

# WORLD OF WARCRAFT

## WRATH of the LICH KING

For years, the malevolent Lich King and his undead Scourge have threatened the world of Azeroth from the frozen continent of Northrend. Now, legendary heroes set out with one purpose: to challenge the Lich King in his own domain and destroy him once and for all. The heroes must quest to defeat the lurking threats of Northrend, clearing the way to challenge the Lich King in his dark fortress of Icecrown Citadel.

In *World of Warcraft: Wrath of the Lich King – A Pandemic System Board Game*, take on the roles of the legends of the *World of Warcraft* universe and lead the invasion of Northrend! You must hold back hordes of the vile undead while working to complete 3 quests, then complete the Icecrown Citadel quest to vanquish the Lich King and win the game!

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7 HEROES



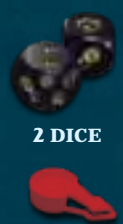
36 GHOULS



3 ABOMINATIONS



1 LICH KING



2 DICE

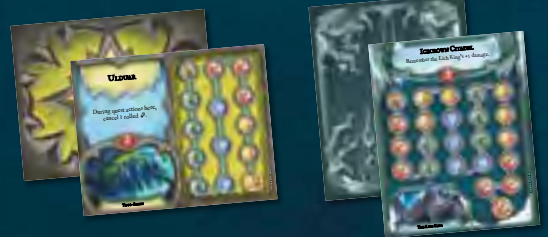
5 SLIDERS



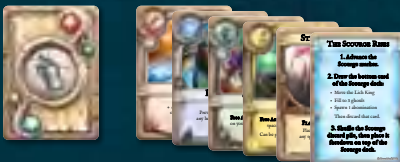
1 GAME BOARD



7 HERO SHEETS

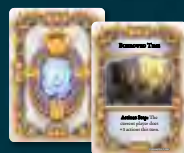


10 QUEST SHEETS  
including 1 Icecrown Quest Sheet



63 HERO CARDS

Including 8 The Scourge Rises & 3 Stronghold



9 REWARD CARDS



30 SCOURGE CARDS



5 REFERENCE CARDS



3 QUEST MARKERS



1 SCOURGE  
MARKER

3 PROGRESS  
MARKERS

1 DESPAIR  
MARKER



1 SOLO MARKER



3 STRONGHOLDS

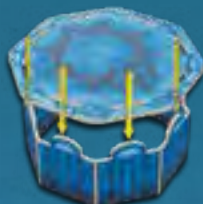


1 ICECROWN CITADEL

BEFORE YOUR FIRST GAME: Assemble the Icecrown base, tower, and stronghold punchboard pieces.



1.



2.



3.



4.

BASE & ICECROWN CITADEL



STRONGHOLD (x3)



# SETUP

**1 Place Board and Components:** Place the board in the center of the table. Place the ghouls, abominations, and strongholds near the board.

**2 Place Markers on Tracks:**

Place the Scourge and despair markers at the start of their matching tracks, as shown.



**3 Place Icecrown Citadel Piece:**

Place the Icecrown Citadel base on the Icecrown Citadel space on the board with the walls up, as shown. Stand the tower inside the walls.

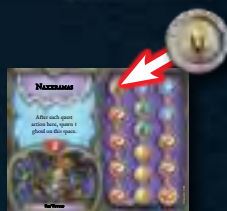


**4 Place Icecrown Citadel Quest:**

Place the "Icecrown Citadel" quest sheet facedown on its space on the board.



**5 Set Up Rewards:** Randomly place 1 reward card facedown on each of the 3 quest sheet spaces on the board. Return unused reward cards to the box.



**6 Set Up Quests:** Randomly place 1 quest sheet of each color on its matching space, on top of the facedown reward card. Place 1 progress marker on the starting space of each of the 3 faceup quest sheets. Place each corresponding quest marker on the spaces matching the faceup quest sheets. Return unused quest sheets to the box.



## FOR YOUR FIRST GAME

During steps 5 & 6, instead of randomly selecting quests and rewards, use the following:

**Rewards:** Argent Crusaders, Borrowed Time, One Quiet Night

**Quests:** Naxxramas, The Nexus, Ulduar

**7 Spawn Enemies:**

Shuffle the Scourge deck and place it facedown near the "Scourge Deck" indicator.



