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THE

by Universal Head



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Game: **SMALL WORLD**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Setup

Pick the **map** that matches the number of players and place the **Turn marker** on the first space of the track.

Shuffle the **Race banners**, draw 5 and lay them faceup in a single column. Place the remaining banners in a faceup stack at the bottom of the column. Repeat with the **special power badges**, fitting them next to the banners.

Place a **Lost Tribe token** on each region of the map with a **Lost Tribe symbol**, and a **Mountain token** on each **mountain region** (they are immovable). A region is **non-empty** if it contains at least 1 Lost Tribe or race token (active or *in decline*). A region containing a mountain marker but no Lost Tribe or enemy race token is considered **empty**.

Each player takes 5 value '1' **Victory coins**.

Choose a player to take the first turn; play then proceeds clockwise. Once all players have had a turn the first player moves the Turn marker one space along the track before his next turn. When it reaches the last space, a final turn is played by all and the game ends. **The player with the most Victory coins is the winner.**

In the case of a tie, the player with the most race tokens (active + *in decline*) still on the board wins.

The First Turn

During the first turn of the game, each player will:

1. Pick a Race and special power Combo

Select 1 race and special power combo from among the 6 visible. The first combo at the top of the column is free. Each of the others, as you move down the column, costs 1 additional Victory coin. Pay the cost by putting 1 of your coins on each of the combos situated above the combo you wish to pick. If the combo you select contains some coins, take them.

Place your combo face up in front of you, and pick a number of matching race tokens equal to the sum of the values on the race banner and its special power. Unless stated otherwise, these tokens are the only ones you will be able to deploy for this race during the game.

If a special power (or race power) lets you take additional race tokens during the course of the game, you are still limited by the total number available.

Then slide existing combos (and any coins on them) up 1 position in the column, and reveal a new combo from the top of the stack, if appropriate.

2. Conquer Regions

First Conquest

A race deploying on the map for the first time must enter by **conquering a border region** (adjacent to the board edge, or whose shore is on a sea adjacent to the board edge).

Conquering a Region

To **conquer** a region, you must have **2 race tokens** available to deploy;

+1 per additional race token for each Encampment, Fortress, Mountain, or Troll's Lair;

+ 1 per additional race token for each Lost Tribe or other player's race token already present in the region.

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Regardless of a race and/or special power benefit, a player must always have at least 1 race token available to initiate a new conquest.

Seas and lakes cannot usually be conquered.

Deploy the race tokens used to conquer a region inside its borders. The tokens must remain in this region until you reorganize your troops at the end of this turn.

Enemy Losses and Withdrawals

If another player's race tokens occupied the region prior to its conquest, that player must immediately take all of them back in hand and:

Permanently discard 1 race token back into the tray;

Keep the other tokens in hand, and redeploy them in any other region(s) still occupied by his race (if any) as the final action of the current player's turn.

If all of a player's regions were attacked this turn, leaving him with some race tokens in hand but none on the board, he may redeploy these as if he was doing a *First Conquest*, on his next turn.

When a region defended by a single token is captured, the defending token is discarded.

Following Conquests

You may **repeat this process** to conquer as many new regions as you wish during your turn, provided you have enough race tokens left.

Each of the newly conquered regions must be sharing a border with a region already occupied by your active race tokens, unless permitted otherwise by your combo.

Final Conquest Attempt / Reinforcement Die Roll

During the **final conquest attempt** of your turn, if you still have at least 1 unused race token, you may attempt 1 final conquest by selecting a region that you would normally be 3 or less race tokens short to conquer.

Once the region is selected, roll the **Reinforcement Die** once. If the sum of the die rolled and the number of race token(s) you have left is high enough to conquer the region, deploy your remaining race token(s) there. Otherwise, deploy your remaining token(s) in one of the regions you have already occupied.

Your conquests for the turn then immediately end.

Troop Redeployment

You may now freely **redeploy** the race tokens you have on the board, moving them from one region to any other region occupied by your race, provided that at least one race token remains in each region you control.

3. Score Victory Coins

Take 1 coin from the coin pool for each region your race tokens occupy. You may also collect additional coins as a result of your race and/or special power benefit.

Regions that your *in decline* tokens occupy also each contribute 1 coin; though the race and special power benefits no longer contribute coins, unless noted.

