
SMALL WORLD OF WARCRAFT
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Rulebook
A new day dawns on Azeroth. A day like every one before it, and every one after. A day of merciless struggle for the control of the World of Warcraft. Not only is this Small World territory far too tight for everyone, it also hosts the never-ending conflict between the factions of the Alliance and the Horde. Dawn has broken and the time has come to take your place on the front lines.
DAYS OF WONDER

Game Content

- 6 double-sided game boards of different sizes: 2 large, 2 medium and 2 small
- 16 World of Warcraft Race banners, colored when Active and grayed-out when In Decline



Orcs, Active and In Decline

- 20 Unique Special Power badges



- 5 Player Summary sheets, one for each player
- The following game pieces:



12 Artifact and Legendary Places markers



Mountains | Wisp Walls | Harmony tokens | Forts



Watch Towers | Military Objectives | Champion | Beasts



Bombs (6 exploding + 6 unexploded)

- 110 Victory Coins:



- 1 Custom Reinforcement Die





- 1 Game Turn track & 1 Game Turn Marker
- 1 Team Variant Rules sheet
- This rules booklet

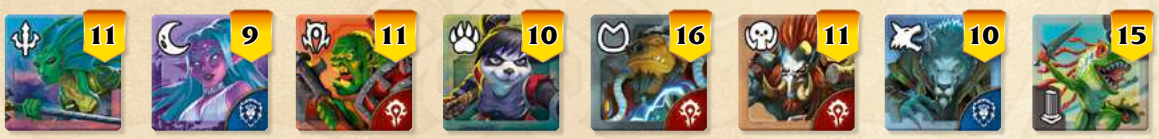
3 Player game setup



- 182 Race tokens & 15 Murloc tokens:



Blood Elves | Draenei | Dwarves | Ethereals | Forsaken | Gnomes | Goblins | Humans | Kobolds



Naga | Night Elves | Orcs | Pandaren | Tauren | Trolls | Worgen | Murlocs

Setting Up the Game

If this is the first time you play, punch out all the pieces from the game's punchboards. Sort them and place them in the wells designed for each type of piece. Some types fit in the removable storage tray that came with your game. Other components fit inside their respective wells in the main vacuum tray of the game box. Refer to the illustration in Appendix I on p. 10 for more details on how to organize your tokens.



Randomly select a set of Game Boards matching the number of players.

- **5 players:** 2 large + 1 medium + 2 small.
- **4 players:** 1 large + 2 medium + 1 small.
- **3 players:** 1 large + 1 medium + 1 small.
- **2 players:** 1 large + 1 small.



Small



Medium



Large

The board size is indicated by a "S", "M", or "L" icon printed in one Region. Place them in the center of the table and space them out slightly. These boards are Islands and the way you arrange them has no effect on the game.

✖ Place the Game Turn track next to the boards with the Turn marker on the first spot ❶. The track is used to monitor the game's progress. The game ends at the end of the round in which the Game Turn marker reaches the last position on the track (depending on the number of players: 8 rounds for 5 players, 9 rounds for 4 players, 10 rounds for 2-3 players).

✖ Pull the removable storage tray with all of its Race tokens out of the box and place it open next to the boards within easy reach of all players ❷.

✖ Shuffle all the Race banners; draw five at random and lay them faceup (i.e. colored side visible) in a single column ❸. Place the remaining banners face up, in a single stack, at the bottom of the column ❹. Do the same with the Special Power badges, shuffling them and placing one to the left of each Race banner, its round edge fitting snuggly into the banner's round opening. Stack the rest of the badges in a pile to the left of the Race banners' stack ❺. You should now have a total of 6 Race banner and Special Power badge combos visible face up on the table, including the one on top of the stacks.

✖ Place a Murloc token on each Region of the map featuring a Murloc symbol ❻. The Murlocs are a primitive Race that can be found all over Azeroth and populate some Regions at game start. In Small World of Warcraft, Murlocs are considered to be an In Decline Race.



✖ Put a Mountain token on each Region of the map featuring a Mountain ❼.



Shuffle the Artifacts and Legendary Places markers together. Randomly pick as many of them as there are players in the game and place one facedown on each board, in the Regions featuring the "S", "M", or "L" icon ❽.

✖ Give each player five "1" Victory coins ❾. Place all remaining coins, including all "3"s, "5"s and "10"s, in a Victory stash next to the board, within easy reach of all players. These coins will serve as your currency during the game, and help determine the winner at the end ❿.

