

Small World of Warcraft

Philippe Keyaerts

Frequently Asked Questions

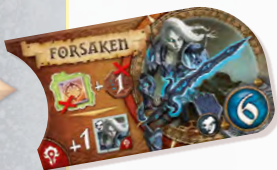
Question: Can I conquer an Entry Region, on any board, even if I do not already occupy one?

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.