

SMALLWORLD™

COMMUNITY'S COMPENDIUM I v2

SPECIAL POWERS



RIVERINE concept by G.Marchand

With the river boats you can conquer the Lake Region (but not the Sea Regions), the Swamps and any River crossed Farmland Region for 1 less token. A minimum of 1 token is still required. The Lake Region is retained after going into decline.



TRAPPER concept by TywasTyrsfist

You have 4 trap tokens that can be placed face down on controlled Regions. Upon conquest of a trapped zone, present traps are revealed. A pit cause the attacker to loses 1 of his tokens to the tray (applies to Elves and Hydras). You may redistribute traps during your redeployment. When going In Decline, traps stay until triggered but cannot be redistributed.



AUTOMAT concept by Dario Agnelli

When you do a Final Conquest roll and fail you can roll your dice again for a second chance.

PBEM Variant : a dice is rolled to check for pit (chances according to how many pits were discovered yet)

SMALL WORLD RACES



DEMONS concept by Håkan Montelius

During Troop redeployment take 1 new Demon token from the tray for each Magic Source you occupy and deploy it.
Maximum tokens: 12



DRYADS concepts by TywasTyrsfist and G.Marchand

Dryads treat all forests as adjacent and require 1 less token to conquer them. A minimum of 1 token is still required.
Maximum tokens: 11



HYDRAS concept by G.Marchand

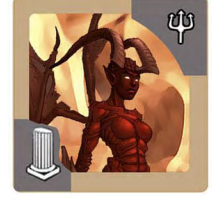
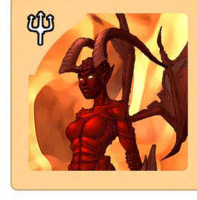
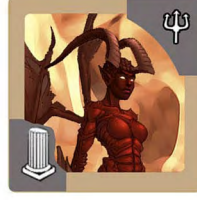
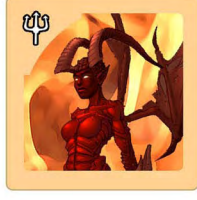
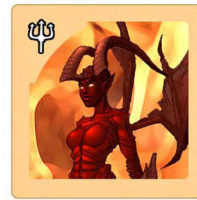
When you do a Final Conquest, roll a blank result on the dice and fail, you take 1 new Hydra token from the tray and deploy it.
Maximum tokens: 12

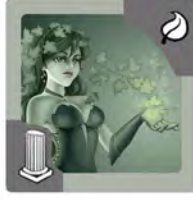
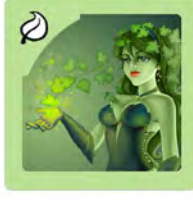
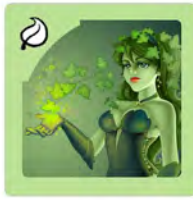
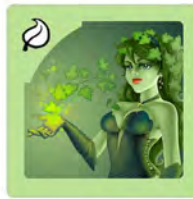


Lost Tribes by Dave J McWeasely

When your in-decline race vanishes because of being replaced by another race to enter decline, you can chose to replace any (or none if you want) of your vanishing tokens by Lost Tribe token.









Graphic art by István Madarász & Desaix