



## WARCRAFT: TUSKARR TUNDRA

This expansion is designed by Toco. It adds the Tuskarr Walrusmen to WarCraft: the Board Game.

*The Tuskarr are humanoid walrus people who live in Northrend. They make their home along the southern coast of the continent. The Tuskarr culture is centered around fishing and whaling such that a Tuskarr's fishing ability is seen as a moral guideline of sorts.*

### Components

Tuskarr have no need for a town interface nor buildings because their villages lay scattered across icy beaches, bustling with activity and commerce. Instead take any unused tile to use as the virtual town interface.

### Outposts

Tuskarr Tundra Villages are Outposts. Tuskarrs have no home town since they are nomadic. Tundra Villages are represented by a stack of 3 single Wood Tokens at any empty grass hexagon. The Tuskarr player may build one Tundra Village before the game starts.

### Cards

The Tuskarr do not use cards. Their Shamen are for healing only.

### Miniatures

Use one extra set of Melee and 4 Ranged Units and spraypaint them brown to represent Tuskarr Units, or use any other brown or black pawns available. (You will need 14 brown or black Units, no matter which shape since the amount of Units at one hexagon decides what type they become.)

## Units



Tuskarrs only have Melee Units. The amount of Units at one hexagon determines the keywords they all receive (e.g. "Worker" or "Artillery"). Tuskarrs have no Flying Units. When not enough Melee Units are available, simply use a Ranged Unit instead. It is the amount of Units that determines the actual type of Unit present.

*"Tuskarr have no community figureheads aside from familial leadership roles. Because of the vulnerability of the Tuskarr, however, the families tend to keep close proximity with the others. When the families must coordinate, a family is picked at random to take charge for that particular situation. Each family has its own implicit leader, but the entire family bears responsibility for each of its members."*

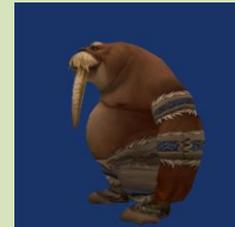
When **1 Unit** is at a Hexagon, it is considered a Worker.

When **2 Units** are at a Hexagon, they all are considered Melee Units.  
(*Netter and spearman.*)

When **3 Units** are at a Hexagon, they are considered 2 Melee Units and 1 Ranged Unit.  
(*Netter, spearman and javelin thrower.*)

**4 Units** at a Hexagon represent 2 Melee Units, 2 Ranged Units and a virtual Shaman Hero.  
(*Netter, spearman, javelin throwers and shaman.*)

*"Javelin thrower warriors carry up to a dozen javelins and provide useful cover fire to the members of the squad. Also, when such an individual is available, a squad includes a shaman who can cast spells to hamper the opposition or heal the troops."*



## Expansion

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

## Heroes

Tuskarr players do not use a Hero star meeple. Each Melee Unit is a potential hero. When a Tuskarr defeats a Creep, keep the Experience points at your virtual town interface. During a player's turn, you can spend 2 Experience points during any Movement Step to reroll any one single dice. You need only to spend 1 Experience point if a Shaman is present at that battle.

## Gameflow

### Step 1 - Move:

Tuskarrs may move one hexagon in the Move Step.

Tuskarrs can move into a Water hexagon by spending one Wood Token.

The stack limit for Tuskarrs is 4.

### Step 2 - Harvest:

Tuskarrs have no Worker tokens. A lone Tuskarr Melee Unit is considered a Worker and can harvest at a Forest hexagon.

*"Their self-contained economy is based on the ocean's bounty.*

*These stout-hearted creatures have a budding society along the frozen coasts of Northrend."*

Tuskarrs do not work at Mines and therefore cannot harvest Gold Tokens from Gold Mines.

Whaling : A lone Tuskarr Melee Unit (i.e. a Worker) at a water hexagon that is next to another water hexagon, can go whaling and collect one gold token this way. Move the Worker to an adjacent water hexagon after this whaling action.

### Step 3 - Deploy:

Newly trained Units, ready at the virtual town interface, may enter play at any Tuskarr Tundra Village hexagon tile.

### Step 4 - Spend:

Perform one of the 3 following actions once.

- Train: Spend 1 Gold and 1 Wood to train 1 Tuskarr Unit. Put this Unit on the virtual town interface. (Maximum 1 Tuskarr Unit may be trained per turn.)
- Build: Spend 3 Wood Tokens to construct a new Tundra Village at any empty grass hexagon tile where you have a Tuskarr Worker. Put those Wood Tokens on that hexagon tile.
- Repair: Spend 1 Wood Token to repair a damaged Tundra Village where you have any Unit(s) present.

## Whaling

Enemy Units at an adjacent hexagon will disturb the whales. The whaling action in the Harvest Step will fail if this happens. (Naval Units from Expansion Option 8 can kill whalers.)

## Winning Conditions

The Tuskarr player wins the game if all other players are destroyed or if she/he manages to gather 10 Gold Tokens.

*"No fish, no glory!"*