Important Note

If you have already played Small World, you will find yourself in familiar territory here in Azeroth.

The Races fighting each other in World of Warcraft may differ from those you found in the original game, but the game mechanics are quite similar.

Rules that are new or different are identified by this icon.

Object of the Game

Azeroth is a majestic and vast world. But not big enough for all the Races that are reluctant to share it and always trying to expand. Things get particularly complicated when most of those Races belong to waring factions engaged in a never-ending conflict. The non-aligned Races, meanwhile, are happy to take advantage of this ancient discord to seize what land they can and flourish.

After picking a World of Warcraft Race and Special Power combination, you must use their unique racial traits and skills to conquer surrounding Regions and amass Victory coins - often at the expense of weaker neighbors. Placing troops (Race tokens) in various Regions, and conquering adjacent lands, you earn Victory coins for each Region you occupy at the end of your turn. Eventually, your race will become increasingly over-extended (like those you have already crushed!) and you will need to abandon your civilization and look for another. The key to your victory is knowing when to push your empire into decline and ride a new one to supremacy in the World of Warcraft!

Starting the Game

The player who most recently played a video game starts the game and takes their first turn. The game then proceeds clockwise, from player to player. After each player has played once, a new round begins.

The First Player moves the Game Turn marker forward one spot on the Game Turn Track, and proceeds with their next turn, followed by the others.

When the Game Turn marker reaches the last spot on the Game Turn Track, one final turn is played by each person and the game ends. The player who has amassed the most Victory coins is declared the winner of the game.

I. THE FIRST ROUND

During the First round of the game, each player:

1. **Picks a Race and Special Power combo**
2. **Conquers some Regions**
3. **Scores some Victory coins**

1. Picking a Race and Special Power Combo

The player selects one Race and Special Power combo, from among the six that are visible on the table (including the combo made of the Race banner and Special Power badge sitting on top of the stacks at the bottom of the column).

The cost of each combo is determined by its position in the column. The first combo - located at the top of the column - is free. Each of the other combos, as you move in succession down the column, costs one additional Victory coin. That cost is paid by the player dropping one of their Victory coins on each of the combos situated above the combo they wish to pick.



The player, wanting the Herbalist Forsaken as their starting Race and Special Power combo, drops 1 of their Victory coins on each of the combos above it, and takes this set.

If the combo a player selects contains some Victory coins (dropped by players who previously passed up this combo), the player pockets these coins; they must still drop one of their own Victory coins on each of the combos located above the one they selected, however.

The player places their combo selection face up in front of them, and picks a number of matching Race tokens in the removable storage tray equal to the sum of the values indicated on the Race banner and its associated Special Power badge.

Unless stated otherwise (for example, Forsaken) these Race tokens are the only ones the player will be able to deploy for this Race during the course of the game.

If, on the other hand, a Legendary Place or a Race power lets you take additional Race tokens from the storage tray during the course of the game, you are still limited by the total number of tokens physically available. So a player with 20 Forsaken tokens on the boards won't be able to use their Forsaken power again until some of their tokens become available.



The player's chosen Race and Special Power combo and its corresponding 4+6=10 Race tokens.

Finally, the player replenishes the column of combos available to others; this is achieved by sliding existing combos (and the Victory coins sitting on them, if any) up one position in the column, so as to fill the void, and revealing a new combo from the top of the stack, if appropriate. Therefore, 6 combos should be visible to all players at all times. If the Race banners or Special Power badges run out, shuffle the discards to make a new stack.



Replenishing the column of Race and Special Power combos.

player reorganizes their troops at the end of this turn (see *Troop Redeployment*, p. 6).





2. Conquering a Region

The player's Race tokens are used to conquer Regions of the map, whose occupation will yield Victory coins for that player.

› First Conquest

A player's Race deploying on the map for the first time can start on any Island but must enter it by conquering one of its **Entry Regions** (showing an anchor icon). To Conquer this Entry Region, the player has to travel by sea and will therefore need to deploy at least 3 Race tokens (see below).

› Conquering a Region

To conquer a Region, a player must have available to deploy:

- 2 Race tokens
- +1 additional Race token for each Wisp Wall, Fort, or Mountain
- +1 additional Race token for the **travel cost** if the Region is an Entry Region that is not adjacent to a Region already occupied by the same Race (for the difficulty of sailing between faraway lands).
- +1 additional Race token for each Murloc or each other Race's token already present in the Region.

Seas and Lakes cannot usually be conquered but when they can (i.e. Naga), they require 2 Race tokens and give the standard 1 VC per Region to the player who controls them.

