

# CONQUISTADOR

## The Age of Exploration: 1495-1600

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## [1.0] INTRODUCTION

**Conquistador!** is a one, two or three player game based on the exploration and conquest of the New World in the 16th Century. The game is quasi-historical in nature, providing the atmosphere and mechanics of the 16th Century world, along with historical personages. The object of the game is for one Country (Player) to accumulate as much wealth, land, and prestige (in the form of actual discoveries) as he can; the Country with the greatest total of all three is the victor. **Conquistador!** is not a simple game; the rules are long and relatively intricate. Therefore, the Players should have a good grasp of the rules **before** they begin to play.

## [2.0] PLAYER ORIENTATION AND BACKGROUND

The Players are after three objectives: Discovery Points, Political Points (control over the Areas on the Game-Map) and Wealth (Gold and Resources). To accomplish these goals, players send expeditions with colonists and/or soldiers to settle and mine (or plunder, if you will) the riches of the

New World. During each Game-Turn, players use the Naval Phases to transport units and make discoveries; during the Land Phase players use land units to make further discoveries as well as mine and collect Gold and Resources. During each of these Phases combat between opposing sides is possible, as well as Native Uprisings and Attrition, while Random Events throw an aura of uncertainty into each turn. At the end of the game, the Players add up their accumulated Victory Points and the winner is determined.

It is suggested that the Players first read the definitions in (4.0) to be familiar with the language of the game and then continue through the Sequence of Play. Working knowledge of the latter is **essential** to understanding and controlling the flow of the game. After about 30 minutes of examination, using the Sequence of Play as a guide, the Players should be able to get into an actual game.

**Conquistador!** requires a fair degree of interaction between the Players in diplomatic and economic as well as military matters. Approached in the spirit of the Age of Exploration, **Conquistador!** should prove to be a lot of fun, as well as a source of interesting information. We hope you enjoy it.

## [3.0] GAME EQUIPMENT

The complete game should contain the following equipment:

- One Game Map (22" x 32")
- One Sheet of Die-Cut Counters (200 pieces)
- One Rules Booklet

- Two Dice (not supplied in subscription edition)
- One Game Box (not supplied in subscription edition)

If any of these parts are missing or damaged, write:  
Customer Service

Simulations Publications, Inc.  
44 East 23rd Street New York,  
N.Y. 10010

Questions regarding the rules will be answered if accompanied by a stamped, self-addressed envelope and if phrased to be answered by a simple one word answer. Send questions to the above address and mark envelope **Conquistador Rules Questions**.

### [3.1] THE GAME MAP

The game map represents the New World (the Western Hemisphere). A hexagonal grid has been superimposed over this simplified geographic representation in order to regulate the movement and positioning of the playing pieces. In order to make the map lie flat, back-fold it along the machine made creases, then smooth it out on a flat table. If desired, the edges can be secured to the table using small pieces of making tape to hold the map taut.

Players will note that a number of charts and tables are printed directly on the map. Before reading further, quickly scan them and the geography of the map. Notice the Terrain Key on the map. All these elements will be explained in the relevant rules sections.

### [3.2] THE PLAYING PIECES

Examine the sheet of die-cut counters (don't punch them out until you are familiar with the rules). These represent the men and material involved in the exploration, colonization, and exploitation of the New World. The numbers on the pieces quantify certain characteristics of these various men and their material.

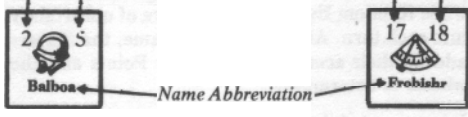
#### [3.2.1] Nationalities .

The Green counters are the Spanish; the Blue counters are the French; and the light Tan counters

are the English. The Yellow ships and Brown and Yellow Gold Markers are not tied to a nationality.

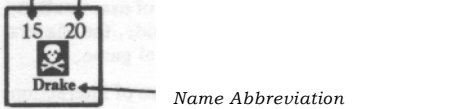
[3.22] **Summary of Counter Types**

FRONT OR BACK FRONT OR BACK  
 BACK FRONT OR  
 Conquistador (Spanish only) Explorer  
 Arrive-Depart Arrive-Depart

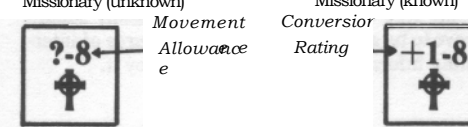


Note that the symbol for an explorer is a mariner's quadrant (precursor to the sextant).

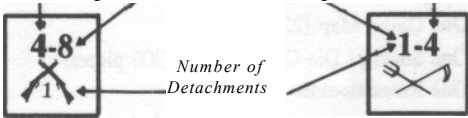
Explorer/Privateer (Englishonly)  
 Arrive-Depart



FRONT BACK  
 Missionary (unknown) Missionary (known)  
 Movement Conversion  
 Allowance Rating



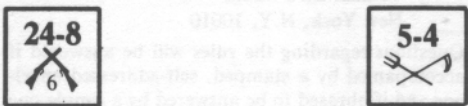
One Soldier Detachment One Colonist Element  
 Combat Movement Combat Movement  
 Strength Allowance Strength Allowance



Two Soldier Detachments Two Colonist Elements



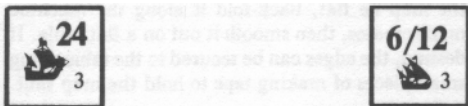
Six Soldier Five Colonist Elements



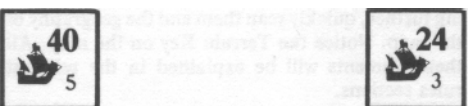
One Carrack One Caravel  
 Combat Attack/Defense  
 Strength Strength



Three Carracks Three Caravels



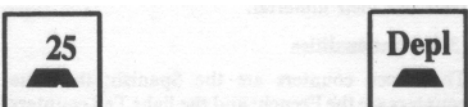
Five Carracks Three Carracks



One Galleon Fleet



Gold Marker Gold Mine Depleted Marker



Gold Mine Abandoned Marker



Note that the double sided counters in Conquistador in some instances have completely different types of pieces on opposite sides of the same counter.

**Combat Strength** is the basic attack/defense power of a playing piece quantified in Strength Points. Some units have their strength represented by two numbers: one for their **Attack Strength** and one for their **Defense Strength**.

**Movement Allowance** is the basic, per-turn ability of a playing piece to move. To enter a hex a unit expends one Movement Point of its Allowance.

[3.231] **The Explorers and Conquistadors**

Several of the explorer/conquistador units use abbreviations of the actual names. For Player reference, all historical personages in the game are listed below.

**Spain:** Almagro, Ayolas, Balboa, Columbus, Cordova, Coronado, Cortes, Gamboa, Irala, Ladrillero, Leon, Loaysa, Magellan, Moscoso, Narvaez, Ojeda, Onate, Orellana, Pinzon, Pizarro, Solis, Soto, Ulloa, Vaca.

**England:** The Anglo/Azorean Syndicate, Cabot (John), Cabot (Sebastian), Cavendish, Davis, Drake, Frobisher, Gilbert, Grenville, Hawkins, Raleigh, Rut.

**France:** Cartier, Gonneville, Laudonniere, Personne (non-historical), Ribaut, Roberval, Verrazzano, Villegagnon.

**ERRATA:** Grenville and Gilbert, who are both in play on turns 18 and 19, are on opposite sides of the same marker. This is an error. Use any other English Explorer marker to represent Grenville.

[4.0] **DEFINITIONS OF SPECIAL TERMS**

This glossary covers the general meaning of some of the more unusual terms found in the rules.

**Area:** A geographical section of the New World, set off from other Areas by boundary lines. All Areas are named (for example, "Incan Empire"). This name and the numbers associated with it is called the Area Information Display.

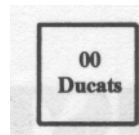
**Area Information Display:** Printed on the map, this consists of the name of a given Area, followed by the number of bounds of naval movement required to reach it (if the Area has a coast). The numbers under the name of an Area indicate the Native Level and the Attrition Level of that Area. Additionally, those Areas that yield double resources will have an "R2" associated with these numbers.

**Area Native Level:** A number indicating the effective level of native resistance in a given Area (found on the Area Information Display on the map).

**Area Attrition Level:** A number indicating the degree of hardship suffered by those Europeans operating in that Area (found on the Area Information Display on the map).

**Bound:** Bounds are measurements of Naval Movement used for the purpose of regulating and financing movement to-and-from Europe. Each bound is worth 8 Naval Movement Points. The distance, as measured in bounds, from each Area to Europe is listed in that particular Area's Information Display. For example, to move a ship from Europe to a land hex in the Caribbean costs 3 bounds. Some Areas

Treasury Track Marker



have two coasts. Bounds for the east or west coast are listed separately ("e" or "w"). In addition, both Brasil and the Incan Empire are divided by a line; bounds are listed for points north of the line (inclusive) and south of it ("n" and "s").

