

# SMALL WORLD OF WARCRAFT

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## Frequently Asked Questions

**Question:** Can I conquer an Entry Region, on any board, even if I do not already occupy one?

**Answer:** Yes, all Entry Regions can be conquered without preconditions.



**Q:** Can I launch an Airborne Assault on a Sea or Lake Region with Gnomes?

**A:** No. Sea and Lake Regions cannot be conquered unless explicitly stated otherwise. In the first editions of the game, there is a misprint on the Gnomes Race banner that would suggest it is possible. This has since been corrected.



**Q:** Can Forsaken use their enlisting Race power every time they force the loss of a token? For example, after using the Intimidating Special Power on a Murloc token?

**A:** No. Forsaken use their Race power on the battlefield, therefore only during conquests.

**Q:** Does the Goblin player have to remove their Bomb token as soon as the Bomb's Region is emptied?

**A:** No, the Bomb token has to be removed at the beginning of the Goblins' next turn, and only if the Region is still empty.



**Q:** Using the Ashes of Al'Ar Artifact, am I able to conquer any one Region on any board?

**A:** Yes, as if the target Region were adjacent, at the normal cost.

**Q:** Using the Doomhammer artifact, am I able to conquer any one Region on any board?

**A:** No, only an adjacent or an Entry Region.



**Q:** Can I use a "ranged" Special or Race Power, like Goblins' Bombs or Intimidating, on Seas and Lakes?

**A:** You cannot use any power on a Region you are not explicitly allowed to conquer. At this point, only Naga can conquer Sea and Lake regions in *Small World of Warcraft*.





**Q:** When using the Beast Master Special Power, do the Beast tokens benefit/suffer from the same bonuses/penalties as its controlling Race?

**A:** Yes, Beast tokens are considered to be regular tokens. Beast Master Dwarves, for example, would need only one token, whether it is a Dwarf or a Beast one, to conquer an empty Mountain Region. Likewise, Beast Master Tauren cannot conquer a Region with only one Beast token, even when using an Artifact such as Doomhammer or Frostmourne.



**Q:** When using the Championing Special Power, does the Champion token benefit/suffer from the same bonuses/penalties as its controlling Race?

**A:** Unlike Beast tokens, the Champion token is a special one without any bonuses/penalties except those described in the rules for this token. That means Championing Taurens may leave their Champion token alone in a Region (even if that is probably not the best idea in the *Small World!*!).

**Q:** Is the Champion token redeployed at the end of the Championing Race's turn, like every other Race tokens?

**A:** No, the Champion token must stay in the Region it conquered and is not redeployed. If captured, it is redeployed like a regular Race token, however.



**Q:** One adjacent Region is occupied by 2 Tauren tokens. If I use my Intimidating Special Power on one of them, is the remaining Tauren token automatically removed since it can't be left alone in a Region?

**A:** The Tauren special rule must be followed by other players too, meaning you cannot voluntarily leave a single Tauren token alone. In this particular case, the Intimidating Race must use its Special Power two times (out of the 3 uses per turn) to make the 2 Tauren tokens flee together.

**Q:** I control the Doomhammer or the Frostmourne artifact but I'm confused about which regions I can conquer with them.

**A:** Both artifacts allow you to conquer a region that is adjacent to any of your active race tokens at a reduced cost.



Thanks to all the *Small World of Warcraft* players around the world (in particular to the Board Game Geek community) for their feedback that influenced this FAQ document.