Draw 1 Scourge card and place 3 ghouls on the matching space. Then, place the Lich King on the Lich King space matching that card's color.



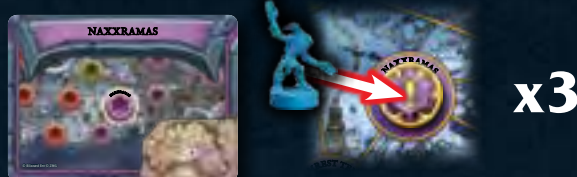
Draw 1 more Scourge card and place 3 ghouls on the matching space.



Draw 3 more Scourge cards and place 2 ghouls each on the matching spaces.



Draw 3 more Scourge cards and place 1 ghoul each on the matching spaces.



Draw 1 more Scourge card and place 1 abomination on the matching space.



Place these 9 Scourge cards faceup in the Scourge discard pile.



**8 Choose Heroes:** Each player chooses 1 hero sheet and takes 1 reference card. Each player takes 1 slider and places it on the leftmost space of their health track. Take the matching hero figures and place them on their starting spaces (shown on the backs of their sheets).



Return unused hero sheets, reference cards, hero figures, and sliders to the box. Return the solo marker to the box: this is used only in the solo game (see page 10).

**9 Deal Hero Cards:** Separate “The Scourge Rises” and “Stronghold” cards from the hero cards and set them aside. Shuffle the remaining hero cards and deal cards faceup to each player based on the number of players:

# OF PLAYERS	STARTING HAND
2	3
3	3
4	2
5	2

**10 Build Hero Deck:** Divide the remaining hero cards into a row of facedown piles as evenly as possible, placing smaller piles toward the right side of the row. Shuffle 1 “The Scourge Rises” card into each pile, then shuffle 1 “Stronghold” card into each of the leftmost piles. The number of piles and “Stronghold” cards used is based on the difficulty, as follows:

DIFFICULTY	PILES	STRONGHOLD CARDS
Introductory	5	3
Normal	6	3
Heroic	7	2
Mythic	8	1*

Stack these piles in order to form the hero deck, with the rightmost pile on the bottom and the leftmost pile on top. Place the hero deck near the “Hero Deck” indicator. See below for an example. Return any unused “The Scourge Rises” and “Stronghold” cards to the box.

\*For Mythic difficulty, shuffle the 1 “Stronghold” card into the **second pile from the left** (not the leftmost pile).

**11 First Turn:** The player who has ventured furthest north takes the first turn.

HERO DECK SETUP (INTRODUCTORY DIFFICULTY)



FULL SETUP (2 PLAYERS)





# KEY CONCEPTS

## Heroes

In *Wrath of the Lich King: The Board Game*, the players take on the roles of the legendary heroes of Azeroth uniting against the evil Lich King and his undead Scourge. Each hero has a sheet showing their health and unique abilities, and is represented on the board by a figure. You also have a hand of hero cards that you can use to boost actions. Players keep their hands faceup in front of them so that all players can see each other's cards.



## COOPERATION

All players are on the same team working together to stop the overwhelming threat of the Lich King and his undead Scourge. The players win or lose the game together. Players can discuss and freely give each other advice. Everyone should offer opinions and ideas, but each player decides for themselves what to do during their turn. Beware the arrogance that led Arthas down the path to ruin...

## The Scourge

The continent of Northrend is infested by the Scourge, the Lich King's endless armies of the undead. The players must hold back the Scourge, lest they overwhelm the heroes.



There are 2 types of enemies: ghouls and abominations. Ghouls accumulate on spaces, while abominations relentlessly pursue the heroes. Allowing too many enemies to overwhelm the board will cause you to **lose the game**.

## THE LICH KING

Unlike ghouls and abominations, the Lich King does not enter the normal spaces of the board for the majority of the game, and he cannot be fought directly.



Instead, he stands on the three Lich King spaces on the board, one for each of the different-colored regions. The Lich King exerts his malevolent influence over the matching region, adding negative effects when the heroes fight and quest there.



## Dice

Players roll dice to engage the servants of the Lich King in battle and to delve into forbidden locales.



There are 2 icons on the dice: success  and block . Successes accomplish the goal of your action, dealing damage when fighting and adding progress when questing. Blocks prevent damage your hero would suffer. The two dice are identical.

