

SMALLWORLD

POWER PACK #2

Royal Bonus

Grand Dames

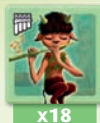
RACES

Cursed!

Fauns



During Troop Redeployment, collect 1 new Race token for each active region you conquered this turn. Your victims also receive 1 new Race token for each of their regions you conquered.



Kobolds



You may never occupy (nor conquer) a Region with less than two Kobold tokens. When going In Decline however, keep a single token in each Region, as normal.



by Jörg Krismann - Germany

Goblins

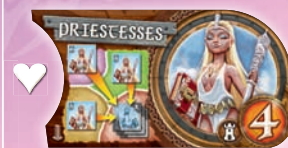


You may conquer any In Decline Region at a cost of 1 less Goblin token than normal. A minimum of 1 token is still required.

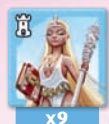


by Gustav Åkerfelt - Finland

Priestesses



When they go In Decline, take one Priestess token from each occupied region and stack them to form a single "Ivory Tower" pile in one of the Regions they occupy, abandoning all others.



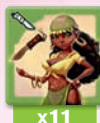
Each turn score 1 bonus Victory coin for each Priestess token in the Ivory Tower, in lieu of your usual In Decline scoring. But beware: Your Ivory Tower may still be conquered like any other Region (with enough Race tokens or a Dragon)! If your Priestesses were Fortified, their Ivory Tower can be built atop a single Fortress.

by Jason Oman - Australia

Gypsies



Place 1 bonus Victory coin (taken from the Victory stash) in each Region you abandon. You cannot conquer these Regions again this turn, but you receive the coins they hold as a bonus at turn's end.



by Clay Blankenship - USA

Shrubmen



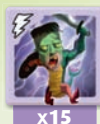
All Forest regions occupied by Shrubmen become immune to opponents' conquests, racial and special powers, even when In Decline.



Igors



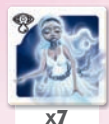
You collect all Race tokens (Lost Tribes, Monsters and all Player's race tokens, including your own) lost in conquests. At the beginning of your turn, you may exchange these for new Igor Race tokens at a rate equal to the number of players in the game (if 4 players, 4 tokens collected = 1 new Race token). If you collected enough tokens, you may get more than 1 new Race token.



White Ladies



Once In Decline, your White Ladies become immune to your opponents' conquests & racial & special powers!



by Jörg Krismann - Germany

POWERS

Grand Dames

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Cursed!

Aquatic



Collect 1 bonus Victory Coin for each Coastal Region you occupy. Each non-Coastal Region brings 1 less Victory Coin than usual.

Hordes of



by Leif Steiestol - Canada

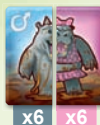
You may use your 2 *Hordes of* tokens exactly as if they were additional active Race tokens of your own Race. They disappear when you go In Decline, however.



Behemoth

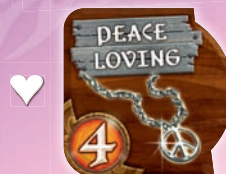


Your two Behemoths are each represented by a stack of tokens that matches the number of Swamp regions you currently occupy. These 2 stacks can never be split or mixed. Each Behemoths' stack counts as an equivalent number of Race tokens for attack AND defense.



The number of tokens in each stack is adjusted each time you capture or lose a Swamp region. A Behemoth must always be accompanied by at least one Race token. If the region it occupies is conquered, only the accompanying Race token is lost; redeploy your Behemoth (keep it as a single stack) at the end of your attacker's turn, as normal.

Peace Loving



by Blaise Hanczar - France

Collect 3 bonus Victory coins at the end of each turn during which you have attacked no active Race. You have no love for In Decline Ghouls though, and may attack them without forfeiting your Peace-loving bonus.

Cursed



by Paolo Mori - Italy

You must pay 3 Victory coins, not 1, to skip the Race that is Cursed when selecting a Race and Special Power combo. It brings no additional Special Power.

Ransacking



by Travis Lauro - USA

Each time you successfully conquer a Region containing an opponent's active Race token, he must immediately pay you 1 Victory coin from his own personal stash (unless he has no coins left). You cannot ransack In Decline Ghouls.

Fireball



by Mike Haverty - USA

During Troop Redeployment, collect 1 Fireball marker for each Magic Source you occupy.



Fireballs count as 2 Race tokens but may only be used during an attack on one of your following turns.

They are discarded once used. Several Fireballs may be used to conquer a single Region. You still need a minimum of 1 Race token to occupy the Region.

Were-



by Philip Harding - Australia

Each night (even numbered game turn), you may conquer all Regions with 2 less Race tokens than normal. A minimum of 1 token is still required. Your Special Power has no effect during the day (odd numbered game turn).

Historian



by Mike Haverty - USA

Collect 1 bonus Victory coin for each Race In Decline at the time you select the Historians.

While you're active, collect 1 bonus Victory coin each time another Race goes In Decline, and 1 final bonus coin when your own Historians go In Decline!

Marauding



by Daniel Zielinski - USA

Once your conquests are over (but before any final conquest attempt using the Reinforcement Die), take your troops back in hand, leaving at least one token per region, and go through another complete cycle of conquests; then do your final conquest attempt, if any.