Players keep their coins in a stack with their values hidden from other players. Final scores are not revealed until the end of the game. A player may request change from the coin pool at any time.

Following Turns

In following turns, each player must *either*:

a. Expand Through New Conquests

Ready Your Troops

Leaving in place 1 race token in each region they occupy, you may take all your 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 must be respected, except the *First Conquest* rule.

Abandoning a Region

Only those race tokens taken back in hand may be used to conquer new regions. If you wish to free up more race tokens, you may opt to entirely empty some, or all, regions, leaving no tokens there. These now abandoned regions will no longer be considered yours, nor bring you any coins.

If you choose to abandon all your occupied regions, your next conquest must follow the *First Conquest* rule.

b. Put a Race In Decline

You may choose to put your race *in decline* by selecting a new race and special power combo from those available on the table at the start of your next turn.

Flip your race banner to the *in decline* side and discard the special power associated with it (it is no longer in effect, unless noted otherwise).

Then flip a single race token onto its *in decline* side in each region they occupy, and remove all other tokens of the race from the map and back into the tray.

Each player can only have a single race *in decline* on the map at a time.

Tokens from an earlier declined race are all immediately removed from the map and back into the tray, before flipping the new tokens into decline.

The race banner of the vanished race is placed at the bottom of the stack of banners (or in the lowest empty slot in the banner column). The same is done when the last token of a declined race is taken off the map as the result of their last region being conquered.

You can attempt no conquests during the turn your race goes into decline; your turn ends immediately after scoring. Take 1 coin for each region your newly declined tokens occupy, but unless stated otherwise, none from that race's power or discarded special power.

On your next turn, select a new race and special power combo. Then follow the *First Turn* rules. Your new race does not have to come onto the board in a region adjacent to your declined race.

If there are not enough special powers left in the stack to keep putting out new combos, shuffle discarded special powers into a new stack.

Races

Amazons

Take 4 additional Amazon tokens to be used only for conquest, not defense. At the end of each of your *Troop Redeployments* you must remove 4 tokens from the map (leaving at least 1 token in each of your regions if possible) and only take these 4 back in hand to redeploy once you *Ready your Troops* at the start of your next turn.

Dwarves

Collect 1 bonus coin for each Mine region you occupy at turn's end; even when the Dwarves are *in decline*.

Elves

When the enemy conquers one of your regions, keep *all* your Elf tokens in hand for redeployment at the end of that player's turn, rather than discarding 1.

Ghouls

Your Ghoul tokens *all* stay on the map when going into decline, and can continue to conquer new regions each turn as if they were still active. These conquests must be done before any conquest by your active race (whom you may even attack).

Giants

Your Giants may conquer any region adjacent to a Mountain region they occupy at a cost of 1 less Giant token than normal (a minimum of 1 is still required).

Halflings

Your Halfling tokens may enter the map through *any* region. Place a **Hole-in-the-Ground** in the *first 2* regions you conquer, to make them immune to enemy conquests and racial and special powers. You remove the Holes (and lose their protection) when your Halflings go into decline, or you choose to abandon the region.

Humans

Collect 1 bonus coin for each Farmland region you occupy at turn's end.

Orcs

Collect 1 bonus coin for each *non-empty* region you conquered this turn.

Ratmen

No race benefit other than their numbers.

Skeletons

During your *Troop Redeployment*, take 1 new Skeleton token from the tray for every 2 *non-empty* regions you conquered this turn, and add it to the troops you redeploy at the end of your turn.

Sorcerers

Once per turn per opponent, your Sorcerers can conquer a region by substituting 1 of your opponent's active tokens with one of your own from the tray.

The replaced token must be the only token in its region (a single Troll token with its Lair is considered alone, and a Fortress or Mountain provides no protection) and that region must be adjacent to one of your Sorcerers'. Place the opponent's token (even an Elf) back into the tray.

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Tritons

Your Tritons may conquer all Coastal regions (those bordering a Sea or Lake) at a cost of 1 less token than normal. A minimum of 1 is still required.

Trolls

Place a **Troll's Lair** in each region your Trolls occupy to increase its defense by 1. Lairs stay in the region after your Trolls go into decline. Remove the Lair if you abandon the region or when an enemy conquers it.

Wizards

Collect 1 bonus coin for each Magic Source region you occupy at turn's end.