**Expedition:** An expedition is a ship or group of ships starting from a common port and heading for a common destination with the intent of staying together throughout the entire Game-Turn.

**Missionary Conversion Rating:** The ability of a Spanish Missionary, expressed as a positive ("+") or negative ("-") number, to influence relations with Natives.

**Carrack:** Large merchant ships. Slow and hard to handle, but sturdy with a large cargo capacity.

**Caravel:** A small coastal trader. Quite seaworthy but cramped and uncomfortable, with less cargo capacity than a Carrack.

**Galleon Fleet:** A large, powerful formation of galleons (super-carracks, as it were), used for shipment of Gold. Historically they were virtually invulnerable.

**Ability Rating:** A letter code representing the overall ability of a Monarch; irreducible within the same monarch; a country's monarch's ability rating will change only when the Random Events Table specifies that a new monarch has succeeded to the Throne.

**Monarch's Multiplier:** this number is multiplied by the number of Ducats currently in his country's Treasury to give the country's Initiative Level. The multiplier corresponds to the Monarch's Ability Rating (A = 4, B = 3, C = 2, D = 1), although it may be temporarily changed for a Game-Turn by the Random Events Table.

**Initiative Level:** The Player with the highest Initiative Level on a given Game-Turn moves first during each Segment of that Game-Turn.

[5.0] **SEQUENCE OF PLAY**

**Conquistador!** is played in Game-Turns. Within each Game-Turn are five phases, each of which is divided into segments. The first Phase-the Council Phase - is enacted simultaneously, all players performing each segment in order. Thereafter, the **players execute each Segment of each Phase sequentially**, proceeding in order according to Initiative (6.5). No player may perform actions in a given **Segment** until the Player who is to go before him has completed his actions in that segment. Players should keep in mind the difference between **Phase** and **Segment**. All actions must take place in the Sequence as outlined below.

[5.1] **SEQUENCE OUTLINE**

A. THE COUNCIL PHASE

Each Segment in the Council Phase is performed simultaneously by the Players.

1. **Random Events Segment:** The Players roll for Taxation, Availability of Colonists, and Political Events as per the Random Events rules and Table (6.3).
2. **Initiative Determination Segment:** Players determine who is to proceed first in each segment of a Game-Turn as per the rules on Initiative (6.5).
3. **Planning Segment:** Each Player purchases all the material and men that he needs for the upcoming turn. He also plans, in writing, the length and destination of all Expeditions. Loans, treaties and other diplomatic arrangements may be made during this Phase. All plans and purchases may be kept secret until the end of the turn, when they should be revealed to other Players.

## B. THE INITIAL NAVAL PHASE

Players perform each segment in this Phase (rend Phases C rend D) according to the rules of Initiative. Each Player must complete his actions in each Segment before the next Player begins his.

1. **Trans-Oceanic Naval Movement Segment:** Players may move Expeditions to and/or from Europe (port box) rend the New World. Expeditions may stop at their Initially Designated Landing Hex only; unloading of non-naval units is prohibited in this segment.

2. **Hemispheric Naval Movement Segment:** Players may move expeditions between points **within** the New World. They may **not** move to or from Europe. Expeditions may drop off rend pick up land units; they may engage in naval combat and/or naval invasions during Hemispheric Movement.

3. **Naval Attrition Segment:** Each Player checks for possible attrition to each of his **naval** expeditions after all movement is completed. Attrition is based on movement-distance covered in this **phase**.

## C. THE LAND PHASE

1. **The Gold Segment:** Players may attempt to discover Gold in any of the Gold Hexes (see Terrain Key). Players may mine Gold from working mines rend collect loot from Treasure Cities. At the end of each segment, each Player working re mine or looting re Treasure City rolls for Depletion.

2. **Land Movement and Combat Segment:** Each Player may move any or all of his land units as per the rules on Movement (10.1). A unit entering an enemy-occupied hex engages in land combat. Land transportation of gold is allowed in this segment, but players may not load gold onto ships until Segment 6. Players record Victory Points for any Land Discoveries made during **this** Segment.

3. **Native Combat Segment:** Each Player, in turn, may decide to attack the Natives in an Area as per the rules for Combat against Natives.

4. **Native Uprising Segment:** Each Player, in turn, checks for the possibility of re Native Uprising. If an Uprising has been triggered, the Player resolves the Uprising on the Native Uprising CRT.

5. **Land Attrition Segment:** Each Player checks for Land Attrition, removing any units eliminated. Players check for Land Attrition for each land **hex** in which they have units.

6. **Resource Segment:** Players may load Gold units onto ships for shipment back to Europe. Players may credit Resources collected to their National Treasuries.

## D. FINAL NAVAL PHASE

1. **Trans-Oceanic Naval Movement Segment:** Players may move their naval expeditions to and/or from Europe rend the New World. Ships may not use Hemispheric Naval Movement in this phase, nor is combat allowed.

2. **Naval Attrition Segment:** Players check for Naval Attrition as in B-3.

3. **Discovery Credit Segment:** Players get credit for Discoveries by Naval Expeditions that have returned to re friendly port.

4. Gold rend treasure safely returned to Europe are added to the respective national treasuries.

## E. MAINTENANCE PHASE

The Players must prey Maintenance costs for each unit that they wish to keep in play for the next turn (see 6.8). Costs expended are deducted from the National Treasuries.

### [5.2] COUNTER LIMITATIONS

Players are **not** limited by the counters provided for ships, soldiers, colonists, or gold markers. If needed, they may use additional counters from any source.

## [6.0] OPERATIONS OF THE ROYAL COUNCIL

In the Council Phase of each Game-Turn each Player makes all the decisions rend disbursements necessary to launch expeditions to (rend within) the New World. All operations in the Council Phase are conducted in any fashion desired by the players, as long as the sequence of the individual segments is maintained. Decisions made during the Planning Segment may be kept secret until the end of the game-turn, when all Players should reveal their plans. During the Council Phase, Players may make any agreements - political, military or financial - that they wish, as long as none of the agreements made is in opposition to the rules.

### [6.1] MONARCHS

[6.11] Each country has re Monarch (see Initial Setup, 21.0). The country retains that Monarch until the Political Events Table (6.4) mandates re change. The **only** time re Monarch changes is when it is mandated by the Political Events Table.

[6.12] Each Monarch has an Ability rating - either A, B, C, or D. This affects the mount of taxes collected by, rend the Initiative Level of, each country. Monarchs have no effect on any other facet of the game.

### [6.2] THE NATIONAL TREASURY

[6.21] Each country has re National Treasury which contains all the funds available to that country. Each Player uses markers to record hundreds, tens and ones of ducats in his National Treasury on the National Treasury Track, located on the Map.

[6.22] Funds in the National Treasury are measured in **Ducats**. Players prey for items in Ducats, rend collect Taxes, Resources rend Gold in Ducats. Each Ducat is worth two Victory Points at the end of the Game.

[6.23] Players **expend** (Subtract) Ducats when they purchase material rend men rend outfit expeditions, etc. They add Ducats to the Treasury when they collect Taxes, Resources rend Gold. Players simply add or subtract the proper remount from their Treasury level by moving the markers on the Treasury Track to keep an accurate record of their worth.

[6.24] The Treasury levels at the start of the game are given in the Initial Set-Up (21.0).

[6.25] Players may spend **only** up to the current level of Ducats in their National Treasuries. They may **not** engage in "Deficit Spending", against possible tax collections, etc. However, players may arrange loans with other countries at whatever terms the parties deem favorable. Transference of Ducats **between** National Treasuries is accomplished by bookkeeping; there is no need for literal transportation (by ships). **No** player is eliminated from the game simply because his National Treasury is bankrupt; he may keep on playing.

[6.26] **The National Treasury Track** (See Game Map).

### [6.3] RANDEVENTS

At the beginning of each Council Phase in the Random Events Segment, each player rolls two dice for re series of events: Collection of Taxes, Availability of Colonists, rend Political Events. All these occurrences are covered in one Table: the Random Events Table (RET), located on the Game-Map.

### [6.31] Taxes

Each player throws **one** die. He then refers to the RET rend cross-references the die roll with his Monarch's Ability Rating. The result is the remount of Ducats added to his National Treasury, e.g., re country with re "B" Monarch throws re three; that player adds twenty Ducats to his National Treasury.

### [6.32] Colonists

Using the **same** number from the die-roll used in 6.31, the player now refers to the Colonists Available section of the RET. Thus, with the '3' thrown in 6.31, the player would receive four Colonist units. Note that the number of Colonists available might possibly be changed by Political Events.

