

# BE NOT AFRAID SMALLWORLD™

## RACES



### BARBARIANS

Your Barbarians cannot redeploy their troops at the end of each turn. If your final conquest attempt fails, keep the unused Barbarians off the board until the start of your next turn.



### HOMUNCULI

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



### LEPRECHAUNS

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



### PYGMIES

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

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## SPECIAL POWERS



### BARRICADE

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



### 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.



### IMPERIAL

For each region in excess of 3, which your Imperial troops occupy at the end of your turn, collect 1 bonus coin. (i.e., if they occupy 5 regions at turn's end, you receive 2 bonus coins.)



### 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.