Special Powers

Alchemist

Collect 2 bonus coins at the end of each turn your race hasn't yet gone into decline.

Berserk

You may use the Reinforcement die before *each* of your conquests. Roll the die; select the region you wish to conquer; then place the required number of tokens (minus the die results) there. If you do not have enough tokens, this is your final conquest attempt for the turn. A minimum of 1 is still required.

Bivouacking

Deploy 5 **Encampment** tokens in any of your region(s), during your *Troop Redeployment* phase. Each counts as 1 token toward its region's defense (and thus protects a single race token from the Sorcerer's racial power). Multiple encampments may be placed in the same Region for a higher defense bonus. Each turn you may break camp and settle in any new region you occupy. Encampments are never lost during an attack on their region, but all disappear when their race goes into decline.

Commando

You may conquer any region with 1 less token than normal. A minimum of 1 is still required.

Diplomat

At the end of your turn, you may select 1 opponent whose active race you did not attack this turn as your **ally**. He cannot attack your active race until your next turn. You may change allies each turn. Declined tokens are not affected (declined Ghouls are immune and may still attack you).

Dragon Master

Once per turn, you may conquer a region using 1 token, regardless of the number of defending tokens. Place your Dragon there to make the region immune to enemy conquests and racial and special powers until your Dragon moves. During each new turn, you may move your Dragon to a different region you wish to conquer. Your Dragon is removed from the board when you go into decline.

Flying

You may conquer *any* region except Seas and Lakes.

Forest

Collect 1 bonus coin for each Forest region you occupy at turn's end.

Fortified

Once per turn while active, place 1 Fortress in a region you occupy to increase its defense by 1 (even if you are entering or are *in decline*) and collect 1 bonus coin at turn's end (unless you leave or are *in decline*).

Remove the Fortress if you abandon the region or when an enemy conquers it. There is a maximum of 1 Fortress per region and 6 Fortresses on the map.

Heroic

At the end of your turn, place your 2 **Heroes** in 2 regions you occupy; the regions are now immune to enemy conquests and racial and special powers until your Heroes move. Heroes disappear when you go into decline.

Hill

Collect 1 bonus coin for each Hill region you occupy at turn's end.

Merchant

Collect 1 bonus coin for each region you occupy at turn's end.

Mounted

You may conquer any Hill or Farmland region with 1 less token than normal. A minimum of 1 is still required.

Pillaging

At the end of the turn, collect 1 bonus coin for each *non-empty* region you conquered this turn.

Seafaring

You may conquer Seas and Lakes as if they were empty regions. You keep these regions even after going into decline.

Spirit

When declined, your Spirit race tokens never count toward the 'only 1 race *in decline* at a time' limit. If a third race you control goes into decline, your Spirits remain on the board and the other declines race disappears as normal.

Stout

You may go *in decline* at the end of a turn of conquests, after scoring.

Swamp

Collect 1 bonus coin for each Swamp region you occupy at turn's end.

Underworld

Conquer any Cavern region with 1 less token than normal. A minimum of 1 is still required. All Cavern regions are considered adjacent to each other for your conquests.

Wealthy

Collect 7 bonus coins at the end of your first turn.

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The First Turn

1. Pick 1 Race & special power Combo

The one at the top is free. Each of the others, moving down the column, costs 1 additional coin. Put 1 of your coins on each of the combos above the one you want. Take any coins on your combo.

Take a number of matching tokens equal to the total values on the race banner and special power.

Slide existing combos and coins up 1 position in the column, and reveal a new combo from the top.

2. Conquer Regions

A race deploying on the map for the first time must enter by **conquering a border region**.

Conquering a Region

You must have **2 race tokens** available to deploy;

+1 per additional token for each Encampment, Fortress, Mountain, or Troll's Lair; +1 per additional token for each Lost Tribe or other player's token already present in the region.

If another player's tokens occupied the region, that player must take all of them back in hand and:

Permanently discard 1 token back into the tray;

Keep the other tokens in hand, and redeploy them in any other region(s) still occupied by his race as the final action of the current player's turn.

Following Conquests

You may **repeat this process** to conquer other new regions; they must be sharing a border with a region already occupied by your active race.

If you still have at least 1 unused token, you may attempt 1 **final conquest** in a region you would normally be 3 or less tokens short to conquer.

