

SMALLWORLD™

Royal Bonus

RACES



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.



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.



SHRUBMEN

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

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.



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.



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.