Upon conquering a Region, the player must deploy the Race tokens they used to conquer this Region inside its borders on the map. These tokens must remain in this Region until the

Important Note: *Regardless of a Race and/or Special Power benefit, a player must always have at least one Race token available to initiate a new Conquest.*

› Enemy Losses & Withdrawals

If Race tokens of another player occupied the Region prior to its conquest, that player must immediately take all of these Race tokens back in hand and:

- **Permanently discard one Race token** back into the Storage tray;
- **Keep the other Race tokens in hand,** and redeploy them in any other Region(s) still occupied by their Race (if any) as the final action of the current player's turn.

The Region(s) in which the remaining Race tokens, if any, redeploy do not have to be adjacent or contiguous to the Region(s) they fled from. If all of a player's Regions were attacked this turn, leaving them with some Race tokens in hand but none on the boards, they may redeploy these, as if they were doing a First Conquest, on their next turn.

When a Region defended by a single token is captured, the defending token is discarded. This will usually be the case if the defending token is a Murloc or when the defending token belongs to a Race In Decline (see *Entering into Decline*, p. 8).

Note: *A player may choose to conquer a Region occupied by their own In Decline token, if they wish to: they will lose that token, but might gain access to a Region that is more profitable for their new Active Race tokens to occupy.*

Mountains are immovable, and remain in place to provide defense for their new conqueror.

Subsequent Conquests

The active player can repeat this process to conquer as many new Regions as they wish during their turn, provided they have enough Race tokens left to accomplish these successive conquests.

Each of the newly conquered Regions must be, unless permitted otherwise by their Race and Special Power combo:

- adjacent to (i.e. sharing a border with) a Region already occupied by their Active Race tokens

OR

- any Entry Region of any board, paying the +1 Token cost if the Entry Region is not adjacent to their current Regions, referred to as the **travel cost**.



After successfully conquering the fields, this Forsaken crew ventures into the Kobolds' neighboring hills.

Final Conquest Attempt/ Reinforcement Die Roll

During the ***final*** conquest attempt of their turn, a player may find themselves with not enough Race tokens left to conquer another Region outright. ***Provided they still have at least one unused Race token,*** the player may attempt one final conquest for their turn by selecting a Region that they would normally be 3 or less Race tokens short to conquer. After the Region is selected, the player rolls the Reinforcement Die once. Note that the Region the player wishes to target for their last conquest of the turn must be selected before rolling the die. This Region does not have to be the weakest one available for attack either, provided it could still be conquered with a lucky die roll.

If the sum of the die rolled, combined with the Race token(s) left in their possession, is high enough to conquer the Region, the player deploys their remaining Race token(s) there. Otherwise, they deploy their remaining token(s) in one of the Regions they already occupied prior. Either way, their conquests for the turn end immediately thereafter.



Thanks to a lucky Reinforcement Die roll and despite an understrength force, the Forsaken player manages to conquer these Mountains as their final conquest for this turn.

Troop Redeployment

Once a player's conquests for the turn have ended, they may freely redeploy the Race tokens they have on the boards, moving them from one Region to any other Region occupied by their Race (not necessarily just an adjacent or contiguous Region), provided that at least one Race token remains in each Region under their control.



The player redeploys their Forsaken troops in their Regions. This redeployment includes 1 additional Forsaken token received as a result of the Forsaken racial power (they forced the loss of 2 tokens during this turn: 1 Murloc token and 1 Kobold token; and could receive up to 2 additional tokens by paying 1 Victory Coin each, but the Forsaken player chooses to buy only one).

3. Scoring Victory Coins

Their turn now complete, the player receives 1 Victory Coin from the stash for each Region their Race tokens occupy on the map. The player may also collect bonus Victory Coins as a result of their Race, Special Power, Legendary Places and/or Artifacts' benefits.



With 3 Regions occupied, the Forsaken receive 3 Victory Coins, plus 1 bonus Victory Coin for their Herbalist Special Power (1 bonus Victory Coin for each Hill Region they occupy at the end of their turn).

› Alliance and Horde Faction Bonus

Most Races belong either to the Alliance or the Horde, two factions fighting each other since time immemorial. Attacking a Race from one faction with a Race of the other, grants a **Faction Bonus:** at the end of their turn, a player gets 1 Victory Coin for each Race of the opposite Faction they defeated.

- Conquering two or more Regions of the same Race still grants only 1 VC, unless stated otherwise (i.e. *Battleground*, p. 14).
- An Active Race and an In Decline Race count as two different Races, even if they belong to the same player.