## Quests

The heroes of Azeroth must defeat the major threats of Northrend to clear the way to the Lich King's fortress of Icecrown Citadel. These threats are represented by quests, which must be completed to **win the game**.

At the start of the game, there are 3 quests that the players must complete, 1 in each of the 3 colored regions. Each quest corresponds to a space on the board, shown by a quest marker, and most quests have a special effect. A space with a quest marker is a quest space.



Each quest requires a set amount of progress to complete, shown by a track on the quest sheet. Players add progress to a quest using the quest action.

A quest is completed when the progress marker reaches the final space of the track. When all 3 quests are complete, the siege of Icecrown commences, and the players must complete the Icecrown Citadel quest to win the game!





# PLAYING THE GAME

Players take turns in clockwise order, following these 4 steps each turn:

- 1 Do 4 Actions
- 2 Draw 2 Hero Cards
- 3 Spawn Ghouls
- 4 Activate Abominations

## Do 4 Actions

During your turn, you can do up to 4 actions. You can do the same action multiple times, each time counting as 1 action. Some heroes have special actions only they can do.


### MOVE

Move your hero to an adjacent space (connected by a line). Enemies (ghouls and abominations) do not affect hero movement.




### FIGHT

While on a space with enemies, use the fight action to remove them.

To fight, roll both dice. For each , deal 1 damage to an enemy on your space. Ghouls are removed after suffering 1 damage, and abominations are removed after suffering 3 damage. Return removed enemies to the supply.




Damage dealt to enemies is not tracked between actions, so to remove an abomination, you must deal 3 damage to it in a single action.


After dealing damage, each ghoul and abomination on your space deals 1 damage to you. For each  result, reduce the damage you suffer by 1.



## FIGHT EXAMPLE

**Thrall is on Warsong Hold, with 3 ghouls and 1 abomination. During Thrall's "Do 4 Actions" step, he fights on Warsong Hold.**

**Thrall rolls both dice, rolling 2  and 1 . Thrall's 2  deal 2 damage total to enemies on his space. Thrall chooses to deal 1 damage each to 2 ghouls on Warsong Hold, which removes both of them.**


**There is now 1 ghoul and 1 abomination remaining on Warsong Hold. The enemies deal (1 + 1=) 2 damage to Thrall. The 1  prevents 1 damage, so Thrall suffers (2 - 1=) 1 damage. The 2 removed ghouls do not deal damage.**





## QUEST


While on a quest space, use the quest action to progress and complete that quest.

To quest, roll both dice and count your . Then, advance the progress marker as follows:


- Contribute to the quest by showing 1 hero card from your hand whose icon matches the next space on the quest track; advance the progress marker to that space. **Each hero on the quest space can contribute 1 card per quest action**, even if it is not their turn.





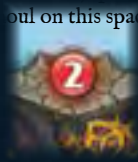
FIGHT CARD & MATCHING FIGHT SPACE

- Use each  to advance the progress marker to the next space (regardless of icon).




You can contribute cards and use  in any order. **Contributed cards are not discarded.** See “Quest Example” to the right for a detailed description of questing.

After contributing cards and resolving , you suffer damage equal to the damage value shown on the quest sheet. Each  reduces the damage you suffer by 1. Enemies do not affect quest actions.



When the progress marker reaches the final space of the track, the quest is completed (see “Completing a Quest” on page 9).

## REST

Roll both dice and heal damage equal to . **You cannot rest on a quest space.** Enemies do not affect rest actions.

## FLIGHT PATH



Move your hero directly to a space with a stronghold.

You do not start the game with a stronghold on the board; they are placed during the game when you draw a “Stronghold” card (see “Stronghold” on page 7).

## QUEST EXAMPLE


Tirion and Sylvanas are both on Naxxramas. Naxxramas’s progress marker is on the third space of the track.

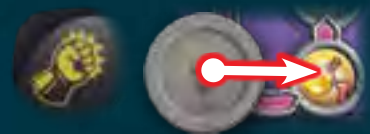


Tirion quests and rolls both dice: 2  and 1 .

Tirion contributes a “Fight (2)” card from his hand to advance the progress marker to the next space (a fight space).




Then, he uses 1  from the dice to advance the progress marker 1 space.




Sylvanas then contributes 1 “Heal” card from her hand to advance the progress marker 1 space to the next space (a heal space).