### [6.33] Political Events

Again using the same die-roll from 6.31, the Player now checks for re Political Event by throwing an additional die. The additional die corresponds to the numbered columns under the Political Events section of the RET. Thus, if the Player threw a **five** on his second die, he would check the fifth column, the third row (the same as the die roll in 6.31). Explanation of number rend letter results on the Political Events section of the RET can be found on the List of Political Events (6.4).

[6.34] **The Random Events Table** (See Game-Map)

### [6.4] POLITICAL EVENTS

The List of Political Events simulates re variety of peripheral rend random occurrences which had, or could have had, direct bearing on success in the New World.

Each Player rolls on the RET for re Political Event number or letter (see 6.3). The resulting letter or number can be found on the Political Event List. The Player must follow the instructions of the List unless specifically exempted by the instructions or unless the performance is re literal rend physical impossibility. (For example, see List Result #4.) Each event applies only to the Game-Turn being played, unless specifically extended.

### [6.41] Explanation of Political Events

**A, B, C, or D Monarch Change.** The Player immediately changes his Monarch to re Monarch of the given letter. The new letter is the Ability Rating of the country's new Monarch, until changed again by the RET.

**1. Increased Interest in Overseas Expansion:** The Player increases his Monarch's multiplier by one point for this turn only, before checking for Initiative Level. The Monarch's Ability Rating does not change.

**2. Metallurgical Breakthrough:** If the Player is in possession of, rend actually working, the Pitosi Silver Mines (hex 4213), his output doubles (to 50 ducats per turn) for the remainder of the time he continues working the mine until the mine is depleted. This event may only occur once.

**3. Decreased Interest in Overseas Expansion:** The Player decreases his Monarch's Multiplier by one point for this turn **only**. (It may never fall below one point).

**4. Natives Resentful of European Intrusion:** The Player must remove **one** of his settlements that has two or fewer colonists. He must remove the settlement from the Area that has the highest Native Level of any Area in which the Player has two or fewer settlements. If the Player has no settlements or all his settlements have more than two colonists, this event is ignored. Note that **only** Colonists are eliminated. (Areas in which the Native Level is '0' are ignored).

**5. Costly European War Drains Treasury:** Reduce the National Treasury by 50 Ducats, or reduce to '0' if the Treasury contains less than 50 Ducats.

**6. Guile and Treachery Obtain "Rutter" for the South Cape.** (See 7.53). MAY BE USED ONLY IF THE SOUTHERN CAPE HAS BEEN PREVIOUSLY NAVIGATED.

**7. Civil War At Home.** The Player may not purchase new Soldier units this turn. In addition, the Player must transport at least one-quarter of the

soldier detachments he has in the New World to Europe by the end of the Turn. These Soldiers must actually be transported; they are considered eliminated when they reach Europe (or when they suffer naval attrition) and may not be maintained. Failure to comply with this event results in an immediate loss of 100 Victory Points.

**8. Oppressive Colonial Policy.** All settlements owned by the Player in an Area where the Native Level is presently greater than zero undergo an **immediate** Native Uprising; the Player does not check for the Uprising Level first but rolls directly on the Native Uprising CRT. This event is in addition to any Uprisings that may occur normally.

**9. Affluent Middle Class.** At the gentle behest of The Crown the Middle Class donates 20 Ducats to the Player's Treasury.

**10. Graft and Corruption Rife.** For this turn only the Player must pay double for **all** purchases and **all** maintenance.

**11. Ready Supply of Colonists.** Religious oppression at home and wild stories of Gold produce a steady flow of eager colonists. **Double** the number of colonists available this turn.

**12. Supply of Colonists Dries Up.** Tales of rigorous hardship and cannibalism reduce the availability of colonists to zero. **No Colonists** are available to the Player this turn.

**13. Natives Decimated by Disease.** Virulent strains of smallpox decimate the Native population. In all Areas that have **any** Europeans in them the Native Level is reduced by one. Levels that are already at one are not reduced. In addition, no Native Uprisings against **anyone** are possible this turn.

**14. The Seven Cities of Cibola.** If the Player has **any** Units in California, the Rockies, the Midwest Plateau, Sonora **or** the Aztec Empire, he **must** launch a land expedition to find the fabled Seven Cities of Cibola. The expedition must, at some time, pass through **all** the above mentioned Areas. All units in the expedition must start from the same **hex**. A minimum of three Soldier detachments must participate, and, if the Player is Spanish, a Conquistador (if there is one in any of the aforementioned Areas) and a Missionary must accompany the Expedition. The Player may conduct any normal activities during the expedition, but the expedition must be finished within 15 years (3 turns) of the reading of this event. Failure to comply means a loss of 100 Victory Points.

**15. El Dorado.** The requirements for this Event are the same as for #14, but the Areas involved are Panama, Venezuela, The Amazon and the Incas Empire, and the time for completion is 10 years (2 game-turns).

**16. Plague In the Colonies.** The Player must remove one colonist **or** one Soldier detachment from at least half of his settlements. Additionally, if the Player is Spain he also rolls a die in addition to the above losses: 1, 2, or 3 = no effect; 4 or 5 = he must remove **any one** Conquistador in the game (if present); 6 = he must remove one Conquistador and one Missionary (if present).

**17. Carib Indians on Rampage.** If the Native Level of the Caribbean is at least "1" and the Player has **any** units in the Caribbean Area he must remove either one Colonist or one Soldier detachment. Additionally, if the Player is Spain, he rolls a die: 1 or 2 = no effect; 3 = remove a Missionary (from the Caribbean); 4, 5 or 6 = remove either a Conquistador or an Explorer, if one is present in the Caribbean. These units are removed because they've been eaten!

#### [6.5] INITIATIVE

[6.51] The Player with the highest Initiative Level moves first in **each segment of each game-Turn**.

[6.52] To determine Initiative Level, the Monarch's multiplier (see 6.54) is multiplied by the number of Ducats in the Treasury. The resultant number is that country's Initiative Level, e.g., Spain has a 'B' Monarch and 85 Ducats in the Treasury. Her Initiative Level is 255.

[6.53] The country with the highest Initiative Level moves first in **each** segment. If there is a tie the country with the highest-rated Monarch goes first; otherwise, highest throw on a die goes first.

[6.54] The Monarchs' Multipliers are as follows:  
A = 4; B = 3; C = 2; D = 1.

A Monarch's Multiplier may **never** be reduced below '1' by a Random Political Event.

#### [6.6] OUTFITTING EXPEDITIONS

Players must purchase all the materials and most of the manpower they need for accomplishing their objectives in The New World. In addition, once having purchased certain items they must **maintain** these items by additional outlays of Ducats in order to keep them in play. A Player may purchase as many ships and soldiers and outfit as many expeditions (by purchasing 'bounds') as he has funds for. Players are limited only by their Treasuries and random Political Events.

[6.61] **All** units, with the exception of Colonists, Missionaries, Explorers and Conquistadors, must be purchased. Purchase costs may be found on the Purchase Cost List (see Game-Map). Missionaries and Colonists have no Purchase Cost; see the sections covering these units for specifics. **All** units become available in Europe. (Exception: 7.17).

[6.62] All Naval Expeditions travel - for purposes of estimating outfitting costs - in movement units called "Bounds". (See 4.0, 7.2). Each Bound to be traveled by a given Expedition, whether it starts from Europe or from the New World, must be paid for - in advance, during the Planning Segment - as part of outfitting an Expedition. Each Bound which an expedition makes costs 2 Ducats, and the Player must pay for all the Bounds that the particular Expedition **plans** to use in that **Game-Turn**. The penalties for exceeding the purchased number of bounds are severe (see 9.3).

[6.63] Example: An expedition plans to travel from Europe to the Rio del Plate Area and back, with possible "side-trips" during Hemispheric movement. The Player purchases 12 Bounds, at a cost of 24 Ducats, to cover the trip to Rio del Plate and Back, plus 2 extra Bounds for Hemispheric Movement undertaken.

[6.64] Bounds may **not** be accumulated from Game-Turn to Game-Turn; unused Bounds do not carry over to the next Game-Turn.

[6.65] Purchase Cost and Maintenance Table (See Game-Map).

#### [6.7] DOCUMENTATION, TREATIES AND SECRECY

[6.71] The materials and units to be purchased and the **initial** destination of each Expedition must be written down during the Planning Segment. Players may purchase only what they have written down. Furthermore, all plans and orders may be kept secret until the end of the turn.

[6.72] Players may agree to formulate Treaties - secret or otherwise - between their respective countries. The Treaties may agree to anything that is legal within the rules, but they must be written and spell out the agreements between the parties. Players may renege on a treaty at any time.

#### [6.8] MAINTENANCE

Each Player must pay Maintenance at the end of each turn for certain, designated items. Unless Maintenance is paid for these items, they are eliminated from play. Maintenance is paid only for

items so designated; no other items have maintenance costs.