Some Races do not belong to either the Alliance or the Horde. These Races are Neutral. Conquering an Alliance or Horde Race's Region does not grant them any bonus VC. Conquering a Neutral Race's Region with an Alliance or Horde Race does not either.



Naga are an example of a Neutral Race.



After putting their Forsaken In Decline, the player comes back with Archaeologist Blood Elves belonging to the Horde.

They first conquer a Dwarves' Entry Region and then two neighboring Regions controlled by Humans.

At the end of their turn, they will be awarded with a Faction Bonus of 2 Victory Coins: 1 for each Alliance Race that they conquered a Region from (1 for the Dwarves + 1 for the Humans).

The Blood Elves Race Power is Active; the player controlling them receives one bonus Victory coin, since the Blood Elves occupy a Magic Region. The same player's Forsaken's Herbalist Special Power is no longer Active, since the Forsaken went In Decline. The player receives one Victory coin per Region their Forsaken occupy, but no bonus Victory Coins.



› Scoring with Races In Decline

As the game progresses, a player will likely have some tokens from another Race on the map. These tokens are the remnants of an earlier Race they chose to put In Decline previously (see *Entering into Decline* below).

The Regions these In Decline tokens occupy also contribute 1 Victory coin each to the player. The Race banner, Special Power, or any other power benefits no longer contribute any bonus Victory coins, unless explicitly stated otherwise.

Players keep their Victory Coins stacked together, their value hidden from other players at all times; final scores are not revealed until the end of the game. If necessary, a player may request change from the Victory stash for their coins at any time.

II. SUBSEQUENT ROUNDS

In subsequent rounds, the first player moves the Game Turn marker up one spot on the track and the game continues clockwise. During their turn, each player must now either:

- **Expand the reach of their Race through new conquests**

OR

- **Put their race In Decline to select a new one.**

Regardless of which action they pick, the player then scores Victory coins again (see *Scoring Victory coins*, p. 7).

Expanding through new Conquests

› Ready your Troops

Leaving in place one Race token in each Region they occupy, the player may take all their other Active Race tokens from the map back in hand and use them to conquer new Regions.

› Conquer

All rules relative to the conquest of a new Region (see *Conquering Regions*, p. 5) must be respected, with the exception of the rule relative to the First Conquest - which only applies to new Races entering the map.

› Abandoning a Region

Only those Race tokens that were taken back in hand may be used to conquer new Regions. If a player wishes to free up some more Race tokens, they may opt to entirely empty up some - or all - Regions, leaving no Tokens there; but in this case, these now abandoned Regions will no longer be considered theirs, nor bring them any Victory coins. If the player chooses to abandon all the Regions they previously occupied, their next conquest must follow the same rules as their First Conquest (see *First Conquest*, p. 5).

Entering In Decline

Once a player thinks that their Active race is over-extended and no longer has the impetus required to continue expanding successfully or defend itself from increasingly threatening neighbors, they may choose to put it In Decline by selecting a new Race and Special Power combo from those available on the table at the start of their next turn.

To do so, the player flips their current Race banner upside down, so that the grayed-out In Decline side becomes visible to all, and discards the Special Power badge that was associated with it as that Special Power badge is no longer in effect, unless dictated otherwise (e.g. Garrisoned or Marshdweller Power).

They also flip a single Race token onto its In Decline side in each Region those tokens occupied and removes all other tokens of this Race from the map, placing them back into the storage tray.

Note: *in some cases (Tauren Race power, or after using the Intimidating Special Power), several In Decline Race tokens*

may occupy a Region, bolstering the defenses of that territory. When such a Region is conquered, all In Decline tokens are discarded.

Each player can only have a single Race In Decline on the map at any given time. If the player still has tokens from an earlier In Decline Race left on the map, those are all immediately removed from the map and placed back in the storage tray, before flipping the new tokens into Decline.

The Race banner of the now vanished Race is placed at the bottom of the stack of Race banners, or in the lowest empty slot in the banner column, if any. The same is also done when the last token of an In Decline Race is wiped off the map as the result of their last Region being conquered.



The player has decided to put their Blood Elves In Decline. They already have a Race In Decline on the map, so the Herbalist Forsaken time is up!

Their remnants are wiped off the map and their Race banner placed at the bottom of the pile.

The player can make no conquests during the turn their race goes into Decline; their turn ends immediately after scoring! They gain 1 Victory coin for each Region their newly In Decline tokens occupy, but unless stated otherwise, they score no Victory coins from their now In Decline Race banner power or discarded Special Power benefits.

