

Small World Leaders Advanced Rules (v1.2)

To use this variant, apply these rules to each leader and remember: leaders may not end the turn on spaces which are immune to conquest and you may ransom your leader back by paying the opponent 1 coin. The capture of the leader occurs instead of losing one token.



Master Huntress: The **Amazon** leader counts as 2 tokens when conquering regions.



Defend the Homeland: The **Barbarian** leader counts as 2 tokens when defending.



Treasure Crazy: The **Dwarf** leader counts as 2 tokens when conquering or defending Mines.



Immortality Now!: The **Elf** leader, once per opponent turn, is not captured and must immediately redeploy. If conquered a second time, the Elven leader is captured and may not be ransomed.



The More the Merrier: When the **Faun** leader conquers a region, the Faun player and opponent player receive one additional token.



I'm Not Dead Yet!: The **Ghoul** leader also persists into decline.



Big Man on Campus: The **Giant** leader counts as 2 tokens when conquering or defending Mountain regions.



Goblin Enslaver: When the **Goblin** leader conquers a player's in-decline region, that player pays you 1 coin.



Hinterland Queen: When the **Gypsy** leader conquers a region without active or in-decline tokens, gain 1 additional coin.



Tunnel Master: While the **Halfling** leader is on the board, during redeployment, you may move 1 Hole-In-The-Ground to any region that does not contain the leader.



Breeding: When the **Homonculi** leader conquers a region containing active or in-decline tokens, gain 1 race token to be placed during redeployment.



One Last Harvest: If the **Human** leader is on the board on the turn Humans go into decline, gain 1 additional coin per Farmland region.



Winter is Coming: The **Ice Witch** leader counts as 2 tokens when conquering or defending Magic regions.



Death Discount: While the **Igor** leader is on the board, when calculating exchanging conquered tokens for Igor tokens, reduce the # of players by 1.



Kumbaya: All regions adjacent to the region containing the **Kobold** leader but not including leader's region may be occupied by only 1 Kobold token. If the Kobold leader is captured, you must be legal during your next turn's redeployment.



Charmed and Lucky Defense: The **Leprechaun** leader counts as two tokens when defending a region containing 1 or more Pots of Gold. You may place 2 Pots of Gold in the region containing the leader.



Bribery: When the region containing the **Skags** leader is conquered, if the loot token is not the Skag Attack, you may choose to pay the opponent the amount of loot shown on the loot token to not conquer that region.



Ruthless: When the **Orc** leader conquers a region, remove 2 tokens from the game instead of 1.



Improved Necromancy: When you use the **Skeleton** leader to conquer a region with active or in-decline tokens, it counts as 2 conquered regions for raising skeletons.



Queen of the Pixies: The **Pixie** leader counts as 2 tokens when conquering or defending. The Pixie leader must remain on the board.



Fly, You Fools: The **Slingmen** leader counts as 2 tokens when conquering or defending a non-adjacent non-connected region.



The Bigger the Tower...: The **Priestess** leader may go into decline and join the tower. The leader is worth 2 coins while in the tower and if the tower is conquered, the leader is captured.



Sorcery For All: While the **Sorcerer** leader is on the board, you may once per turn conquer a race-in-decline token or Lost tribe token by replacing that token with an additional Sorcerer token.



Avenge Me!: If the **Pygmy** leader is captured, roll the reinforce die twice and receive that amount of Pygmy tokens to be placed at the end of that players' turn. You may not ransom your leader from the opponent.



I'm On A Boat: When conquering from a Coastal region and using the **Triton** leader, you may conquer any region along that coast, even if not adjacent.



Bureauc-Rats: You may buy up to 3 additional **Ratmen** leaders at one coin each (for a total of four leaders). If any region containing 1 or more leaders is captured, the conquering player captures all leaders in that region.



Troll Shaman: While the **Troll** leader is on the board, you may once per opponent's turn pay one coin to bank instead of losing a conquered Troll token.



Cry of the Banshee: If the **White Ladies** leader is captured, you may immediately decline the White Ladies by sacrificing a region (in addition to the one just conquered).



Can't Get Enough of Ent: The **Shrubmen** leader counts as 2 tokens when conquering Forest regions. The leader must redeploy outside of the forest. If not possible, hold the **Shrubmen** leader off the board until next turn.



Teleportation: When conquering with the **Wizard** leader, all Magic locations are considered adjacent.