[6.81] Maintenance costs are paid at the end of each Game-Turn, during the Maintenance Phase. Maintenance must be paid on units in Europe, as well as those in the New World. If a Player fails to pay the necessary Maintenance for a given unit that unit is eliminated from play. The Maintenance cost of all units is printed on the Purchase Cost List (see the Game-Map).

[6.82] Colonists have no initial purchase cost; they are brought into play through the Random Events Table. However, Players must pay 2 Ducats maintenance for each colonist unit they have on the board. Colonists may not be maintained in Europe; they must be used in the turn they enter the Game.

[6.83] Missionaries have no initial purchase cost; they arrive at the direction of the Spanish Player and according to case 15.6. However, the Spanish Player pays a Maintenance Cost of 1 Ducat for each Missionary he has in play. The Spanish Player **must** pay Maintenance for each Missionary he has; it is automatically deducted from his Treasury. He may not choose to allow the unit to be eliminated by failure to pay maintenance. The only time the Spanish Player may legitimately fail to pay Maintenance on a Missionary is when his National Treasury is bankrupt. Maintenance for Missionaries must be paid before all other Maintenance is paid.

[6.84] Maintenance costs for all units on the Game-Map at the end of the final Game-Turn must be paid **automatically**. Players may **not** avoid payment of Maintenance on the last game-turn by allowing units to "die", unless their National Treasury is bankrupt.

## [7.0] NAVAL MOVEMENT

### GENERAL RULE

There are basically two types of naval movement: **Trans-Oceanic** Naval Movement and **Hemispheric** Naval Movement. Trans-Oceanic Movement is used solely between Europe and the New World and is measured in movement units called "Bounds". Hemispheric Movement is between points within the New World **only** and is measured in hexes traveled; each eight hexes traveled equals one Bound for purposes of Attrition and financing. Units travel at sea in Caravels, Carracks and/or Galleon Fleets. During Hemispheric Movement, there is the possibility that Naval Combat will occur. After the completion of each Naval Phase Players check for the possibility of Attrition.



### [7.1] THE SHIPS

Ships are used to transport units and material through sea hexes and may move and have combat by themselves. Each ship is considered to have a built-in navigator/pilot and crew. Each ship may also carry Colonists and/or Soldiers, Explorers, Conquistadors, Missionaries, and Gold.

[7.11] **Caravels** have an unlimited Movement Allowance. They may move as far as they wish in a given Game-Turn, limited only by Attrition. Each single Caravel has a split combat strength; its **attack** strength is **two**, and its **defense** strength is **four**. Each caravel may carry either one Soldier detachment **or** one Colonist unit, plus up to five Ducats of Gold or Treasure, and an unlimited number of Explorers, Conquistadors and Missionaries. A caravel costs four Ducats to build, and 1 Ducat to maintain.

**[7.12] Carracks** have the same Movement capabilities as Caravels. Each individual Carrack has a Combat strength, for both attack and defense, of eight, and each costs **eight** Ducats to build, two to maintain. Each Carrack may carry two detachments of Soldiers and/or Colonists (i.e., two of one kind, or one of each), plus up to 25 Ducats of Gold or Treasure and an unlimited number of Explorers, Conquistadors and Missionaries.

**[7.13] Galleon Fleets** have the same Movement capabilities as Carracks and Caravels, with certain restrictions (see 7.14). They have **no** Combat Strength; however, they may never be attacked by either Caravels, Carracks or other Galleon Fleets, nor may they ever attack any of the above. Their sole purpose is to transport Gold, and they may travel only between Friendly ports and Europe. They may carry nothing but Gold or Treasure - no Soldiers, Colonists, Explorers, etc. - but they may carry an **unlimited** amount of Gold on each trip. Galleon Fleets cost 40 Ducats to build and 10 Ducats to maintain, but a Player may never have more than one Galleon Fleet at any one time.

**[7.14]** Galleon Fleets do not suffer Attrition; they need not roll for Attrition at the end of each Naval Phase. However, Galleon Fleets may never be in the same Expedition as a Carrack or Caravel, nor may they proceed into the Southern Cape Hexes or the Pacific Ocean. Galleon Fleets are not available for purchase until turn Six (1521-1525).

**[7.15]** Galleon Fleets may protect ports (8.51); however, they do not protect other Expeditions, even if in the same hex.

**[7.16]** Both Carracks and Caravels come in counter denominations of one and three, and Carracks also come in denominations of five. A denomination of one represents a single ship, 3 a group of 3 ships, and 5 a squadron of 5 ships. Players may use these counters as "change". Thus, if a Player with a Squadron counter for five Carracks loses a Carrack in a naval battle, he may replace the Squadron counter with a "three" and a "one", leaving him with the requisite four Carracks.

**[7.17]** Starting with Game-Turn Eight (1531-1535), the Players may build new ships in the New World. They may build **one** ship per Game-Turn at the normal price. Ships built in the New World must be built at a friendly port which contains three or more colonists. [Players may **never** build Galleon Fleets in the New World.] Players should note that this is an excellent way to conduct Pacific Exploration, although points for discovering the Pacific by sea pertain only to units sailing through a Cape hex.

**[7.2] TRANS-OCEANIC MOVEMENT**  
Ships travel between Europe and the New World using a movement system called "Bounds". The number of Bounds needed to reach a given Area **from Europe** (and vice-versa) is printed in the Area Information Display for each Area. For example, an Expedition wishing to sail from Europe to the Caribbean would travel a total of three Bounds; to return from the Caribbean to Europe would be an additional three Bounds. Trans-Oceanic Movement is used **solely** for travel between the New World and Europe; it should not be confused with Hemispheric Movement, which covers travel between points within the New World and is done in a separate segment.

**[7.21]** Each Player must pay the cost of two Ducats per Bound for each Bound planned for travel to and from Europe as well as within the New World (see 6.62). The cost is paid per Expedition, not per ship. However, all Bounds to be traveled in a Turn must be paid for at the beginning of the Game Turn, during the Council Phase.

**[7.22]** Units moving in the Trans-Oceanic Movement segment may move **only** to or from Europe.

They may not move between points within the New World. Players should note that in the Trans-Oceanic segment of the **Initial** Naval Phase, land units may **not** debark from ships.

**[7.23]** To determine how far an Expedition must travel to and/or from the New World in a given Game-Turn the Player first decides where he wishes to go. The Player designates his Landfall in the New World by listing the Area to which he wishes to travel and the hex in which he wishes to Land. Once he has determined the Area the Player checks the Area Information Display to see how many Bounds distant that Area is from Europe. If the Player wishes to travel to and from that Area he must purchase at least the number of Bounds it costs to get to that Area (and double that number if he wishes to return; he does not have to do so).

**[7.24] Example:** A Player wishes to send an Expedition to Rio del Plate - hex 4810 - and back to Europe, with no Hemispheric Movement. The total number of Bounds traveled will be 10 - five to get there, and five to get back. To outfit the Expedition, aside from purchasing the ships and men, would cost 20 Ducats for the Bounds, and the Player would roll under the '5' Column on the Attrition Table during the Attrition Segment of each Naval Phase.

**[7.25]** Expeditions may **not** split up at any time in a Game-Turn; they must stay together for the entire turn. Any number of ships may make up one Expedition. However, Galleon Fleets may not be in an Expedition with other ships. Each Galleon Fleet is considered to be an Expedition unto itself. Land Units **may** leave Expeditions and will after the Trans-Oceanic segment of the Initial Naval Phase.

**[7.26]** Expeditions that wish to make Voyages of Discovery - that is, "lend" at some hex that is not a friendly port - must have an Explorer present. Expeditions are restricted to lending only at friendly ports or Europe - **unless** an Explorer is present. Note that Expeditions may **travel** to any hex on the board without an Explorer to engage in Naval Combat. In any other instance, they may not stop or lend at a non-friendly non-port hex.

**[7.27]** Expeditions traveling to the New World do not have to return. However, if they end the Game Turn in the New World, they must be in a friendly port. If they are anywhere else, they are considered eliminated, with one exception: if a friendly port becomes "unfriendly" or non-existent in the same turn that the Expedition arrived, the Expedition may then be moved to another friendly port within 8 Movement Points (one bound) (without paying for Attrition); or it may return to Europe checking for Attrition.

**[7.3] HEMISPHERIC MOVEMENT**  
Hemispheric Movement covers travel between points **within** the New World (any place actually on the Game-Map). Hemispheric Movement consumes Movement Points which translate into Bounds for the Purposes of See Attrition and finance.

**[7.31]** Each cell-see or partial-sea hex which an Expedition moves **through** costs one Movement Point. Expeditions may move through any partial sea hex, without lending, at the cost of one Movement Point per hex. Expeditions may not move through partial sea hexes or **hexsides** in contravention of common sense, e.g., an Expedition may never move from 2719 to 2819 and then to 2919 or 2920, even though 2819 is a partial-sea hex. Expeditions are **never** forced to lend.