On their next turn, the player will select a new Race and Special Power combo from among those now available to them. They then follow the same rules used during the first round of the game. The only difference, but it's a sizeable one, is that the player will now likely collect Victory coins from their new Race as well as from left-over tokens of their now In Decline Race, during the Scoring Victory coins phase of their turn.

Note: *Murlocs are always considered as an In decline Race belonging to no player.*



Now the time of decline has come for the Archaeologist Blood Elves. Their tokens are all removed except for one that is put In Decline in each Region previously occupied; their Race banner is flipped over and its associated Special Power badge is now discarded.

In the unlikely event there are not enough Special Power badges left in the Special Powers stack to keep putting new Race and Special Power combos on the table, shuffle previously discarded Special Power badges into a new stack.

End of the Game

Once the Game Turn marker has reached its final spot on the Game Turn track (depending on the number of players) and all players have had a chance to play a final turn, the Victory coins held by each player are revealed and tallied. The player with the highest score wins. In the case of a tie, the player with the most Race tokens (Active + In Decline) still on the boards is the winner.

Appendices

I. ORGANIZE THE STORAGE TRAY

Because the Small World of Warcraft box contains so many punchboards, once you have punched out all the tokens and coins, you will be left with a big gap between the top of the vacuum tray on which your boards sit and the cover of the box. If you like to store your games in an upright position, this void will likely cause the boards and all the tokens stored below it to move around and become jumbled.

To avoid this, we recommend the following one-time operation: once all pieces have been punched out from the punchboards, take the left-over, now empty punchboard frames and rather than throw them away, stack them back up on the table. Carefully pull the vacuum tray insert that sits at the bottom of your game box and extract it, being careful not to break the thin plastic. Now place the stacked punchboard frames at the bottom of your game box and place the vacuum tray back in place inside the box so that it now sits on top of these. It is now raised by the right amount so that once boards are placed back on top they sit flush with the box cover. You are now ready to store your game box vertically, without having to worry about the game components shifting around.

The illustration below shows you where the various game tokens, markers and coins should fit. The extractable storage tray is used solely for storing Race tokens, with a compartment dedicated for each Race. The size of some of the wells in this tray has been standardized to facilitate the placement of the various Race tokens (Murloc tokens are stored in the main vacuum tray). All other coins, tokens and markers go in their designated spot, inside the main vacuum tray of the game box. The boards, summary sheets and rules go on top.



II. THE RACES AND SPECIAL POWERS

There are 16 Races and 20 Special Powers in Small World of Warcraft.

Each Race has its own distinctive Race banner, and tokens in sufficient number to deploy with any Special Power badge.

Each Special Power badge gives a unique benefit to the race it is associated with.

The Race tokens are placed on the map colored side face up when the race is Active, and colored side face down once the race is In Decline.

Unless stated otherwise, the benefits granted by an Active Race banner and its associated Special Power badge always cumulate, and no longer apply once the race is put In Decline.

A Region is deemed **non-empty** if, and only if, it contains at least one Murloc or Race token (Active or In Decline). A Region that contains a Mountain marker, an Artifact or Legendary Place token but no Murloc or enemy Race token is considered empty.

Races



BLOOD ELVES

Blood Elves are thirsty for magic. They collect 1 bonus Victory Coin for each Magic Region they occupy at turn's end.





DRAENEI

During each opponent's turns, the Draenei may call the *Holy Light*: the first Race token they should discard (due to conquests or any type of power) stays with the player to be redeployed normally. All following casualties are discarded as usual.



DWARVES

Dwarves may conquer Mountain Regions at a cost of 2 tokens less than normal (a minimum of 1 token is still required).





ETHEREALS

Ethereals are Artifact collectors. Once per turn, they can steal an Artifact from a Region adjacent to one they occupy by moving this Artifact token into this adjacent Region (and they may use the Artifact power immediately) **OR** they may conquer any adjacent Region that contains a Legendary Place at a cost of 2 tokens less than normal (a minimum of 1 token is still required).



FORSAKEN

The Forsaken may enlist the dead bodies of their enemies. Each time they force the loss of a Race token (either Active or In Decline), they may spend 1 Victory Coin to get an additional Forsaken Race token. Additional tokens are received after the last conquest of the turn, before the redeployment step (i.e. they cannot be used for conquests until next turn).



