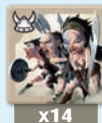# POWER PACK #1
SMALL WORLD

Barbarians
x14

Your Barbarians cannot redeploy their troops at the end of each turn.

If your final conquest attempt fails, keep the unused Barbarians off the board until the start of your next turn.
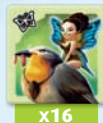
Pixies
x16

During your Troop Redeployment, leave only a single Pixie token in each region they occupy.

All your other Pixies must be kept off the board until the start of your next turn.
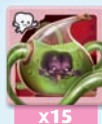
Homunculi
x15

Each time a Homunculi Race combo is bypassed, in addition to a Victory coin, you must also add a Homunculus token taken from the storage tray (if any left) to the combo.

These tokens are added to those normally received when the Homunculi combo is finally picked, along with any Victory coins.
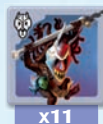
Pygmies
x11

Each time you lose a Pygmy token, roll a reinforcement die and receive as many new Pygmies from the storage tray as you rolled pips on the die (up to the number of Pygmies left).

Deploy them on the board at the end of the current player's turn.

Ice Witches
x10
x6

Ice Witches collect 1 Winter marker for each Magic Source they control at the end of their Redeployment phase.

At the end of their Redeployment phase, Ice Witches may place their Winter markers in their own Regions or any adjacent Region (there cannot be more than 1 Winter marker per Region though).

A Winter marker permanently augments the Region's defense by 1.

It remains on the board as long as the Ice Witches are active. Regions with a Winter marker that are not controlled by an Ice Witch earn 1 less Victory coin than usual.

by Andrew Capel
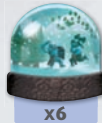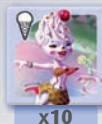
Skags
x11
x10

Randomly select and place 1 Loot marker face down in each Region you conquer.

You may look at it only after you have selected it and placed it on the board. When an opponent conquers one of your regions, reveal the Loot marker.

If the Loot marker is a Skag Attack marker, the conquest is cancelled and the opponent loses one token (he cannot retry any attack against this region during this turn).

Otherwise, the opponent collects the Loot token.

If you abandon a Region, leave the Loot token behind. When you go in Decline, or at the end of your last turn if you didn't go in Decline, reveal all Loot tokens in your regions and collect them.

by Randy Pitchford
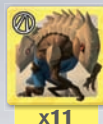
Leprechauns
x11
x16

During Redeployment, place 1 Pot of Gold in any (or all, if you wish) of the regions your Leprechauns occupy.

Each Pot of Gold still present at the start of your next turn goes into your Victory stash and is worth 1 coin.

If an opponent conquers one of these regions before your next turn, he gets the Pot of Gold instead. Any remaining Pot of Gold tokens can be used during subsequent redeployments until all are gone.

Slingmen
x10

Slingmen may conquer a Region that is one Region away from one they currently occupy, provided they do not control a Region adjacent to it.

When a Region is conquered this way, they immediately take 1 Victory coin from the stash. They may conquer Regions beyond the Lake, but not over the Seas.

by Bill Gurski

SMALL WORLD

Be Not Afraid... POWERS A Spider's Web

Barricade

Collect 3 bonus coins each time your Barricade troops occupy 4 regions or less at the end of your turn.

Imperial

For each region in excess of 3, which your Imperial troops occupy at the end of your turn, collect 1 bonus coin. (i.e., if they occupy 5 regions at turn's end, you receive 2 bonus coins.)

Catapult

Once per turn, you may place the Catapult in a region you occupy to conquer any region that is 1 region away (but not adjacent) at 1 less token than usual.

The Catapult may be used to attack a region beyond the Lake, but not over Seas.

The region with the Catapult is immune to enemy conquests as well as their racial and special powers. The Catapult disappears when you go into Decline.

Lava

At the end of your turn, for each Mountain Region you occupy, you may place 1 Lava Token in any Region adjacent to that Mountain Region (excluding Regions protected by Special and Racial Powers).

All tokens in this Region are taken in hand by the defeated player and treated as if the Region were conquered (except there is no loss of tokens).
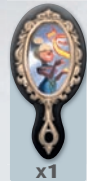
The Region may not be entered by any other player until after the beginning of your next turn. At the beginning of your next turn, remove all Lava Tokens from the board and proceed as usual.

by Alex Gurski

Copycat

At the beginning of each of your turns, you may place the Copycat marker on one of the six Powers from the combo list next to the board.

Your active Race benefits from this Power's effect until the beginning of your next turn, or until an opponent chooses it as his combo. When a Power's effect stops, you lose all these Special Power tokens.

Note that some Special Powers only apply on a given turn (for instance "Wealthy" only works on your first turn, "Stout" only works if you go into Decline, etc.).

by Andrew Capel

Mercenary

Each time you conquer a region, you may spend 1 Victory coin to reduce the number of tokens you need to conquer it by 2.

A minimum of 1 token is still required. If you use Mercenary during your final conquest attempt you may decide to do so after you roll your reinforcement die.

Corrupt

Collect 1 bonus coin from any opponent each time they successfully conquer one of your active regions.

Soul-Touch

When your Soul-Touch Race goes In Decline, it automatically revives your In-Decline Race. Instead of picking a new Race on your next turn you activate your previous In Decline Race.

You may keep the tokens that In Decline Race already had on the board, flipping them back to their Active side; or take them back in your hand if you like. You get the rest (if any) of the Race tokens (and Markers, if any) you would receive if this was a new combo pick, and immediately play a full turn with them.

by Randy Pitchford

DAYS OF WONDER