**[7.32]** Each coastal or island hex at which an Expedition stops for the purpose of lending, of Discovery, or of engaging in Naval Combat or Invasion costs three Movement Points.

**[7.33]** Each Eight Movement Points expended, or any fraction thereof, is equivalent to one Bound.

Thus an Expedition that uses nine Movement Points during a Hemispheric movement Segment has consumed two Bounds, which must be added to its total Bound Movement in that Naval Phase when determining See Attrition.

#### **[7.4] CONTINUAL MOVEMENT**

Within each **Hemispheric** Movement Segment a Player may move a given Expedition as far as he wishes. The only limits to the distance an Expedition may move are financial and/or Attritional. Stopping to debark or embark units, to Discover, or to engage in Naval Combat does not prevent the Expedition from continuing its Movement in that segment - as long as the Player pays the cost in Bounds purchased and/or See Attrition. The amount and length of Hemispheric Movement is thus at the whim of the individual Player.

#### **[7.5] THE SOUTH CAPE**

**[7.51]** The South Cape (known as Cape Horn) is located at the tip of South America. There are two hexes - 5814 and 5715 - **either** of which the Player must gain entrance to in order to round the Cape and enter the Pacific Ocean [any see hex west of the Cape hexes] or the Atlantic, if coming the other way.

**[7.52]** To enter either of the Cape hexes, the Player must roll a die. If he rolls a 1 or 2, he successfully rounds the Cape and may proceed into the Pacific Ocean. (The Cape hexes are **not** part of the Pacific or the Atlantic Oceans.) If the Player rolls a 3, 4, 5 or 6 he has failed to round the Cape and may not try again with that Expedition in that Game-Turn. The Expedition may either return "home" or move elsewhere as per the rules of Hemispheric Movement. Rolling for rounding the Cape may be done either in the Trans-Oceanic or Hemispheric Segment and applies to movement through the Cape in either direction.

**[7.53]** Once he has successfully rounded the Southern Cape the player possesses a "Rutter", or book of sailing instructions, that enables any of his expeditions to sail through the Cape freely at any time in the game. The Cape may be rounded freely only if the Player is in possession of a Rutter. Players owning Rutters may sell the information to other Players.

**[7.54]** No Player may establish a settlement/port in either of the Cape hexes.

#### **[7.6] RIVERS**

No ship may ever sail up any of the rivers on the Game-Map. Rivers are used only for reducing Attrition effects (12.23).

#### **[7.7] NON-VALUABLE ISLANDS**

Certain islands in the game - Greenland, all the islands north of hexrow 0400, the Falklands (5611 and 5612), Tierra del Fuego (5715 etc.), and the chain of islands off the coast of modern Chile have absolutely no value. Players may lend at them if they really went to, but they may not settle them.

#### **[7.8] STACKING**

There are no stacking limits et see. A player may have as many ships in one hex as he wishes at any time. Note that there **are** limits to what each ship can carry (7.1).

#### **[8.0] NAVAL COMBAT**

##### GENERAL RULE:

Any time that ships from opposing countries are present in the same **partial-sea** hex in a Hemispheric Naval segment (and then only), there is a possibility of naval combat. Either side may choose to initiate the combat; if neither player desires combat the Phasing Player may move on, or remain in the hex.

## PROCEDURE:

If combat is initiated, each Player adds up his respective Combat Strengths. The total of the attacker is compared to that of the defender, and an odds/ratio is determined. A die is thrown, and the result is determined from the Naval Combat Results Table.

### [8.1] WHEN COMBAT OCCURS

**[8.11]** Naval Combat may take place only in partial-sea hexes; it may never take place in an all sea hex. Any type of ship may engage in naval combat, except Galleon Fleets. Explorers are not necessary for Naval Combat.

**[8.12]** Naval Combat is possible when, in the course of a Hemispheric Naval Movement Segment, a Player moves an Expedition into a partial-sea hex occupied by ships of an opposing Player or Players. If neither of the Players desire to engage in Combat none occurs, and the Player may continue to move his ships without any movement penalty - or remain in the hex if he so desires.

**[8.13]** If a Player moves his ships into an enemy occupied hex and the moving player decides to have combat, there is combat. The moving Player is the attacker. If the hex is occupied by ships of more than one enemy Player, the moving Player may choose to attack the ships from either or both countries. He may choose to attack ships from one country first and then the ships of the other, if he so desires.

**[8.14]** Both enemy Players may decide to combine their forces. They may do so by having a Treaty in force at the time (see 6.72). The moving Player must then attack both Enemy Player's ships combined. The treaty agreement must be announced by both Enemy Players **before** the friendly Player declares his desire to attack. Treaties may not be used to combine forces in an attack - only **one** country's ships may ever attack at one time.

**[8.15]** If a moving Player moves his ships into an enemy-occupied hex and does not want to attack, but a non-phasing Player announces his intention to attack, a die is rolled. A 1, 2 or 3 and the combat occurs and the non-moving Player is the attacker; a 4, 5 or 6 and the phasing Player may continue to move, and there is no combat.

**[8.16]** If a non-moving Player has attempted to initiate combat and failed, the moving Player may not then choose to stop in that hex; he **must** continue movement. Note that the non-moving enemy Player may choose to attack only a moving Player; he may **not** attack another non-moving Player, even if there is one present in the hex.

### [8.2] HOW TO ATTACK

**[8.21]** It costs three movement points for a moving Player to engage in combat, whether it is initiated by him or by the opposing Player. There is no cost to the non-moving Player.

**[8.22]** An individual Expedition may engage in as many naval combats as it desires, provided it has sufficient Bounds and pays the necessary Attrition costs at the end of the Phase (see 7.4).

**[8.23]** A given ship may be attacked any number of times in a Hemispheric Movement Segment. However, ships that have been attacked by a given Expedition may not be attacked by **that** Expedition more than once in a Game-Turn. They **may** be attacked by a different Expedition.

**[8.24]** The Player must complete **all** movement and combat with a given Expedition before he moves another Expedition; i.e., he may not move one Expedition into a hex, bring another Expedition in to reinforce it, and then engage in combat with both Expeditions. Once a Player has stopped operations with a given Expedition, and begins operations with

a new one, the Movement Segment for the first Expedition is finished.

**[8.25]** To engage in combat Players add the Combat Strengths of all their Carracks and Caravels.

(Remember, a Caravel has an Attack Strength different from its Defense Strength). The Combat Strengths of any **Soldier** units present on board the ships are **added** to the total naval Combat Strength. The strengths of Soldiers in the same hex on land are **not** included. The total strengths of each side are then compared and reduced to one of the odds/ratios found on the naval CRT; the benefit of fractions always goes to the defender. Thus, 16 to 9 would be rounded off to 1 to 1, while 9 to 16 would be 1 to 2 odds. Odds of less than 1-2, or greater than 4-1 use those respective columns. A die is then rolled, and the result ascertained.

### [8.3] COMBAT RESULTS

**[8.31]** All Naval Combat results are in terms of ships lost by the attacker (A) or by the defender (D). The choice of which ship(s) (and their cargo) should be removed is determined by the Player losing the ship(s). In the case where two Players have combined forces (8.13, 8.14), the opposing Player determines which Player is to lose ships. The designated losing Player then removes any ships required by the combat.

**[8.32]** Certain results on the Naval CRT have an asterisk (\*) next to them. An asterisk means that the victorious Player (the one who didn't lose any ships in that result) may take a Prize Ship (See 15.44).

Instead of removing the eliminated ships, the victorious Player may elect to take as a Prize one of the ships designated as lost by the losing Player. The Player keeps that ship and the cargo; all Colonists or Soldiers aboard are eliminated; any Explorers, Conquistadors or Missionaries may be held for ransom or killed, at the whim of the Player. Players should thus keep track of what each ship is carrying.

**[8.33]** After all casualties are removed, the Phasing Player **may** choose to move on or remain in the hex. If he remains, the non-moving Player may not initiate combat against those ships until his turn.

**[8.4] THE NAVAL COMBAT RESULTS TABLE** (See Game-Map)

### [8.5] NAVAL INVASION OF PORTS

Any Expedition may attack ports - and the land units in them - by Naval Invasion. An attack by Naval Invasion uses the **Land** CRT, although it comes from the sea.

**[8.51]** In order for a Naval Expedition to launch a Naval Invasion of a port it must be in the port hex and there may not be **any** enemy ships in that hex. Any enemy ships in the hex must first be eliminated by naval combat. Since Galleon Fleets may not be attacked their presence in a port hex assures the safety of that port (but not the safety of other ships!).