GNOMES

Thanks to their Flying Machines, Gnomes can launch, once per turn, an airborne assault on any Region of any board. They may treat this Region as though it were adjacent. In addition, after the region is selected, they roll a free reinforcement die before the assault in order to potentially reduce the cost. If this airborne assault is their last possible conquest, they may benefit from the reinforcement die roll twice: once for the Gnome ability and once for the normal final conquest attempt.



GOBLINS

At the end of their turn, Goblins may place Bombs in adjacent Regions that are occupied by opponents' Active Races.

When you first pick the Goblins Race, shuffle the 12 Bomb tokens and place the stack facedown next to you. If you place bombs in adjacent opponents' Regions, pick the tokens from the top of the stack and place them facedown (never more than one Bomb token per Region) without looking at them.

At the beginning of your next turn, if the Region with a Bomb token is still occupied by an opponent (and even if the Race has gone In Decline in the meantime), reveal the Bomb token: an explosion is treated as a successful conquest (the opponent loses 1 Race token, retrieves all others for redeployment as usual) except the Region is now empty. A miss has no effect. In either case, the Bomb token is discarded to the box.

If the Region is emptied before your next turn, put the Bomb token back on top of the stack without looking at it.

When the Goblins go In Decline, the Bomb tokens that were placed at the end of their previous turn are revealed and their effect is applied normally. If the Bomb tokens stack is depleted, Goblins can no longer place Bombs on the boards.



HUMANS

Humans can designate strategic regions for non-Horde players. At the end of each of their turns, they place their 2 Military Objective tokens (retrieved, if necessary) in up to 2 different non-Alliance regions. If any non-Horde player (including the Humans, themselves) successfully conquers a region with a Military Objective token, they earn 2 bonus Victory Coins and gives the token back to the Human player, who also earns 2 bonus Victory Coins if they weren't the one who conquered the region. If any Horde player conquers a Region with a Military Objective, nothing happens and the token stays in the Region.



KOBOLDS

Inhabitants of the underground, Kobolds can pop up in any cave; they may attack any Cavern Region as though it were adjacent. For their first conquest, Kobolds can use a Cavern Region as an Entry Region and if they do, they do not pay the extra +1 Race token travel cost.



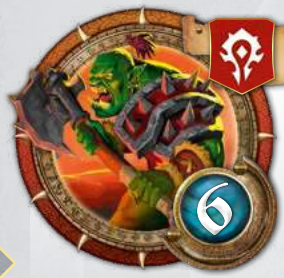
NAGA

The Naga are used to living under the ocean so, unlike other Races, they may conquer Sea and Lake Regions. Their first conquest may even be a Sea or a Lake (requiring 2 Race tokens) and then they expand from there. Naga remain in Seas and Lakes while In Decline.



NIGHT ELVES

Night Elves may conquer Forest Regions at a cost of 1 token less than normal (a minimum of 1 token is still required). Each time the Night Elves conquer a Forest, they place a Wisp Wall token on it. A Wisp Wall counts as 1 token for defense and remains In Decline but is removed when the Region is conquered or emptied.



ORCS

Orcs are natural-born conquerors. Each conquest of an Alliance-occupied Region is worth 1 bonus Victory Coin. This power is cumulative with the usual Faction Bonus.



PANDAREN

At the end of every turn, Pandaren give a Harmony token to each opponent whose Active Race they did not attack this turn (including the first turn of the game, to players who do not own any Race yet). A player with a Harmony token must pay 2 Victory Coins to the Pandaren before attacking them (attempting to conquer their regions or forcing the removal of a Race token from their territory by any means). These 2 Victory Coins are only paid once, even if the opponent attacks several Pandaren Regions. Each Harmony token is retrieved by Pandaren at the beginning of each of their turns.



TAUREN

These large, resilient warriors may never occupy (nor conquer) a Region with less than 2 Race tokens. However, they still lose one token when conquered. Under no circumstances should a Tauren token be left alone, even during the "Ready your troops" phase. If a Race token would be left alone for any reason, the player controlling The Tauren must redeploy it to a Region they already control. When going In Decline, they leave 2 Race tokens in each Region, instead of 1.



TROLLS

Known to be cunning warriors, Trolls may conquer any non-empty Region at a cost of 1 token less than normal (a minimum of 1 token is still required).



WORGEN

At the beginning of each of their turns, Worgen must choose between their human form (they immediately get 2 bonus Victory Coins) or Worgen form (they pay 1 Victory Coin and all conquests this turn are at a cost of 1 token less than normal, but a minimum of 1 token is still required).

