

WarCraft: Furbolgs



This expansion designed by Toco adds the Furbolg Bear-men to *WarCraft: the Board Game*.

The Furbolgs are a race of bear-men who traditionally shared the forests of eternal night with the elves. They were great friends and allies of the night elves, providing their Sentinels with information about the comings and goings of the forests, and warning them of potential danger. Some Furbolgs hired themselves as mercenaries to forces on both sides.

Components:

Uncorrupted Furbolgs, these simple and peaceful creatures lived in harmony with the forests for generations.

Use a set of 10 brown meeples to represent Furbolg Melee Units. Furbolgs have no Workers and no Ranged nor Flying Units. Furbolgs have no need for a town interface nor buildings.

Expansion:

Do not use Options 6 and 7 from the WarCraft Expansion when playing with the Furbolg.

Outpost:

“The Furbolg are the most fervent followers of the bear twins in the present day, following in their magical tradition and carving their fortress, ‘Timbermaw Hold’, in the form of a gigantic growling bear head.”

When the Furbolg player manages to construct this outpost, then she/he wins the game. During your Spend step you can start building your Furbolg outpost at any mountain hexagon adjacent to a Furbolg Melee Unit. Put a claimed fully depleted token there. If 3 fully depleted token are on any mountain hexagon with at least one Furbolg adjacent, then the Furbolg player wins.

Cards:

The Furbolg player does not use cards.

Starting Units:

For each other player, put 1 Furbolg Melee Unit at a forest hexagon closest to that opponent's town. (It might be possible more Furbolgs start at the same forest hexagon this way.)

Forest Creatures:

When a Furbolg is at a fully depleted forest, he may repair the woods and take the fully depleted token as reward. Use these claimed fully depleted tokens to invoke Shaman powers. Opponent's Workers can now harvest the forest with the dice again.

The Furbolg player may choose not to destroy Workers from other players.

Hunters:

“When not attempting to heal their forests or their own people, Furbolgs focus on hunting the Legion's agents, who they blame mostly for their plight. You do not want to get between a Furbolg and a demon.”

Furbolg Melee Units have the ‘Area Attack’ skill and Strength equal to 4. Furbolgs can move up to two squares. The Stack Limit is 3.

Heroes:

Furbolg players do not use a Hero star meeple. When a Furbolg defeats a Creep, keep the Experience points together with your claimed fully depleted tokens.

Shaman:

“To keep life on track, more young Furbolgs than ever are training to become shaman, seeing the holy men and women as the only adults who seem calm in these days of horror and uncertainty.

With half of the population looking to pick up the spear (although they are deadly enough with their claws and bite) and the other half studying the magic of nature, the furbolgs are a people whose society is changing.

All Furbolg leaders are shamen or druids. Furbolg society places great importance on shamen. Each Furbolg tribe contains at least one shaman, and most of the time a shaman leads the tribe. Lesser Furbolg shamen range out with the hunters to protect their territory. Furbolgs share a connection with nature as well; their shamen communicate with the spirits of nature and focus on divine magic that flows in Furbolg blood. The iconic Furbolg shaman is a peaceful being carrying a feather-topped spear who guides his tribe with benevolence. When his anger is aroused, however, he is a fearsome sight, using his magic to rouse himself and his warriors into a horrible frenzy.”

During a battle where your Furbolgs are involved, use 1 Experience point or discard 1 claimed fully depleted token to give all Furbolgs the ‘Bloodlust’ skill there.

Gameflow:

Step 1 - Move:

Furbolgs may move up to 2 hexagons in the Move Step.
The stack limit for Furbolgs is 3.

Step 2 - Harvest:

Furbolgs have no Worker tokens. Any Furbolg Melee Unit at a fully depleted Forest hexagon can claim that token, completely restoring the forest’s resources.
Furbolgs do not work at mines and therefore cannot harvest gold tokens from gold mines.

Step 3 - Deploy:

No actions required.

Step 4 - Spend:

Perform one of the following actions once.

- Build:

Construct your Furbolg outpost at any mountain hexagon adjacent to a Furbolg Melee Unit.

- Summon:

Spend 1 experience token or 1 claimed fully depleted token to deploy 1 Melee Unit to any forest hexagon without enemy Units.



“However, the Furbolgs’ close connection with the forests was exploited by the Burning Legion during the Third War. As the forests were corrupted, many Furbolg tribes became tainted with evil or went completely mad, and began attacking their former allies and destroying the lands they once protected.

What once were believed to be only whispers and rumors of attacks by savage and cruel bands of Furbolg in the Night Elves’ enchanted forest have become an increasing concern for the Sentinels. It is thought that the passing of the Burning Legion and the vestiges of its demonic taint drove the simple and peaceful bear-men to madness. Their aged and wizened leaders have been replaced by ruthless firebrands who lead the crazed Furbolgs to prey upon the denizens of Ashenvale Forest. Where the Furbolgs coexisted peacefully with the Night Elves for ages, with claw and fang they now seek to carve out their own home in the endless forest.”