**[8.52]** If there are no enemy ships present - or if they have all been eliminated - then the friendly, moving Expedition may land any Soldiers it has on its ships in the port hex. (Note that this is an exception to 7.24 and 15.32). These Soldiers may then attack the port in that same Hemispheric Movement Segment. (Although Naval Invasion is actually **land** combat, it occurs during the Hemispheric Naval Movement Segment and is not considered land combat for the purposes of the Sequence of Play).

**[8.53]** The combat strengths of all units **defending** in a port hex are doubled for purposes of Naval Invasion only. Units attacked in a port by normal land combat are **not** doubled.

**[8.54]** The invading land units may use naval support. The attacking Player may add one Combat Strength Point for every friendly **Carrack** in the hex.

Thus, if four Soldier detachments were attacking a port by Naval Invasion, supported by four Carracks, their total would be 20 Combat Strength Points (4 Soldiers x 4 = 16 + 4 Carracks = 20).

**[8.55]** The strengths of the attacking and (doubled) defending units are compared, and the result ascertained from the Land Combat Results Table (See Land Combat, 11.0).

**[8.56]** Defeated units must retreat one hex from the combat hex. (See retreat, 11.22). Unsuccessful attacking units must retreat into their ships.

**[8.57]** A victorious invading Player may choose to leave all, some or none of his Soldiers in the port. Any units not remaining may embark onto the ships, which may continue to move and engage in combat under the rules of Continual Movement (see 7.4), although they may not attack that port again in that turn.

## [9.0] NAVAL ATTRITION

### GENERAL RULE

At the end of **each** Naval Phase, each Player must check each Expedition for the possibility of Attrition - losses due to the rigors of an extended, open-sea voyage (storms, scurvy, mutiny, etc.). The longer the voyage, the more likely severe attrition will occur. All units removed by attrition are eliminated.

### [9.1] CHECKING FOR NAVAL ATTRITION

**[9.11]** Each Expedition must check individually for Naval Attrition at the end of the each Naval Phase. The level of attrition is dependent upon the length of the voyage by the given Expedition. Remember that the first Naval Phase has **two** Naval Movement Segments.

**[9.12]** To check attrition for a given Expedition, the Player totals the number of Bounds traveled by that Expedition in **that** Phase and throws a die, cross-referencing the die-roll on the Naval Attrition Table with the number of Bounds traveled. The result is the unit or units to be removed - either units from the ships, or the ships themselves.

### [9.2] THE EFFECTS OF ATTRITION

**[9.21]** Naval Attrition affects any units on the ship at the time of the Attrition check **plus** any units that **had been** on that Expedition at any time during the course of that Naval Phase (not Game-Turn). Players suffering attrition should attempt to remove units that are actually on the ships at the time of the Attrition check; however, if this is not possible, they should proceed to units that **had been** on the Expedition during that Phase.

**[9.22]** Players must eliminate only those units designated by the Naval Attrition Table. If designated units were never present on the Expedition they do not have to be removed. Only those units present at the beginning of the Phase - not the Game-Turn - are affected.

### [9.3] PENALTIES FOR EXCEEDING PURCHASED BOUNDS

If an Expedition exceeds the number of Bounds purchased and allotted to that Expedition, the Player **must** roll for Naval Attrition for that Expedition under the "9+" column. If an Expedition travels more than nine bounds in any Phase and **also** exceeds the allotted and purchased Bounds, that Expedition must roll for Naval Attrition **twice** under the "9+" column. Remember, there are two Naval Phases, and all Bounds are purchased before these phases, so Players must be careful in allotting purchased bounds in the first Naval Phase.

### [9.4] EXAMPLES OF NAVAL ATTRITION

An Expedition travels in the Trans-Oceanic Segment from Europe to Guinea (3 Bounds). In the

ensuing Hemispheric Segment it uses sixteen Movement Points (2 Bounds) to travel to Chichen Itza. It has thus used five Bounds total. As the Player had purchased seven Bounds for this Expedition in the Council Phase, the Expedition has not surpassed its Bounds allotment. It rolls for possible Naval Attrition under the **five** column; the Player throws a 3 on the die and must remove one Colonist from play (if a Colonist was carried by the Expedition). The Colonist may either be on the Expedition, or have been dropped off by the Expedition in Guinea.

Now the same Expedition, in the Final Naval Phase, travels back to Europe from the Mayan Empire (East Coast) using four Bounds. Since it already had used five of its Bounds in the previous Naval Phase, it has now used a total of nine Bounds, two more than its purchased allotment. The Player must check for Naval Attrition under the 9+ column.

#### [9.5] THE NAVAL ATTRITION TABLE (See Game-Map)

### [10.0] LAND MOVEMENT

#### GENERAL RULE:

During the Land Movement Segment, the Moving Player may move as many of his land units - Soldiers, Colonists, Conquistadors, and Missionaries - as he desires. They may be moved in any direction or combination of directions, as long as they move only on land. All movement restrictions apply equally to all units. After movement has been completed by a given Player, that Player may then engage in Land Combat with any European forces present in any hex in which he has units.

#### PROCEDURE:

Units are moved one at a time, or in stacks, tracing a path of contiguous, connected hexes through the hex grid. As a unit enters each hex it must pay one Movement Point from its total Movement Allowance.

#### [10.1] HOW UNITS MOVE

Land Units may be moved only in a Land Movement Phase. (However, see Naval Invasion, 8.5). A Player may move as many units as he likes, as far as their Movement Allowance will permit; he does not have to use their full Movement Allowance. Once a unit enters an enemy-occupied hex it must stop. It can move no further that turn. Colonists not accompanied by Soldiers may **never** move into an enemy occupied hex.

#### [10.2] EFFECTS OF TERRAIN

It costs each unit one Movement Point to enter **any** land hex on the Game-Map. There is no penalty for crossing a river; however, all-sea hexsides and alllake hexsides may not be crossed. In addition, units may not cross Mountain-blocked hexsides.

#### [10.3] STACKING

[10.31] There is **no** limit to the number of land units that maybe present in one hex. Players should note, however, that for the purposes of collecting Resources (14.0) only the **first** five Colonist units are counted.

[10.32] Land units from different nations may not peacefully co-exist in the same hex; if land units from two countries are in the same land hex combat is automatic and mandatory. (See Land Combat, 11.0). Units cease movement immediately upon entering an enemy-occupied hex. (Exception: see 15.62).

#### [10.4] ZONES OF CONTROL

There are **no** Zones of Control. Land units affect only the hex they are in. Players should note that the

presence of an enemy ship in a coastal hex has no effect on land movement or land combat. (Do not confuse land combat with Naval Invasion, 8.5).

#### [10.5] EMBARKING/DEBARKING

There is no coast in Land Movement Points for land units to embark or debark from ships. There **is** a cost to the Naval units, as they must stop in the hex; but there is no cost to the land units themselves. Land units may not debark in the first Trans-Oceanic Segment, and Gold may be loaded only in a Resource Segment.

### [11.0] LAND COMBAT

#### GENERAL RULE:

Combat occurs in the Land Movement Segment whenever the units of one Player move into a hex occupied by the units of another Players. This combat is mandatory; Players may **not** agree not to have combat in such a case. All combat is resolved after **all** movement by that Player has ceased; each Player engages in combat in his own Land Movement Segment.

#### [11.1] HOW TO HAVE COMBAT

[11.11] Combat occurs automatically when one Player moves his units into a hex occupied by another Player's units. The Player who is moving the units is the Attacker; the Player who originally occupied the hex is the Defender. All units in the hex **must** engage in combat. (However, see 11.13). The Player must finish moving **all** his land units before proceeding to land combat.

[11.12] Combat is resolved by having the Players total their Combat Strengths and then compare the total as a ratio between the strength of the Attacker and the strength of the Defender, all fractions being rounded off in favor of the Defender. Thus, if 26 points attacked 9 points the odds on the CRT would be 2 to 1; if the attack were 9 to 26, the odds would be 1 to 3.

[11.13] Colonist units may use their combat strength only on defense. Colonist units may never attack. They may be present in a hex with friendly attacking units, but they do not aid in the attack. They do suffer any adverse results.

[11.14] Terrain has **no** effect on combat.

#### [11.2] COMBAT RESULTS

[11.21] The letter 'A' on the CRT refers to the attacking units, and the letter 'D' refers to the defending units. A fraction next to the letter refers to the fraction of the total number of **Soldier** detachments that the appropriate side must remove, rounding upwards. A Player may choose to remove two Colonist units for one Soldier detachment, if there are at least 2 Colonist units present in the hex for each Soldier detachment being so submitted. If **only** Colonists are present, count each Colonist as a Soldier detachment for determining losses. Otherwise, Colonist losses are voluntary. All units removed are considered eliminated.

