
- **Earn:** Spend 2 Experience points to earn 1 Prison Release.
- **Buy:** Spend 5 Gold to gain 1 Prison Release.

## Winning Conditions

*"Fellow men! We must protect our farmers and workers against the Worgen.  
We already lost several villages to their attacks. Wipe them oout!"*

The Worgen player wins the game if all other players are destroyed or if she/he manages to collect 10 Victory points (either by cards or by taking towns, villages and sites).