

**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?

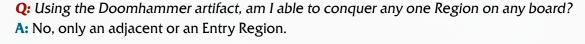


**A:** No, the Bomb token has to be removed at the beginning of the Goblins' next turn, and only if the Region is still empty.



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

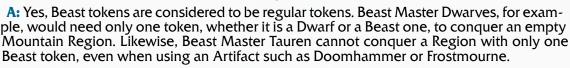
**A:** You cannot use any power on a Region you are not explicitly allowed to conquer. At this point, only Naga can conquer Sea and Lake regions in *Small World of Warcraft*.



DAYS OF WONDER



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



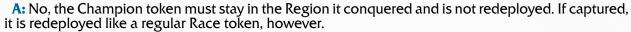




**Q:** When using the Championing Special Power, does the Champion token benefit/suffer from the same bonuses/penalties as its controlling Race?

**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?







**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.







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.



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