[11.22] The "losing" Player must retreat one hex away from the hex of combat. All retreating units must retreat into the same hex; they may not split up during a retreat. Units may not retreat into another enemy-occupied hex or through or into impassable terrain. If a unit cannot retreat, it is eliminated.

[11.23] A "losing" Player is determined as follows: If a Player is the only one to suffer casualties he is considered to be the "losing" Player in that battle. In combat results in which **both** sides take losses, the Player with the fewest **remaining** Soldier Strength Points in that hex is the "losing" Player; if both sides have an equal number of Soldier Strength Points remaining, the Attacker is considered to be the

Losing Player. The Losing Player **must** retreat.

[11.24] There is no advance after combat. Victorious units simply occupy the hex the combat was fought in.

[11.25] Example: The French Player, with six detachments of Soldiers, attacks the English Player with two detachments of Soldiers and a Colonist. The odds are 24 to 9 (8+1); 2-1. The French Player rolls a 6, resulting in A ½ / D ¼. The French Player removes half of his force, leaving three detachments; the English Player must remove one of his Soldier detachments (¼ rounded upwards in this case) and retreat from the hex, as he has fewer remaining soldier Strength Points than the French Player, even though the French Player took greater losses in the battle.

#### [11.3] THE LAND COMBAT RESULTS TABLE (See Game-Map)

### [12.0] LAND ATTRITION

#### GENERAL RULE:

Land Attrition simulates the effects of the rigors and hardships of living in a new and potentially hostile environment. Land Attrition depends solely on location, rather than distance traveled. The number of units in a hex and their length of stay have no effect on Land Attrition.

#### [12.1] AREA ATTRITION LEVELS

Each Area on the Game-Map has an Attrition Level (from I to 4), which may be found on the lower line of the Area Information Display. These levels never change (unlike Native Levels, which do). However, they may be "adjusted" by the terrain in the hex in question, or by the presence of Conquistadors.

#### [12.2] EFFECTS OF TERRAIN ON AREA ATTRITION LEVELS

[12.21] A forest/jungle hex adds **one** to the Attrition Level of the Area for units in that hex.

[12.22] A rough terrain hex adds **two** to the Attrition Level of the Area.

[12.23] A Coastal hex, Island hex, or any hex which has a river hexside **or** contains any one of the "Great Lake" hexes or hexsides, subtracts 1 from the Attrition Level of the Area.

[12.24] The Area Attrition Level may never fall below '1', or go higher than '5'.

#### [12.3] SPAIN AND LAND ATTRITION

Any Spanish units checking for Land Attrition in any hex with a Conquistador subtracts 1 from the **die-roll** when checking for Attrition results.

#### [12.4] DETERMINING ATTRITION

Each Player checks for Land Attrition in the Land Attrition Segment of the Land Phase. He checks for each hex in which he has land units, and the results for the hex are applied only to the land units actually in the hex. If the unit type designated by the Land Attrition Table is not present in the hex then that portion of the result is ignored. Example: The Spanish Player has 6 Soldier detachments, 1 Colonist and a Conquistador in hex 3817. The Area Attrition Level for the Incan Empire is 3, to which two is added as the units are in a rough terrain hex, giving a total Attrition Level of Five. The Player throws a 5 on the die, reduced to a 4 because of the Conquistador. The table result indicates a "2C", and thus the Player must remove the one Colonist unit.

#### [12.5] THE LAND ATTRITION TABLE (See the Game-Map)

## [13.0] GOLD AND TREASURE

### GENERAL RULE:

"Gold" represents not only Gold itself, but also gems and silver. Gold comes from **mines**, Treasure from **Treasure Cities**. The value of mined gold is the same in all locations on the "mainland", but it is different for mines located in the Caribbean. Gold must be discovered; after it has been discovered, it is mined and/or collected and then physically transported back to Europe. Both mines and Treasure Cities may run out of Gold and become depleted.

### [13.1] MAINLAND GOLD

Mainland Gold refers to Gold from any Gold Mine in any hex outside the Caribbean.

[13.11] Any land unit (except a Missionary) may discover Gold in a Mine Hex (see Terrain Key on Game-Map). If there is a land unit present in a previously unmined Mine hex at the beginning of the Gold Segment of the Land Phase, the Player who controls that unit may roll one die in an attempt to "discover" Gold. A Gold Mine hex that is **Depleted** may not be mined or discovered again.

[13.12] If the Player rolls a "1" or "2" on the die, he has discovered Gold in that mainland hex. He may begin mining as soon as there is a Colonist present, taking his Mainland output of 25 Ducats per Game-Turn in that Gold Segment and preparing for its eventual transport in the ensuing Movement Segment.

[13.13] If the Player rolls a 3, 4, 5 or 6, he has failed to discover Gold and may not roll for that hex again in the same Game-Turn. He may try again next turn.

[13.14] Each Mainland mine produces 25 Ducats of Gold each Game-Turn that it is mined. The Gold is produced in the Gold Segment of the Land Phase and is represented by placing a Gold counter of the correct total denomination on the hex during that segment.

[13.15] A mine will continue to produce 25 Ducats of Gold per Game-Turn (as long as a Colonist is



present) until it becomes Depleted. At the end of each Gold Segment, after production has been taken from each working mine, the Player rolls two dice for each mine he runs. If he throws a total of 2 or 11 on the dice the mine is Depleted. It may not be worked again for the remainder of the game. To indicate depletion a Depleted marker is placed on the mine.

[13.16] A hex that is being **mined** for Gold (as opposed to collecting Treasure) may **not** be used to collect Resources (see 14.2). In addition, any Area that has at least one active Gold Mine (**not** Treasure City) has an automatic Area Resource Level of **one**, regardless of the level for other Areas that turn.

[13.7] In order for a mine to be worked and for Gold to be produced and collected, at least one Colonist unit must be present in the mine hex at the beginning of the Gold Segment. The number of Colonists present in the hex has no bearing on the output of the mine, as long as there is at least one.

### [13.2] CARIBBEAN GOLD

[13.21] The Caribbean Area consists of **all** islands between the Deep South and South America, excluding the island in hex 2712.

[13.22] The rules and methods for obtaining Caribbean Gold are exactly the same as the ones for Mainland Gold, with the following exceptions:

- Caribbean Gold Mines may be discovered on a die-roll of 1, 2, 3 or 4.
- Caribbean Mines produce 15 Ducats of Gold per Game-Turn.
- Caribbean Mines become depleted on a die-roll of 1 or 2 (using one die only).

### [13.3] TREASURE AND LOOTING

There are three Treasure Cities on the Game-Map: Cuzco, Tenochtitlan, and Chichen Itza. These cities contain immense wealth - the legacies of the fabled Incan, Aztec and Mayan Empires. They are ripe for looting.

[13.31] To loot a Treasure City, the Player must begin a Gold Segment with at least one **Soldier** detachment in the city hex. The Native Level of the Area must be '0'; if the Native Level is higher the city cannot be looted, although it may be physically occupied. The Player does not have to roll a die for looting; the presence of the Soldier detachment is enough.

[13.32] Treasure is produced (taken) in the same manner as regular Gold (see 13.14). The amount of Treasure that may be taken in one Gold Segment from each city is as follows:

City	Amount In Ducats
Cuzco	100/Game-Turn
Tenochtitlan	75/Game-Turn
Chichen Itza	40/Game-Turn

[13.33] Treasure Cities may become depleted in the same manner as regular Gold Mines (see 13.15). However, the two-dice rolls which result in Treasure City depletion are 7 or 11.

[13.34] Resource Points **may** be taken from a hex in which looting is occurring. Looting has no effect on collection of resources.

### [13.4]

#### TRANSPORTATION OF GOLD AND TREASURE

In order for Gold and Treasure to be credited to a National Treasury it must be physically shipped back to Europe. It may first be transported overland to a port and there loaded, in the form of Gold counters, on board a ship heading (eventually) for the Old World.

[13.41] Gold or Treasure may be shipped from the New World to Europe from friendly ports - and only from Friendly ports (see 16.5). If a mine or city hex is inland the Gold or Treasure must **first** be transported overland to a friendly port.

[13.42] Gold or Treasure may be transported overland either by a Soldier or a Colonist unit. One Soldier or Colonist unit may carry an unlimited amount of Gold or Treasure. Gold counters may not move by themselves.

[13.43] Once the Gold or Treasure has reached a friendly port it may be loaded in the Resource Segment by the ship's built-in crew - at no cost to the ship or the carrying land unit - aboard a ship or Galleon Fleet. No land unit need be present for loading. The Gold, once loaded on board a ship, is then transported by the ship back to Europe, or to another friendly port.

[13.44] Players must ship Gold or Treasure from a friendly port that is in the Area in which the Gold or Treasure was produced, or from an Area adjacent to that Area. Moreover, if Gold/Treasure is shipped from a port in an adjacent Area, that Port may not be more than **eight** Movement Points from the mine or city. Thus Gold from California may not be shipped from the East Coast of Sonora - the nearest coastal hex there is nine movement points distant. There is one exception to this: Treasure

from Cuzco may be shipped to Europe from any friendly port in the Rio del Plate Area.

