

WORLD OF WARCRAFT
STRAND OF THE ANCIENTS

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RULES

STARTING A ROUND: Choose a player to be the aggressor. He puts a Demolisher into play. His opponent puts the Blue and Green Gates and a Cannon into play. Add time counters to this card until there are ten. The aggressor goes first.

DURING A ROUND: Each Strand card has a strength value in its lower right corner. Heroes and allies have "On your turn: Exhaust this card → Put a rubble counter on a Strand card." When a Strand card gains a counter, destroy it if it has rubble counters greater than or equal to its strength.

ENDING A ROUND: At the end of each of the aggressor's turns, remove a time counter. If none remain, end the round. After the first round, the other player becomes the aggressor. After the second round, the player with the most victory points wins.

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STRAND OF THE ANCIENTS

Battleground Demolisher

Strand Demolisher

On your turn: Exhaust this card and a hero or ally you control → Put two rubble counters on a Cannon or Gate.

SCOURGEWAR BG1 / BG7 Art by: Raymond Swaabard ©2009 UDC ©2009 Blizzard Entertainment, Inc. 5

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Antipersonnel Cannon

Strand Cannon

On your turn: Exhaust this card and a hero or ally you control → Put two rubble counters on a Demolisher.

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Gate of the Blue Sapphire

Strand Gate

When this gate is destroyed, put the Purple Gate and a Cannon into play. Your opponent puts a Demolisher into play.

SCOURGEWAR BG8 / BG7 Art by: Ben Woolen ©2009 UDC ©2009 Blizzard Entertainment, Inc. 6

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Gate of the Green Emerald

Strand Gate

When this gate is destroyed, put the Red Gate and a Cannon into play. Your opponent puts a Demolisher into play.

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Gate of the Purple Amethyst

Strand Gate

When this gate is destroyed, your opponent puts a Demolisher into play. If the Red Gate has been destroyed, put the Yellow Gate and two Cannons into play.

SCOURGEWAR BG5 / BG7 Art by: Ben Woolen ©2009 UDC ©2009 Blizzard Entertainment, Inc. 8

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Gate of the Red Sun

Strand Gate

When this gate is destroyed, your opponent puts a Demolisher into play. If the Purple Gate has been destroyed, put the Yellow Gate and two Cannons into play.

SCOURGEWAR BG6 / BG7 Art by: Ben Woolen ©2009 UDC ©2009 Blizzard Entertainment, Inc. 8

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Gate of the Yellow Moon

Strand Gate

When this Gate is destroyed, end the round. The aggressor scores a victory point for each time counter remaining.

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