Tirion then uses the second  from the dice to advance the marker 1 more space.



After making as much progress as possible, Naxxramas deals 2 damage to Tirion. The 1  prevents 1 damage, so Tirion suffers (2 - 1) 1 damage. Sylvanas does not suffer damage because she did not do the quest action. Then, Naxxramas’s quest effect spawns 1 ghoul on the Naxxramas space.

Remember, Tirion and Sylvanas keep the cards they contributed to the quest and could contribute those cards again to future quest actions.



## FREE ACTIONS


Some hero cards and abilities are free actions. During your “Do 4 Actions” step, you can also do free actions, which **do not count towards your 4 actions**. You cannot do a free action in the middle of an action, and you cannot do free actions during another hero’s turn.

## HERO CARDS

There are 4 different types of hero cards. After playing a hero card as described below, discard it, placing it faceup in the hero discard pile.

“Stronghold” cards are also drawn from the hero deck, but work differently.

### FIGHT

During a fight action on your space, after rolling dice, **any hero on that space** can play any number of “Fight” cards. Each “Fight” card adds either 1 or 2 , shown by the number on the card.

### DEFEND

When **any hero on your space** suffers damage, you can play any number of “Defend” cards to prevent up to 2 damage per card played.

### TRAVEL

As a free action, you can play a “Travel” card to move **any hero on your space**. Each “Travel” card moves a hero up to 2 or 4 spaces, shown by the number on the card.

### HEAL

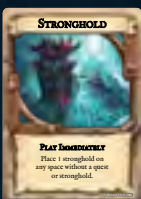
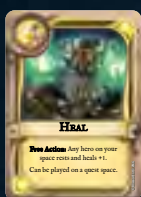
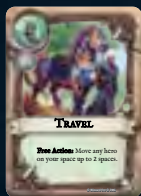
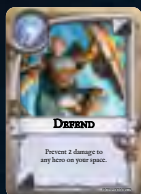
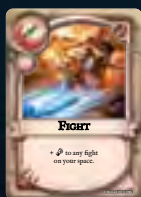
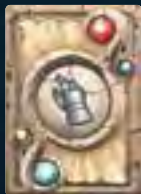
As a free action, you can play a “Heal” card to allow **any hero on your space** to do a free rest action that heals 1 additional damage. As an exception to the normal restriction, you can do this rest action on a quest space.

### STRONGHOLD



When you draw a “Stronghold” card, immediately place 1 stronghold on any space on the board, then return the card to the box (**you do not keep it in hand**). You cannot place a stronghold on a quest space or a space that already has a stronghold on it.

Strongholds on the board have 2 effects:




- Heroes can use the Flight Path action to **move directly to a space with a stronghold**.
- When a hero does a rest action on a space with a stronghold, **that hero heals 1 additional damage**.

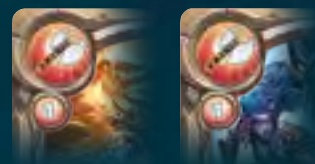



## FIGHT CARD EXAMPLE

Thrall and Jaina are on Warsong Hold, along with 1 ghoul and 1 abomination. Thrall does a fight action, rolling 2  and 1 .



After rolling the dice, Thrall plays a “Fight (1)” card from his hand to add 1 . Jaina also plays a “Fight (1)” card to add 1 . Thrall now has a total of 4 .



Thrall chooses to use his 4  deals 4 damage to enemies on his space. Thrall deals 3 damage to the abomination, which removes it, then deals 1 damage to 1 ghoul, which removes it. There are no enemies remaining on Thrall’s space, so Thrall does not suffer damage.

## THE LICH KING

The Lich King exerts his baleful influence over Northrend, empowering his minions and hindering the heroes as they strive to overthrow him.

For most of the game, the Lich King is on 1 of the 3 Lich King spaces, which correspond to the 3 regions of the board. **When a hero does a fight or quest action in the Lich King’s region, the Lich King adds 1 damage to that action**. The effect applies even if you remove all the enemies on your space or finish the quest.



LICH KING ON PURPLE LICH KING SPACE



CORRESPONDING PURPLE REGION

Other gameplay elements that occur in the Lich King’s region, such as abominations activating, are not affected by the Lich King’s presence.

