



WARCRAFT: THE BOARD GAME NAVAL UNITS

(Custom Rules by Toco)

Expansion Option 8: Naval Units

All players should agree to use this optional rule before the game starts. With Naval Units the battlefield expands to the seas!

Building Ships

Each race can build up to one Naval Unit. (Any miniature ship will do, but one wooden ship pawn for each of the four colors will be best.) These Naval Units, also called ships, are constructed at the Town Hall. No Workers or Spell Research tokens can be under construction when building a ship.



Starting the construction of your ship costs three Wood tokens. The finished Naval Unit must be placed at a water hexagon tile adjacent to either your Hometown or Outpost(s). If no water hexagon tile is adjacent, then destroy the just finished ship.

Movement

Naval Units have a speed of 2 and can only move to water hexagon tiles. The Naval Unit counts as one unit towards the Stack Limit per hexagon tile.

Up to three Workers and up to two ground Units (Meele or Ranged) can move onto a water hexagon tile where one of your Naval Units is present. When your Naval Unit moves, all your other units present must move together with the ship. Ground Units and Workers transported this way may perform their own movement either before or after being transported by the ship.

Battles

A fourth Attack Phase is added: the Naval Units Attack Phase. Naval Units attack last, right after Melee Units have attacked.

Follow regular rules for attacking when units of two or more players are at the same water hexagon tile. Flanks do not participate for naval battles. Also, units at water hexagon tiles are not counted as Flanks in battles at adjacent land hexagon tiles. Basic Naval Units have a Strength value of 1. When your ship is removed as a casualty, all your other Units and Workers there are destroyed too.



Flying Units at Sea



Flying Units may halt at a water hex tile where your ship is present, if the Stack Limit allows this. When the ship is destroyed in a battle, then your Flying Unit(s) there are destroyed too. (They count as having landed on the ship during the battle at sea, occasionally performing raids at the opponent.)

Tactics

Using the Naval Unit optional rules works best when you group all water hexagon tiles together to create a small sea. Position your ships wisely to generate a bridge for your ground troops to cross.

Expansion Option 9: Fleet Upgrades



Use this optional rule only when also using "Expansion Option 8: Naval Units".

Naval Unit cards are provided for each of the four races. Print the 'Naval Unit Cards' and stick it to sturdy cardboard. Then cut out all cards. These cards follow the same rules as Melee, Ranged and Flying Units regarding upgrading.



This unofficial expansion is designed by Toco. By a fan, for fans.
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