Special Powers

In the description that follows, Special Powers only apply to the associated Race. Unless explicitly stated otherwise, this usually excludes any In Decline token from your earlier race.

The following list details the advantage(s) granted by each Special Power; the additional number of Race tokens received when this Special Power is linked with a Race banner is listed in the circle on the Special Power badge.



ARCHAEOLOGIST

This scholar Race loves to study old things and strange sites: it gets 1 bonus Victory Coin for each Artifact and each Legendary Place it controls at turn's end.



BATTLE MASTER

The Race with this power lives for victory in battle. Each time it conquers a non-empty Region, it collects 1 bonus Victory Coin.



BEAST MASTER

Being able to tame beasts can be very helpful in battle. At the beginning of each of its turns, the Beast Master Race first discards all its Beast tokens. After checking how many Hill Regions it controls, it takes a matching number of Beast tokens. For any purpose, these Beast tokens are treated like Race tokens, used for conquering and redeployed at the end of the turn. However, when a Region with at least one Beast token is conquered, one Beast Token is discarded as a loss while all other tokens are redeployed normally.



BLACKSMITH

A Race with this power can forge mighty weapons: it may conquer all the Regions at a cost of 1 token less than normal (a minimum of 1 token is still required).



CHAMPIONING



This Race controls 1 mighty Champion. Once a turn, it may conquer any adjacent Region for free, regardless of the number of enemy tokens and defenses in it. Once conquered, place the Champion token in this Region. The Champion counts as 1 Race token for defense. If another player conquers the Region with the Champion, it is taken prisoner. No defending Race token is discarded. The owner of the Champion must immediately pay their opponent a 1 Victory Coin ransom and retrieve it. They then redeploy it like a regular Race token and will be able to use it again on their next turn.



DEFENSIVE





At the end of its turn, the Defensive Race places a Watch Tower token in each of its Fields Regions where it controls the majority of adjacent Regions (i.e. controls more Regions than any other Active or In Decline Race) and removes any Watch Tower from Fields Regions it no longer controls this majority. A Watch Tower token makes a Region immune to all powers and conquest attempts.



ENRAGED

For each conquest of a Region with at least two defending Race tokens, an Enraged Race collects as many bonus Victory Coins as the number of defending Race tokens.

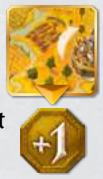


EXPLORER

An Explorer Race Collects 1 bonus Victory Coin for each game board where it occupies at least one Region at turn's end.



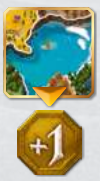
FARMER



The Farmer Race collects 1 bonus Victory Coin for each Fields Region it controls at turn's end.



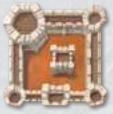
FISHING



A Fishing Race collects 1 bonus Victory Coin at turn's end for each Region it controls adjacent to a Lake or a Sea.



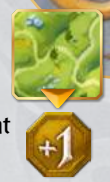
GARRISONED



Great fortifications builders, the Garrisoned Race places 1 Fort token in each Region it occupies. The Fort augments the Region's defense by 1 (just as if there was an additional Race token stationed there) and remains In Decline. Discard the Fort if the Region is conquered or emptied. There can only ever be a maximum of 1 Fort per Region, and a maximum of 10 Forts on the boards.



HERBALIST



The Herbalist Race understands the power of plants and collects 1 bonus Victory Coin for each Hill Region it controls at turn's end.



INTIMIDATING

Three times per turn, these masters in manipulation may move 1 Race token from an opponent's neighboring region, whether the Race is Active or In Decline, to any Region controlled by the same Race (if there are any, otherwise discard the token). This can be done in 3 different regions or several times in the same region.

- Murlocs are always discarded,
- A Wisp Wall or a Fort, if any, is discarded (it counts as a power use) before a Race token can be moved away,
- This power must be used before the last conquest of the turn.



MARSHDWELLER



Opponents must pay the Marshdweller Race 1 Victory Coin before conquering any Marshdweller's Swamp Region. This power is still Active when In Decline.



MINING



The Mining Race is thirsty for precious stones: it collects 1 bonus Victory Coin for each Cavern Region it controls at turn's end.



MOUNTAINEER



The Mountaineer Race collects 1 bonus Victory Coin for each Mountain Region it controls at turn's end.



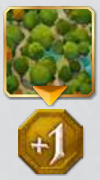
PORTAL MAGE



Twice a turn, these Portal masters may exchange all the tokens (except Mountain and Legendary Places tokens) between 2 Magic Regions.