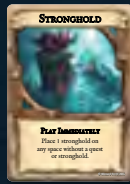


## Draw 2 Hero Cards

After doing 4 actions, draw the top 2 cards of the hero deck together at the same time.

### STRONGHOLD

If your draw includes a “Stronghold” card, resolve it immediately (see “Stronghold” on page 7).



### THE SCOURGE RISES

If your draw includes a “The Scourge Rises” card, resolve it as follows:

- 1 Advance the Scourge marker 1 space to the right on its track.
- 2 Draw the **bottom card** of the Scourge deck, then:
  - Move the Lich King to that region’s Lich King space.
  - Add ghouls to the corresponding space on the board until there are 3 ghouls on it.
  - Place 1 abomination on that space.



- 3 Shuffle the Scourge discard pile (including the card you just drew from the bottom of the deck) and place the shuffled discard pile facedown on top of the Scourge deck.

After resolving a “The Scourge Rises” card, return that card to the box. Do not draw a replacement card.

If you draw 2 “The Scourge Rises” cards at the same time, resolve both of them, one at a time. If you draw a “Stronghold” card and a “The Scourge Rises” card at the same time, fully resolve the “The Scourge Rises” card before resolving the “Stronghold” card.

### HAND LIMIT

A hand limit of 7 cards applies to each player at all times. If you ever have more than 7 cards in your hand, you must discard hero cards or play reward cards (see page 9) until you have only 7 cards left.

## Spawn Ghouls

Flip over, one at a time, as many Scourge cards from the top of the Scourge deck as the current Scourge rate (shown by the Scourge track).

For each card flipped over, place 1 ghoul on the matching space, then discard the card faceup to the Scourge discard pile.



If a space already has 3 ghouls on it, do not place a fourth. Instead, an overrun occurs on that space (see “Overruns” below).

If you need to place a ghoul, but there are no ghouls left in the supply, advance the despair marker (see “Running out of Components” on page 9).

It is rare, but possible, for the Scourge deck to run out of cards. If it does, shuffle the Scourge discard pile to form a new deck.

### OVERRUNS

Unchecked buildups of the undead will hinder the invasion of Northrend and deploy the Lich King’s most terrible creations. If you would place a fourth ghoul on a space, an overrun occurs on that space instead. **Do not place that fourth ghoul.**

When an overrun occurs, advance the despair marker 1 space. Then, place 1 abomination on the overrun space. (*Ghouls do not “outbreak” to connected spaces like diseases in the original Pandemic.*)

## Activate Abominations

One at a time, each abomination moves 1 space toward the closest hero, then deals 1 damage to 1 hero on its space. If multiple heroes are tied for closest, the current player chooses which of the tied heroes the abomination moves toward.

After moving, if there are multiple heroes on an abomination’s space, the current player chooses which hero is dealt damage.

If multiple abominations deal damage to the same hero, they deal damage simultaneously (so the hero can play 1 “Defend” card to prevent the damage from multiple abominations).



*An abomination activates and moves onto Thrall’s space. Thrall suffers 1 damage.*

SCOURGE TRACK



## WINNING & LOSING

If the despair marker reaches the bottom of the despair track, the invasion of Northrend fails, the Lich King's terrible plans come to fruition, and all players immediately lose the game.

If you complete all 3 quests, and then complete the Icecrown Citadel quest, the players defeat the Lich King and immediately win the game!



## Completing a Quest

When the progress marker reaches the final space of a quest track, that quest is complete. Finish resolving that quest's effects, including suffering damage, then return the quest sheet, progress marker, and quest marker to the box. The current player takes the reward card underneath the quest sheet and adds it to their hand.



When you complete the third quest, Icecrown Citadel is unlocked (see "Icecrown Citadel" below). When you complete the Icecrown Citadel quest, you win the game!

### REWARD CARDS

Reward cards are special cards that heroes gain from completing quests. Playing a reward card is **not** an action, and the player who plays the card chooses how it is used. After playing a reward card, return it to the box.



Most reward cards can be played at any time, including during other players' turns. The only time you cannot play a reward card is while you are already resolving a card. This means that once a Scourge card is drawn, it's too late to play a reward to stop the ghoul from being placed (or an overrun occurring).

## Icecrown Citadel

Icecrown Citadel is a special space apart from any of the 3 regions of the board. Until all 3 quests have been completed, heroes and abominations cannot enter Icecrown Citadel.