Roll the **Reinforcement Die**. If the result plus the number of token(s) you have left is high enough to conquer the region, deploy them. Otherwise, deploy them in a region you already occupy.

Troop Redeployment

Redeploy your tokens on the board, but at least one token must remain in each region you control.

3. Score Victory Coins

Take 1 coin for each region your tokens (even if *in decline*) occupy.

Following Turns.

Either:

a. Expand Through New Conquests

Ready Your Troops

Leaving in place 1 race token in each region they occupy, you may take all your other active race tokens from the map back in hand and use them to conquer new regions.

All rules relative to the conquest of a new region must be respected, except the *First Conquest* rule.

Abandoning a Region

If you wish to free up more race tokens, you may entirely empty some, or all, regions. These now abandoned regions will no longer be considered yours, nor bring you any coins.

If you choose to abandon all your occupied regions, your next conquest must follow the *First Conquest* rule.

or:

b. Put a Race In Decline

You may choose to put your race ***in decline*** by selecting a new race and special power combo at the start of your next turn.

Flip your race banner to the *in decline* side and discard its special power.

Flip a single race token onto its *in decline* side in each region they occupy, and remove all other tokens of the race from the map.

Each player can only have a single race *in decline* on the map at a time.

The race banner of the vanished race is placed at the bottom of the stack of banners. The same is done when the last token of a declined race is taken off the map when their last region is conquered.

You can attempt no conquests during the turn your race goes into decline; your turn ends immediately after scoring.

Unless stated otherwise, that race's power or discarded special power no longer contribute coins.

On your next turn, select a new race and special power combo, then follow the *First Turn* rules.

Races

Barbarians

You cannot redeploy your Barbarians at the end of each turn. If your final conquest attempt fails, keep the used Barbarians off the board until the start of your next turn.

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.

Goblins

You may conquer any *in decline* region at a cost of 1 less Goblin token than normal (minimum of 1).

Gypsies

Place 1 bonus Victory coin (taken from the pool) 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.

Homunculi

Each time a Homunculi race combo is bypassed, in addition to a Victory coin, add a Homunculus token from storage (if any left) to the combo. These are added to those normally received when the combo is finally picked, along with any Victory coins.

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 (eg, 4 players, 4 tokens collected = 1 new race token). If you collected enough tokens, you may get more than 1 new race token.

Kobolds

You may never occupy or conquer a region with less than 2 Kobold tokens. When going into decline, keep a single token in each region as normal.

Leprechauns

During Redeployment, place 1 Pot of Gold in any (or all) 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.

Pixies

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.

Priestesses

When they go into decline, take 1 Priestess token from each occupied region and stack them to form an Ivory Tower pile in one of the regions they occupy, abandoning all others. Each turn score 1 bonus Victory coin for

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each Priestess token in the Tower, in lieu of the usual *in decline* scoring. Your Tower may still be conquered like any other region. If the Priestesses were fortified, the Tower can be built atop a single Fortress.

Pygmies

Each time you lose a Pygmy token, roll a reinforcement die and receive as many new Pygmies from storage 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.

Shrubmen

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

White Ladies

Once *in decline*, White Ladies become immune to your opponents' conquests and racial and special powers.

Special Powers

Aquatic

Collect 1 bonus Victory coin for each coastal region you occupy. Each non-coastal region brings 1 less Victory coin than usual.

Barricade

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

Behemoth

Your 2 Behemoths are each represented by a stack of tokens that matches the number of Swamp regions you currently occupy. These stacks can never be split or mixed. Each 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 1 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.

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.

Corrupt

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

Cursed

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.

Fireball

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.

Historian

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*.

Hordes of

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 into decline.

Imperial

For each region in excess of 3, which your Imperial troops occupy at the end of your turn, collect 1 bonus coin.

Marauding

Once your conquests are over (but before any final conquest attempt using the Reinforcement die), take your troops back in hand, having at least 1 token per region, and go through another complete cycle of conquests; then do your final conquest attempt, if any.

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.

Peace-Loving

Collect 3 bonus Victory coins at the end of each turn during which you have attacked no other active race.

You have no love for *in decline* Ghouls though, and may attack them without forfeiting your bonus.

