

World of Warcraft – Solo rules v2.1

In this variant only one faction is played, either the Horde or the Alliance. Start the turn marker at 1 no matter which faction you are playing and advance it two steps instead of one at the end of each turn. Draw event cards and add items to the merchant deck as normal. If the players haven't defeated the overlord when the turn marker reaches 30, they lose the game. All other rules stay the same. To guarantee a good solo/cooperative play experience it is necessary to change some of the existing events as described below.

A new dawn

Ignore the text on the card completely. Randomly mark one of your current quests with a token. As long as this quest is in play, all other quests will only give you half the rewards (rounded up).

Auctions

Secretly decide how much to bid. Roll a number of dice equal to the highest character level in play +1 and add up all values except the lowest and the highest. If the combined value of the dice is higher or equal to the highest player's bet, the auction is lost. Otherwise, the player with the highest bet gains the item.

Beasts of Lordaeron

Ignore the text on the card completely. Spawn two additional independent creatures like the table on page 2 shows.

Bounty

Ignore the text on the card completely. Choose a player's character at random, and place its token on the card. As long as this card is in play all additional blue creatures move into the same region as the marked character when they are adjacent to him/ her. Move the creatures at the end of the round, starting the next round. There are three possibilities to discard a bounty card.

- The marked character dies once.
- Take a town action and pay an amount of gold equal twice your level.
- Collect blue trophies worth 10 attack value.

Cleanse the land

The Overlord gains +2 attack & +2 health. Reduce these values by 1 for each blue trophy worth 5 attack value.

Ears and Heads of the Wild

Independent creatures gain +1 attack and +2 health until blue trophies worth 10 attack value have been gathered.

Foul Plaquewinds

Ignore the text on the card completely. Each hero has only 1 action on its next turn.

Old Hatreds

Ignore the text on the card completely. For the next battle only, all creatures gain +2 attack.

Subterfuge

Ignore the text on the card completely. When finishing the next quest place 2 markers on the card. Remove 1 marker at the end of each round. As soon as you removed the last marker, you draw a new quest.

Trading guild

Each character immediately must sell 1 of its equipped items.

Wars

Put the marker as instructed on the card but ignore the rest of the card. You are able to clear each marker by ending one of your actions in the same region as a marker and losing 2 health and 2 energy (but no action). Each war marker gives the overlord +1 attack and +1 health in the final battle. If you are able to remove both markers you can claim the following reward: 5G + 2XP for each character.

Bosses

Ignore the text on the card completely and roll 2 dies. The first die is telling you which boss is spawned and the second die gives information about the spawning point.

(H) means that this location is only valid when playing with the horde faction → (A) = Alliance

Die result	Level 1 or 2	Level 3	Level 4	Level 5	Spawning Point
1	Arakkoa	Arakkoa	Abomination	Wrath Guard	Eastwall Tower ●
2	Ooze	Naga	Arakkoa	Shivan	Garron's Withering ●
3	Ravager	Ooze	Wrath Guard	Fungal Giant	Trisfal Outpost (H) ●
4	Fungal Giant	Spider	Ghoul + Ghoul	Infernal	Deep Elem Mine (H) ●
5	Ooze	Ravager	Oger	Doom Guard	Plaguemist Ravine ●
6	Murloc	Fungal Giant	Shivan	Ravager	Corin's Crossing ●
7	Abomination	Abomination	Mo'arg	Drake	Shadra'Alor (A) ●
8	Yeti	Green Mo'arg	Wildkin	Mo'arg	Tarren Mill (A) ●

Each boss that is not defeated until the end of the game gives the overlord +2 attack and +2 health in the final battle. If you manage to defeat a boss, you can claim the following rewards:

Level 1 or 2: 7G, 4XP, 2 triangle items

Level 4: 9G, 4XP, 2 square + 1 round items

Level 3: 10G, 5XP, 1+1 square items

Level 5: 12G, 4XP, 1+1 round items

(Don't forget about experience penalty)

Additional independent creatures:

In each turn in which an event card is drawn, roll 1 die of each color before drawing the first event card. If the blue die is even, look at the value of the red die, otherwise look at the value of the green die. Spawn one blue creature using the following table.

Die result	Red die (Blue die = 2, 4, 6, 8)	Green die (Blue die = 1, 3, 5, 7)	Turn	Blue die even	Blue die uneven
1 ●	Aerie Valley	● Dalaran Ruins	4	Murloc	Gnoll
2 ●	Uplands	● Chillwind Point	7	Ghoul	Scarlet Crusader
3 ●	Marries Stead	● Pestilent Scar	10	Naga	Spider
4 ●	Bulwark	● Weeping Cave	13	Wraith	Worgen
5 ●	Plaguemist Ravine	● Shadra' Alor	16	Worgen	Abomination
6 ●	Shining Strand	● Fenris Isle	19	Wildkin	Yeti
7 ●	The Sepulcher	● Pryewood Village	22	Ogre	Ooze
8 ●	Ruins of Andorhall	● Nightmare Vale	25	Drake	Doom Guard

If the indicated region is already occupied by one or more blue creatures or a player, look at the value of the other die (red or green). Check if it is possible to spawn a creature there. If not, place the model on the Overlord sheet. Each creature gives the Overlord +1 health in the final battle.

If there are not enough models to spawn the correct creature, use the next one down in the ranking (Rank 1 is the most upper left in the creature reference sheet → Murloc 1, Gnoll 2, Ghoul 3...).

Good 2 know

- If you have multiple events that require gaining blue trophies (independent creatures) you must choose to which event you allocate each trophy.
- These rules are written for 2 heroes. You need to adjust if playing with more or less heroes.