



DESIGNED BY Blizzard Entertainment
GENRE Massively Multiplayer Online Role-Playing Game
PLATFORMS PC, Mac
WEBSITE www.worldofwarcraft.com
PRESS ASSETS <https://blizzard.gamespress.com/World-of-Warcraft>

CONTACT:
Robert Taylor, PR Manager
949.955.1380 x61317
rtaylor@blizzard.com

TIDES OF VENGEANCE

WORLD OF WARCRRAFT: BATTLE FOR AZEROTH™ CONTENT UPDATE

The time for preparation is over; the hour to strike against the enemy faction is at hand. The war between the Horde and the Alliance reaches a crucial turning point in **Tides of Vengeance**, the first major content update for *Battle for Azeroth*™, as new allies join the front lines and old heroes take up arms to reclaim what was stolen. Over the course of Tides of Vengeance, players will fight for their faction in a variety of new features and content, including:

- **NEW STORY AND CHARACTER QUESTS** – Discover the next chapters in the stories of **Tyrande**, **Saurfang**, and **Vol'jin** in new character-driven quest lines, and strike against the enemy in the ongoing War Campaign.
- **RAID: BATTLE OF DAZAR'ALOR** – War crashes upon the shores of Zandalar in an all-new raid in the Zandalari trolls' capital. Battle Horde or Alliance leaders such as **High Tinker Mekkatorque** and **King Rastakhan** in faction-specific encounters, and fight on the front lines of one of *Battle for Azeroth's* defining conflicts. Available starting January 22, 2019 with the start of *Raid/Dungeon/PvP Season 2*.
- **WARFRONT: BATTLE FOR DARKSHORE** – In the ashen shadow of Teldrassil, the night elves strike back against the Forsaken to reclaim their ancestral homeland in an all-new co-op **Warfront**. In between battles, discover what awaits in a new version of the Darkshore zone reshaped by the fires of war.
- **HORDE AND ALLIANCE ASSAULTS** – Defend Kul Tiras and Zandalar from the enemy faction's invading forces in **Horde and Alliance Assaults**, breaking out across *Battle for Azeroth's* outdoor world. Sabotage the enemy airship, take out the commander, and earn loot and Artifact power to prepare for new conflicts.
- **NEW ISLAND EXPEDITIONS** – Claim Azerite on the new islands of **Jorundall** and **Havenswood**, with updates to the Islands Expeditions system including capturable Azerite extractors.
- **DWARF AND BLOOD ELF HERITAGE ARMOR** – Max-level dwarves and blood elves can delve deeper into their race's history and lore, and unlock cosmetic Heritage Armor to honor their legacy.
- **AZERITE ARMOR UPDATES** – Customize your gear in new ways with improvements to *Battle for Azeroth's* Azerite armor system, including new traits, an additional ring (coming in Season 2 gear), and more.

Following the climactic events of *Tides of Vengeance*, there's more for *Battle for Azeroth* players to look forward to in the months ahead. Discover the dark secrets lurking in Stormsong Valley in the upcoming two-boss **Crucible of Storms** raid. Recruit the **Zandalari trolls** and **Kul Tiran humans** as Allied Races. Then brace for the return of ancient foes in the next major content update: **Rise of Azshara**.

