



MUD OF THE MURLOC

This expansion is designed by Toco. It adds the Murloc fish-men to WarCraft: the Board Game.

The Murloc is a bipedal, amphibious humanoid race residing along coastlines, lakeshores, and riverbeds.

Components

Murloc have no need for a town interface nor buildings since their homeland is underwater. Instead use any water tile as virtual underwater base.

Use one extra set of 10 Melee Units and spraypaint them pink to represent Murloc Melee Units, or use any other pink meeples (pawns) available.

Outposts

All water hexagons on the game board are considered indestructible hometowns and outposts of the Murloc.

Cards

Compose a cardset from the unused sets of the base game. Take the Orcs deck and remove all Victory Flag and Fast cards. Insert all Town Portal cards from the Human Alliance cardset. (When pressed, the pack breaks and murlocs run back to the safety of water.) Put this Murloc deck in pink card protector sleeves.

Starting Units

The Murloc player starts with 2 Melee Units on an empty hexagon adjacent to any water hexagon. He has no starting gold nor wood.

Fishmen

Murloc are not skilled in ground combat. All farmers are guarded and accompanied by soldiers. Murloc only have Melee Units. The Melee Units also have the keywords "Worker". All cards and rules that target Workers also apply to the Murloc Melee Units. The Murloc have no Artillery nor Flying Units. All Murloc Units may move over water hexagons. They may end their move on a water hexagon if land is adjacent.



Murloc Melee Units have a Strength equal to 2 on land. (Strength equals 4 when at a water hexagon.)

"Hit hard and run!"

When a Murloc Unit wounds a Hero, then receive 1 Life token for every wound. Put it at your virtual island.

When a Murloc Unit kills a Creep, then receive the Experience token. Put it at your virtual island.

Naga Sea Witch



Murloc players do not use a Hero star pawn. Murlocs worship the Naga Sea Witch, a mystical Hero, adept at ranged combat. These scaly denizens of the ocean have often been associated with the coming of prodigious storms, but few have actually seen them rise from the sea and lived to tell the tale.

If 3 or more Murloc Melee Units are at the Battlefield and one of the flanks is a water hexagon, then the Naga Sea Witch will assist in battle. Her Cold Arrows add 1 Strength 5 Ranged attack. She then disappears below the water surface. (There is no need for a Naga Sea Witch miniature.)



Gameflow

Step 1 - Move:

Murloc Units can only move one hexagon in the Move Step. (Despite their underwater agility, most Murlocs are slow and clumsy on land, ill-equipped for the rigors of dry worlds.)

Step 2 - Harvest:

The farmers all have bodyguards, so there is no need for Worker tokens. All Murloc Infantry Units may be used to chop wood but have no interest in gold. However, the stack limit for Murlocs is 4.

(Murlocs are pack fighters, preferring to swarm opposing forces with overwhelming numbers.)

Step 3 - Deploy:

Newly trained Units, ready at the virtual underwater base tile, may enter play at any water hexagon tile on the board.

Step 4 - Spend:

Perform 1 of the options below.

Training:

Spend 2 Wood to build another coastal territory hut and gain a new Murloc. Put 1 Melee Unit on the virtual underwater base tile. (Maximum 1 Murloc Unit may be trained per turn.)

Worship:



Spend any combination of Experience or Life tokens equal to 2 to summon a Naga Sea Witch. Her Forked Lightning spell destroys one enemy Unit adjacent to a water hexagon.

Ultimate Tornado:



Spend any combination of Experience or Life tokens equal to 3 to make the Naga Sea Witch cast a Tornado spell. This spell destroys any one Outpost on the board.

Winning Conditions

"Murlocs have a rather sinister racial intellect and very little tolerance for most other sentient races."

The Murloc player wins the game if all other players' towns are damaged or destroyed.