Ransacking

Each time you successfully conquer a region containing an opponent's active race token, he must immediately pay you 1 Victory coin from his personal stash (unless he has none left). You cannot ransack *in decline* Ghouls.

Were-

Each night (even numbered game turn), you may conquer all regions with 2 less race tokens than normal (minimum of 1). Your special power has no effect during the day (off numbered game turn).

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NECROMANCER ISLAND

Modified Game Setup

Select the map that matches the number of players minus 1. Place **Necromancer Island** in the central Lake region and add 1 **Ghost token** to it.

The player to the right of the starting player takes the remaining 13 Ghosts and the **Well of Souls** and is the **Necromancer**. He draws 6 special powers at random (if *Cursed*, *Spirit* or *Stout* are drawn, draw replacements). He then selects 1 of these powers and places it with the Well of Souls next to the map. He keeps the other 5 special powers and 13 Ghosts in reserve. Now proceed with the standard game setup.

Player's Game Turn

All race tokens (Lost Tribes, player's race tokens and Ghosts) lost in conquests go into the Well of Souls instead of being discarded, always keeping any Ghosts on top of the pile of tokens there. Any extra tokens removed when a race goes *in decline* still goes back into the storage tray.

The players conquer Ghost-occupied regions the same way they would any other race-occupied region: 1 Ghost token goes into the Well of Souls, all others go back into the Necromancer player's hand for redeployment onto the map at the end of the player's turn (or onto Necromancer Island, if there are no Ghost-occupied regions left on the map).

At the end of each player's turn, once troop redeployment is over, the Necromancer spawns new Ghosts. For each set of 4 tokens on the Well of Souls (removing Ghost tokens first), place 1 new Ghost from the Necromancer's reserve onto Necromancer Island. Any Ghost token removed from the Well of Souls to spawn a new Ghost onto the Island is placed back in the Necromancer's reserve. All other race tokens removed from the Well go back into the storage tray. Any token left in the Well of Souls remains there, until at least 4 are present.

Necromancer's Game Turn

1. Acquiring Ghosts and special powers

Using Victory coins earned in prior turns, the Necromancer may spend a number of coins equal to his number of special powers already in use + the number of Ghosts on the map (including those on Necromancer Island, but not in the Well of Souls) to:

- Buy 1 new Ghost, transferring it from his reserve onto Necromancer Island;
- Buy an additional special power from among those still available to him.

The Necromancer may buy as many Ghosts and/or special powers as he can afford during this phase, and the effects of these powers cumulate with pre-existing ones, if any.

2. Conquer Regions

The Necromancer uses the Ghosts he has on the map to conquer new regions, following the same conquest rules as other players (placing lost tokens into the Well of Souls, etc...). His border regions are those surrounding the central Lake region. No Ghost needs to remain on Necromancer Island.

3. Scoring and Spawning new Ghosts

At the end of his turn, after his final conquest attempt, the Necromancer scores Victory coins as normal (1 per region, by default + any bonuses from his special powers). For each region he occupies, the Necromancer also receives a bonus **soul** (any unused token from storage), which he adds to his pile in the Well of Souls. If there are at least 4 tokens in the Well of Souls, he then spawns new Ghosts on the Island.

4. Checking for Victory

If the Necromancer now has no Ghosts left in reserve or in the Well of Souls, he immediately wins the game. If not, then after the final game turn, the winner is determined as normal from among the other players.

Other Rules

Other players always consider Ghosts as *in decline* (like Lost Tribes).

While Elves are immune to losses from conquests and thus never send tokens into the Well of Souls, when conquered, any Elf token discarded when they go *in decline* must join the Well of Souls instead.

Necromancer Island is not a normal region. It is immune to other players, even *Seafaring* ones, and it does not give Victory coins or bonus Souls to the Necromancer when he scores.

You can adjust the Necromancer's difficulty level: remove a Ghost token or 2 from his reserve before the start of the game.

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Playing in Teams

Players pair up in 3 teams of 2 players each, then sit around the table, opposite from their team partner.

Play proceeds clockwise, starting with the first player of the first team.

Players on a same team are allies of convenience and circumstance. They can share a common strategy, whose discussion should remain public to all players, but they choose races and special powers combos, conquer regions and score victory points independently from each other throughout the game.

Their individual stash of victory coins remains secret and should not be shared with their partner; and they can even attack each other.

