

# Small World – House rules

[Johan “Lobban” Engelskölds *Small World* House Rules 1.5]

**TRIBUTE rule:** Before new conquests (except 1st conquest): Pay 1 gold to the bank. (Makes planning ahead a bit more important.)

**TWO RACES EACH rule:** Transforms the two player Smallworld into a different and deeper game, where unique synergy effects between your two races makes the game more strategic than many 3-5 player games. Play with 2 races each: Player 1 plays 1 race 1, then player 2 plays race 2, then player 1 plays race 3, then player 2 plays race 4. Repeat every round. Add your gold into a shared pile from both your races. You may attack your own 2nd active race (and in decline races according to base rules) if need be. No other adjustments from base rules.

OBS! “Player” or “opponent” in this text refers to one of that players races when using the “two races each rule”. For example, when using the “vengeance” house rule, you may only give vengeance markers to the race your opponent are attacking you with.

## RACES

### \*\*\* 2 PLAYER ONLY RULES \*\*\*

#### SORCERERS

**Extra rule: 2 players only:** Once/turn: You may use the sorcerers power on a stack of more than 1 token to automatically defeat it (you still only “turn” 1 token) but have to pay that player 1 gold/token past the 1<sup>st</sup> one.

#### KOBOLDS

**2 players only:** I don’t use them since they are powerful in a way that make them boring in most 2 player games.

#### DRAKONS

**Extra rule: 2 players only:** The dragons give -2 when attacking instead of automatic conquest.

#### LICHES

**Extra rule: 2 players only:** Your opponent only give you 1 gold starting with the *second* in-decline region he conquers and forthwith.

### \*\*\* 2-6 PLAYER RULES \*\*\*

#### DWARVES

**Extra rule in decline:** When going into decline the dwarves keep all his race tokens. You may not redeploy them and if an opponent conquer a region with several in decline dwarves they are all permanently discarded.

**Extra rule: 2 players only:** You attack mines with -1.

#### ELVES

**Extra rule:** You get to redeploy  $\frac{1}{2}$  rounded up of your “killed” elves, not all of them.

## PRIESTESSES

**Extra rule in decline:** In addition to the normal power you stack *one extra* race token (if available) from any region to form *one or two* “ivory towers” (your choice). You choose how to redeploy your tokens between the towers when going into decline and score 1 gold for every token as usual.

**2 players only:** “...*two* extra race tokens...”

## WHITE LADIES

**Extra rule:** When an active white lady is attacked she get +1 to defence.

## PYGMIES

**Original \*annoying\* power replaced with:** At the start of every turn (except prior to your first conquest) and before you decide if you will go into decline you roll a reinforcement die and receive as many extra pygmies from the storage tray as you rolled pips on the die.

## LEPRECHAUNS

**Extra rule:** Enemies must roll 1-3 to get the leprechaun coin from a conquered region.

## DROW

**Extra rule:** May be close to lost tribes and monsters without losing their ability.

## SPECIAL POWERS

### \*\*\* 2 PLAYER ONLY RULES \*\*\*

## CORRUPT

**Extra rule: 2 players only:** Your opponent only give you 1 gold starting with the *second* region he conquers and forthwith.

### \*\*\* 2-6 PLAYER RULES \*\*\*

## HISTORIAN (Created by: My wife!)

**Original \*boring\* power replaced with:** For each region occupied by an in decline player race that are adjacent to a region occupied by your historians you gain 1 gold. The in decline races may be your own or your opponents. Lost tribes do not count. **Also: You get 3 instead of 5 tokens when selecting Historians.**

## MARAUDING (The, by far, strongest special power in the game)

**Extra rule:** Any race with 6+ race tokens get fewer tokens as follows:

**MINUS 1:** 6→5, 7→6. **MINUS 2:** 8→6, 9→7, 10→8 **MINUS 3:** 11→8, 12 → 9, 13 → 10

OBS! Amazons count as a race with 10 tokens.

## AIRBORNE

**Original \*too chaotic\* power replaced with:** On your first turn only: You may enter anywhere on the board (same as halflings), have -1 when attacking and may fly over water areas thus making areas across water adjacent.

## VENGEFUL

**Original \*weaker variant of commando\* power replaced with:** Every time someone conquer your territory you may give one vengeance marker to him. You may give several to the same player, but only one per conquest he makes. Every marker give you *one* opportunity to attack that player with -1, killing *two* of his tokens in the conquered area. If there is only one token in the conquered area you may also kill one adjacent active or in-decline token (even if there is more than one in the stack!) belonging to that player without conquering that adjacent area.

## TOMB

**Extra rule in decline:** An in-decline Tomb race may redeploy before your active races turn. When conquering in-decline Tombs, discard all conquered tokens permanently.

## WERE-

**Original \*boring\* power replaced with:** Instead of discarding one enemy race token (active, decline, lost tribes) during conquest, that token remains (decline side up) in the conquered region. It is infected with lycanthropy and owned by the were- player. Infected tokens are always placed in **separate stacks** in a region that also have original were-tokens. During redeployment infected tokens may be redeployed and stacked on top of each other but there still need to be original were- tokens in the region. Infected tokens give no defence and if a region with infected tokens is conquered they automatically perish. When you start your next turn any surviving infected tokens are now turned “were- somethings” and flipped onto it’s active side. The limit is 6 active “were- somethings” at one time. Base rules now apply except that they always are **stacked beneath** at least one original were- token. They still can’t exist on their own and you always discard a “were- something” (if available) instead of an original were- token when conquered.

EXCEPTIONS: **1.** Elves and pygmies are only infected on a bonus roll of 1-3. **2.** You may not put infected tokens in regions protected from conquest (heroic, dragon, halfling hole, catapult, etc.)