RANGER



Forest lovers, the Ranger Race collects 1 bonus Victory Point for each Forest Region it controls at turn's end.

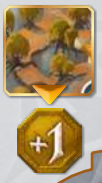


SAILING

These travelling experts do not pay the extra +1 Race token travel cost when conquering a non-adjacent Entry Region of a board.



SWAMP WALKER



The Swamp Walker Race collects 1 bonus Victory Coin for each Swamp Region it controls at turn's end.

III. ARTIFACTS AND LEGENDARY PLACES

There are 5 Artifacts and 7 Legendary Places in Small World of Warcraft. A unique marker identifies each Artifact or Place.



When a player enters a Region with a facedown Artifact or Place marker, reveal it. Once revealed, a marker remains faceup for the entire game. A player occupying a Region with a Place or an Artifact may immediately use its effect.



Markers with this icon are Artifacts. An Artifact remains in the Region it has last been used in.



Markers with this icon are Legendary Places. Places markers cannot be moved (except the Well of Eternity that must be placed on a Sea or Lake Region when revealed).

When a Region containing an Artifact or a Legendary Place marker is conquered, the marker changes hands and can be immediately used by its new owner. When a Region containing an Artifact is abandoned, the Artifact stays in that Region.

Note: *In Decline Races cannot benefit from Artifacts and Places effects and bonuses, unless stated otherwise.*

Artifacts



AEGIS OF AGGRAMAR

At the end of their turn, the owner places the Aegis in one of the Regions they control. This Region is immune to all powers and conquest attempts unless the opponent pays the owner of the Aegis 2 Victory Coins.



ASHES OF AL'AR

Once per turn, Ashes of Al'ar allows the owner to conquer any Region on any board. The owner must still pay the normal conquest cost as if this Region was adjacent.



DOOMHAMMER

Once per turn, the player who wields the Doomhammer may conquer any 1 region with only 1 token but must first pay 2 Victory Coins to the previous owner. If there is none, they return the 2 VC to the Victory stash.



FROSTMOURNE

Once per turn, the owner of Frostmourne may use it to conquer a region at a cost of 2 tokens less than normal (a minimum of 1 token is still required).



HEART OF AZEROTH

At the end of their turn, the owner of the Heart of Azeroth places it in one of the Regions they control. Each opponent whose Active Race occupies at least one Region that is adjacent to the Heart of Azeroth must pay its owner 1 Victory Coin.

Legendary Places



BATTLEGROUND

When a Race occupies the Battleground, it may benefit from the Faction Bonus a second time per Race (i.e. conquering 2 Regions - or more - of the same opposing Faction Race in the same turn will grant it 2 bonus VC).

A neutral Race occupying the Battleground can choose to fight alongside the Alliance or the Horde for the duration of its turn and temporarily benefit from the Faction Bonus as well as the Battleground bonus described above. At the end of its turn, this Race is considered neutral again. On their next turn, if the Battleground is still under their control, the owner of this neutral Race may choose again between the two Factions, regardless of their previous choice.



DARK PORTAL

The Race controlling the Region in which the Dark Portal is located collects 2 bonus Victory Coins at turn's end.



KARAZHAN

The Race controlling this Legendary Place receives 1 bonus Victory Coin at turn's end for all OTHER regions it controls that match the terrain type where Karazhan is located.



LIGHT'S HOPE CHAPEL

A Race occupying the Light's Hope Chapel does not suffer any Race token loss when attacked.

When the Region in which the Light's Hope Chapel location is conquered by another player, the former owner still benefits from its effect one last time and therefore does not discard one of their Race tokens when taking them back in hand from this attack.



MEETING STONE

A Race controlling the Meeting Stone does not pay the +1 Race token cost when conquering a non-adjacent Entry Region.



SPIRIT HEALER

During redeployment, an Active Race occupying the Spirit Healer location receives one bonus Race token (provided there is at least one available in the tray).



WELL OF ETERNITY

When revealed, move the Well of Eternity token to the Sea or Lake Region on the same board (if any, otherwise draw another Legendary Place token). A Race that occupies, at the end of its turn, more Regions adjacent to the Well than any other Race gains 2 bonus Victory Coins, even if this Race is In Decline. In the case of a tie, nobody claims this bonus.

Credits

Game Design
Philippe Keyaerts

Illustrations
Miguel Coimbra

Graphic Design: **Cyrille Daujean**

Editing: **Jesse Rasmussen**

"To Seb and Adrien.
Thanks to you Small World of Warcraft is a better place."

– Philippe Keyaerts

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