When all 3 quests have been completed, the siege of Icecrown begins and the heroes must now venture into Icecrown Citadel to defeat the Lich King. Immediately do the following:

- 1 Return the Icecrown Citadel tower to the game box, then flip over the Icecrown Citadel base.
- 2 Move the Lich King to Icecrown Citadel. Once on Icecrown Citadel, the Lich King does not move for the rest of the game, and his additional damage (for questing and fighting) affects only Icecrown Citadel.
- 3 Flip the Icecrown Citadel quest sheet faceup and place a progress marker on the starting space of its track (use the progress marker from the quest you just completed).



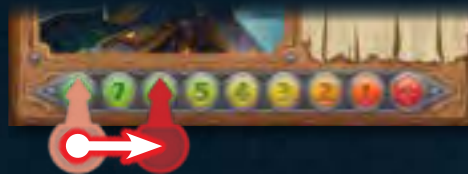
Heroes and abominations can now enter Icecrown Citadel. You must complete the Icecrown Citadel quest on the Icecrown Citadel space to win the game! Icecrown Citadel counts as a quest space.

## Running Out of Components

If you ever need to place a ghoul or abomination and there are none left in the supply, advance the despair marker once for each enemy you cannot place. Similarly, if you ever need to draw a card from the hero deck, but there are no cards remaining, advance the despair marker once for each card you cannot draw. (*This is different from the rules for running out of components in the original **Pandemic**.*)

## Damage and Defeat

Heroes can suffer damage during the game. When your hero suffers damage, reduce your current health that amount by moving the slider that many spaces.



If your hero loses all of their health, they are defeated, and you follow these steps:

- 1 Discard all cards from your hand.
- 2 Advance the despair marker **twice**.
- 3 Place your hero on their starting space and reset their health slider to full.

If you were in the middle of doing actions on your turn, immediately end that step and proceed to drawing hero cards.



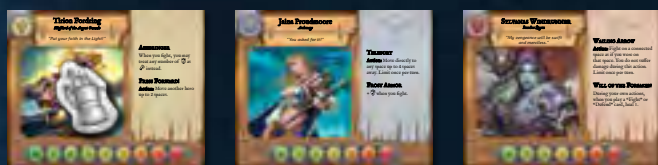
## SOLO PLAY

You can play solo, coordinating the efforts of 3 heroes using a single hand of cards.

### Setup

Set up the game as normal, with the following change:

- Choose 3 heroes, placing their hero sheets in a row in front of you. Prepare each hero as normal (health, starting spaces, etc.). Place the solo marker on top of the leftmost hero sheet to indicate which hero takes the first turn. Return the remaining hero sheets and figures to the box.



- Draw 4 Hero cards to form your starting hand.

## Playing the Game

Play proceeds as in the multiplayer game with a few exceptions. Instead of multiple players taking turns, you control 3 heroes on the board. You take their turns one by one, in “clockwise” (left to right) order, using the solo marker to track the hero whose turn you are taking.

All 3 heroes share your single hand of cards (hand limit is still 7). There are some adjustments to keep in mind when playing cards and when questing, but otherwise all other rules (steps of a turn, etc.) function as normal.

### PLAYING CARDS

During each hero’s turn, you can play cards from your hand as you would during a multiplayer game. You can play cards on your current hero, as well as on other heroes on your current hero’s space.

*For example, if it is Tirion’s turn and Tirion and Liadrin are both on the same space, you can play a Travel card from your hand to move either Tirion or Liadrin.*

### QUESTS

When a hero does a quest action, you can contribute a number of cards from your hand to that quest equal to the number of heroes on that quest space.

*For example, if Liadrin is the only hero on a quest space, you can contribute only 1 card during her quest action. If Tirion and Muradin are also on that quest space, you can contribute up to 3 cards.*

## FINE POINTS

You do not need to read this section when learning the game; refer to it as necessary if you have questions about a specific rule or component.

