

# A SPIDER'S WEB SMALLWORLD<sup>®</sup>

## RACES



### ICE WITCHES (by Andrew Capel)



Ice Witches collect 1 Winter marker for each Magic Source they control at the end of their Redeployment phase. At the end of their Redeployment phase, Ice Witches may place their Winter markers in their own Regions or any adjacent Region (there cannot be more than 1 Winter marker per Region though). A Winter marker permanently augments the Region's defense by 1. It remains on the board as long as the Ice Witches are active. Regions with a Winter marker that are not controlled by an Ice Witch earn 1 less Victory coin than usual.

### SKAGS (by Randy Pitchford)



Randomly select and place 1 Loot marker face down in each Region you conquer. You may look at it only after you have selected it and placed it on the board. When an opponent conquers one of your regions, reveal the Loot marker. If the Loot marker is a Skag Attack marker, the conquest is cancelled and the opponent loses one token (he cannot retry any attack against this region during this turn). Otherwise, the opponent collects the Loot token. If you abandon a Region, leave the Loot token behind. When you go in Decline, or at the end of your last turn if you didn't go in Decline, reveal all Loot tokens in your regions and collect them.

### SLINGMEN (by Bill Gurski)



Slingmen may conquer a Region that is one Region away from one they currently occupy, provided they do not control a Region adjacent to it. When a Region is conquered this way, they immediately take 1 Victory coin from the stash. They may conquer Regions beyond the Lake, but not over the Seas.

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## SPECIAL POWERS



### **COPYCAT** (by Andrew Capel)

At the beginning of each of your turns, you may place the Copycat marker on one of the six Powers from the combo list next to the board. Your active Race benefits from this Power's effect until the beginning of your next turn, or until an opponent chooses it as his combo. When a Power's effect stops, you lose all these Special Power tokens. Note that some Special Powers only apply on a given turn (for instance "Wealthy" only works on your first turn, "Stout" only works if you go into Decline, etc.).



### **LAVA** (by Alex Gurski)

At the end of your turn, for each Mountain Region you occupy, you may place 1 Lava Token in any Region adjacent to that Mountain Region (excluding Regions protected by Special and Racial Powers). All tokens in this Region are taken in hand by the defeated player and treated as if the Region were conquered (except there is no loss of tokens). The Region may not be entered by any other player until after the beginning of your next turn. At the beginning of your next turn, remove all Lava Tokens from the board and proceed as usual.



### **SOUL-TOUCH** (by Randy Pitchford)

When your Soul-Touch Race goes In Decline, it automatically revives your In-Decline Race. Instead of picking a new Race on your next turn you activate your previous In Decline Race. You may keep the tokens that In Decline Race already had on the board, flipping them back to their Active side; or take them back in your hand if you like. You get the rest (if any) of the Race tokens (and Markers, if any) you would receive if this was a new combo pick, and immediately play a full turn with them.