Set Up

Game set up is similar to **Small World** and **Small World Underground** with one exception: if you are playing on the Small World map, before the first turn, all players except the first one should **place 1 Monster token in the Lost Tribe regions of their choice** (but not one that already contains, or is adjacent to a region already containing a monster).

If necessary, use any unused race tokens to represent Monster tokens.

Monster tokens have 2 purposes: they augment the defenses of the region they are in by 1; and they determine which regions will contain some Relic or Places, once conquered.

Righteous Relics and Popular Places

The 1 **Righteous Relic** and 4 **Popular Places** are specially designed for team play and can be used with either map.

At the start of the game, shuffle the 4 Places and 1 Relic (along with others you may already own) and set them facedown in a pile next to the board.

When you conquer a monster-occupied region, immediately draw a marker from the stack of Places and Relics and place it inside this region.

Relics and Places confer a unique power to whoever controls them or occupies their region. This power may be lost or stolen by other players when the region the Relic or Place resides in is conquered, and thus may fall from under the control of one player to another during the course of a game.

Places always remain in the region in which they were found, with the power benefiting the player whose troops occupy that region.

Relics move to the region in which their power was last used, whenever that use occurs, unless otherwise specified.

When a region containing a Righteous Relic or Popular Place is abandoned, that Relic or Place remains behind, still on the board.

When a region containing a Relic or Place is conquered, its power immediately falls under the control of that region's new occupier.

Righteous Relics and Popular Places never augment the defense of the region they are in.

Any Place or Relic's power referring to bonus race tokens means tokens taken from the tray, and, when there are none left in the tray, taken from those in your hand, if any.

Unless otherwise specified, a Place or Relic's power comes into play immediately after the player successfully conquers the monster-infested region containing it.

A single race token in a region with a Righteous Relic or Popular Place is still considered a single token.

Relics & Places can never be used by races that are *in decline*, even Ghouls.

End Game

With 6 players, the game ends after 8 turns.

The players each reveal their own individual score, and each team's score is the lowest of the two player's scores.

The team with the highest score wins.

In case of a tie, the team with the highest individual player score from among those teams tied, wins the game.

Relics

The Golden Soapbar



At turn's end, collect 1 bonus Victory coin; you must then immediately move the Soapbar to a region adjacent to, but not occupied by, your active race.

This region might be empty, occupied by your own *in decline* troops, occupied by some of your ally's troops, or by your enemy's troops, monsters or lost tribes.

The Soapbar just cannot be moved to a region occupied by your own active troops.

Popular Places

Glandulf's Tavern



At turn's end, collect 2 bonus Victory coins. You can share these bonus coins (and these coins only) with the player of your choice, including but not limited to your ally.

Bony's Boneyard



As soon as your troops occupy the Boneyard, place Bony the Lich on one *in decline* banner of your choice (your own, your ally's or one of your enemies').

This immediately makes all corresponding *in decline* tokens on the board immune to any opponents' racial and special powers, as well as to any Relic or Popular Place under their control.



If your troops occupying the Boneyard go *in decline* or abandon the region that contains it, Bony immediately abandons the *in decline* banner he was protecting and goes back next to the board, waiting for some new active troops to conquer the Boneyard.

Mirror's Vale



At turn start, you may exchange your special power with the special power of your ally. If any of the 2 powers thus swapped have tokens on the board, these tokens are immediately removed from the board and placed into their new owner's hand, ready to play.

Sigil of Sacrifice



As soon as your troops occupy the Sigil of Sacrifice, you may, at your choice and depending on circumstances:

- Choose to take losses in lieu of another race (your own *in decline*, one of your ally's or one of your enemies'); in this case, whenever that race would normally lose a token, you may sacrifice one of your own active tokens instead, allowing the race you protected to redeploy their token while you lose yours.
- Or ask another race to take losses in your stead; that player must be willing to do so (and could be yourself, if you're willing to sacrifice your own *in decline* race); in this case, whenever you would normally lose a race token, that player may sacrifice one of his race tokens instead; the player chooses which region to take it from, and could refuse, in which case no sacrifice occurs. You can then redeploy your own token as normal, instead of losing it.

All sacrificed tokens are voluntarily lost; this means they can never be kept, regardless of their (or their player's) particular powers.