### FREQUENTLY OVERLOOKED RULES

- When an effect refers to “your space,” it refers to the space your hero is currently on.
- Whenever an effect allows you to interact with another hero (such as moving their hero), both players must agree.
- Cards contributed to a quest **are not discarded**.
- The value of a “Fight” or “Travel” card has no effect when contributed to a quest. A “Fight (2)” card advances the progress marker only 1 space, not 2.
- The players can make progress on multiple quests; you do not need to complete a quest before making progress on the next one.
- The hand limit of 7 hero and reward cards applies at all times. If you draw cards during your turn and have more than 7 cards in hand, you must play reward cards or discard cards until you have only 7 cards in hand.
- Multiple sources of additional healing, such as a “Heal” card, stronghold, or Liadrin’s “Lay on Hands,” stack with each other.
- If you draw a “The Scourge Rises” or “Stronghold” card, you do not draw a card to replace it.
- You cannot fight on a space without enemies.
- The Lich King’s damage applies even when you remove all of the enemies on your space or complete a quest.
- You win immediately when you complete the Icecrown Citadel quest:
  - You do not need to remove the remaining enemies from the board.
  - You do not resolve any remaining effects (**including Icecrown Citadel’s damage**).
- Placing ghouls on a space while resolving a “The Scourge Rises” card **does not cause an overrun**: ghouls are placed until there are 3 ghouls on the space.
- Heroes never suffer damage from another hero’s effects.



## HEROES


### TIRION FORDRING

- **Press Forward!:** Tirion can use Press Forward! on a hero on any space, not just his own, and can use Press Forward! any number of times during his turn.

### LADY LIADRIN

- **Indomitable:** When multiple ghouls are placed on a space Liadrin could affect with “Indomitable,” you can prevent each ghoul being placed individually.

### THRALL


- **Chain Lightning:** “Chain Lightning” is not an attack; Thrall does not suffer damage from enemies when using it, and “Fight” cards cannot be played to add  to it.



**Chain Lightning Example:** While Thrall is on Warsong Hold, he can use Chain Lightning to affect Warsong Hold, The Nexus, and Valiance Keep, or to affect Warsong Hold, Temple City of En'Kilah, and Azjol-Nerub, among other combinations.

- **I Am The Warchief:** Thrall can still contribute only 1 card per quest action in your region.

### SYLVANAS WINDRUNNER

- **Wailing Arrow:** Heroes on Sylvanas's space can play “Fight” cards to add  to this action. Heroes on the target space cannot.

### MURADIN BRONZEBEARD

- **Legacy of the Bronzebeard:** Muradin can contribute 1 additional card only to his own quest actions, not other heroes' quest actions.

### JAINA PROUDMOORE

- **Teleport:** Jaina cannot count spaces through Icecrown Citadel if Icecrown Citadel is inaccessible.

### VARIAN WRYNN

- **For the Alliance!:** Varian can move ghouls onto Icecrown Citadel if Icecrown Citadel is accessible.

## QUESTS

### NAXXRAMAS

- When you complete the Naxxramas quest, you still spawn a ghoul.

### AZJOL-NERUB

- “Heal” cards can be used to rest on spaces connected to Azjol-Nerub.

### ARGENT TOURNAMENT

- The effect on Argent Tournament applies only to the current player: other players on the space can contribute cards as normal.
- Muradin can contribute 1 card to his own quest actions on the Argent Tournament.

## HERO CARDS

- Any number of “Fight” cards can be played during a single action, and any number of heroes on a space can play “Fight” cards.
- Any number of “Defend” cards can be played to prevent a single source of damage, and any number of heroes on a space can play “Defend” cards.
- A “Defend” card can be played to prevent 1 damage.
- You can play any number of “Travel” and “Heal” cards during your turn.

## REWARD CARDS

### ALEXSTRASZA'S CLEANSING

- You can play “Alexstrasza's Cleansing” between steps 2 and 3 of resolving a “The Scourge Rises” card.
- “Alexstrasza's Cleansing” does not affect abominations.

### BLESSING OF THE LIGHT

- “Blessing of the Light” can be played to heal all heroes even if some heroes are at full health.

### BORROWED TIME

- The current player does not need to do all 3 additional actions.

### GUNSHIP SUPPORT

- The free fight action is optional.

### NEW ALLIES

- Since “The Scourge Rises,” “Stronghold,” and reward cards are returned to the box after they resolve, they are never in the hero discard pile and “New Allies” cannot affect them.

### ONWARD TO VICTORY

- The heroes can divide the 5 moves among themselves however they choose, resolving them immediately.



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