[13.45] If land units are attacked while carrying or guarding Gold or Treasure, and the carrying/guarding units are forced to retreat from the hex, the Gold or Treasure is considered to be captured by the successfully-attacking units.

[13.46] If ships are attacked while carrying Gold (remember Galleon Fleets may not be attacked) and the victor in the naval combat receives a ship or ships as a Prize Ship (8.32, 15.44), any Gold or Treasure on that ship(s) is now the property of the victor and may be transferred to his ships. Otherwise, ships eliminated in combat take their Gold down with them. Each ship's complement of people and cargo must be kept track of: if not, the maximum capacity of the ship is considered to have been lost.



### [13.5] ABANDONMENT OF MINES

At some point in the game, Players may determine that it would be more profitable to collect Resources than operate Gold Mines. Players may therefore wish to **abandon** their mines and collect Resources instead. This is done simply by placing an "Abandoned" counter on the mine at the **beginning** of a Gold Segment; no Gold may be taken that turn. An Abandoned mine is not Depleted; it may be reopened at any time simply by removing the Abandoned marker at the beginning of a Gold Segment. Any Player may revive an Abandoned Mine, regardless of the original ownership.

### [13.6] THE GOLD TABLE

(See Game-Map)

## [14.0] RESOURCES

### GENERAL RULE:

Each hex on the Game-Map is capable of producing Resources for the Player who occupies it. Resources are collected in the form of Ducats earned; they come from goods acquired from (as well as sold to) settlements in the New World.

### [14.1] THE RESOURCE LEVEL

The Resource Level is a number (found on the Turn Record Track) that applies to all colonized Areas on the map for the duration of the Game-Turn. The Resource Level indicates the number of Ducats a Player may add to his Treasury **per Colonist**. Areas showing an "R2" on their Information Display yield **double** the current Resource Level. As the game progresses, Players will notice that the Resource Level increases.

### [14.2] COLLECTION OF RESOURCES

[14.21] Each Colonist unit in a hex draws the equivalent of the Resource Level in Ducats. However, a **maximum of five** Colonists may draw Resources out of a given hex. In addition, no more than 20 Colonists from a given nation may draw Resources from a given Area. Soldiers may never draw Resources.

[14.22] Areas in which Gold is being mined are severely restricted in their ability to collect Resources (see 13.16).

[14.23] Resources do **not** have to be transported. They are simply credited to the individual National Treasuries in the Resource Collection Phase.

[14.24] **Example:** Spain has 13 Colonists in the Caribbean on Turn 11. She is not mining for Gold in any hex. In her Resource Phase Spain would add 78 Ducats to her National Treasury: 13 (Colonists) x 3(Resource Level)=39 x 2(doubled Resource capability) = 78. If Spain had been mining Gold in





any hex in that Area, she would have received 26 Ducats in Resources (13 x 1 x 2 = 26), as long as none of the 13 Colonists were in mine hexes.

## [15.01 THE SPECIAL UNITS

### [15.1] COLONIST UNITS

Colonists represent people who were willing or persuaded to travel to the New World to settle it. They are used to discover and supervise the mining of Gold, start settlements and Ports, and collect Resources. Colonists may not be purchased; they are available only through the Random Events Table. Colonists must be maintained; however, Colonists not actually **In** the New World at the end of a Game-Turn are eliminated: Colonist units may **not** be accumulated in Europe. Colonist units have a Combat Strength of one, but this may be used only in defense. Colonist units come in denominations of one's, two's and five's. These denominations may be used to make "change". The term "Colonist unit" refers to **one** Colonist.



### [15.2] SOLDIERS

Soldiers are used for protection, conquest and looting. They may be purchased at a cost of four Ducats per detachment. Two detachments equal a company, and 3 companies (6 detachments) make up a regiment. Soldiers must be maintained. The denominations of Soldiers may be interchanged, similarly to Colonists.



### [15.3] EXPLORERS

Explorers are actual historical personages who are used to lead Voyages of Discovery.

[15.31] Explorers are available as per the Turn Record Track. They are identified by name and country. Each Explorer appears in Europe at the beginning of his turn of appearance. He is available for use in leading Expeditions starting with that turn. Explorers are removed from play - if they have not died through Attrition or combat - when so designated by the Turn Record Track. Explorers are removed at the **end** of the Turn of designation, even if they are in the New World.

[15.32] Only Explorers may make Voyages of Discovery (18.1); i.e., naval Expeditions to discover new lands. An Expedition without an Explorer may land only at a friendly port; it may **not** land at a non-friendly port hex. (It may, however, engage in a Naval Invasion).

[15.33] If an Expedition without an Explorer is scheduled to arrive at a friendly port and that port is no longer friendly or no longer exists when that Expedition arrives, the Player may choose one of three courses:

- 1] It may stop in the hex if it is still a port, albeit an unfriendly one, hoping to move in on the Hemispheric Movement Phase; or
- 2] It may continue moving in the Trans-Oceanic Phase to the nearest Friendly port, expending any additional bounds necessary by adding the cost in Movement Points from the original destination to the new destination; or
- 3] It may return directly to Europe, after which it may not sail for the remainder of the Game-Turn.

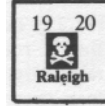
[15.34] There is **no** maintenance cost for Explorers. However, Players may "rent" Explorers from other Players at whatever cost and for whatever length they agree upon (within the restrictions of their entrance and exit). This financial arrangement must be encoded in a Treaty.



[15.35] Explorers may **not** land or move overland.

[15.36] The French have an Explorer - "Person." - arriving on Game-Turn 17. This is a non-historical unit added for the purposes of game balance. Players may choose to disregard this Explorer with the knowledge that to do so will severely retard French opportunities at a critical stage.

[15.4] PRIVATEERS (The English "Sea Dogs") Beginning with Game-Turn 14 (1560), the English



Player receives Explorers who have a second function: Privateering. Privateers were semi-official pirates "hired" by the Crown to raid and harass enemy shipping.

[15.41] Privateers may always act as normal Explorers, in which case no special rules attach to them.

[15.42] Privateers wishing to act in their special fashion may sail anywhere on the Game-Map without rolling for attrition; however, they must purchase all Bounds used, and they may **never** exceed their allotted Bounds. In addition, Privateers' Expeditions may never carry Colonists, and the Soldiers they carry may never be debarked, unless they are engaging in a Naval Invasion. Privateers may never transport their own country's Gold; they may, of course, obtain enemy Gold in a raid and carry that. Privateers **may** make Discoveries.

[15.43] The Privateer may have in his Expedition as many ships as the Player can afford.

[15.44] Any ships lost to a Privateer in naval combat are **automatically** considered Prize Ships. The Privateer may keep the Gold, ransom the Explorers, Missionaries, etc, eliminate the Colonists and Soldiers, and sink or keep (and use) the ships as he wishes. However, each captured ship must be manned by one of the Privateer's Soldier detachments. A Privateer may never have an unmanned Ship in his fleet; i.e., each ship must carry at **least** one Soldier detachment.

[15.45] All standard naval combat rules apply to Privateers. However, in any combat in which a Privateer is engaged the odds are increased - or decreased - in his favor by one column. Thus a Privateer attacking at 2-1 would use the 3-1 column; if attacked at 1-1, the enemy Player would use the 1-2 column.

[15.46] The following Explorers are considered to be Privateers: **Drake, Raleigh, Grenville** and **Hawkins**. They will be Privateers only if in the service of England.

### [15.5] CONQUISTADORS

Conquistadors are "Land Explorers"; they represent the very particular talents that the Spanish brought to the Age of Exploration. **They have a Land Movement Allowance of "8"**.

[15.51] Only the Spanish Player receives Conquistadors.

[15.52] As do Explorers, Conquistadors arrive - and depart - according to the Turn Record Track, unless they are eliminated by other means. There is no cost to outfit or maintain Conquistadors. Conquistadors may **not** be "rented".

[15.53] If there are Conquistadors present during land combat between European nations the Spanish Player may add one to the die-roll when attacking and subtract one when defending.

[15.54] When engaging in combat against Natives (17.2), the Spanish Player subtracts one from the die-roll for **each** Conquistador present in the **Area**.



No more than **three** may ever be subtracted from a Combat Against Natives die-roll.

[15.55] The presence of a Conquistador in a Land hex reduces the effect of **Land** Attrition. The Spanish Player subtracts one from the Attrition die-roll if there are any Conquistadors present in the land hex.

[15.56] Conquistadors **must** be stacked with a Soldier or Colonist unit at the end of each Land Phase. Any Conquistador alone in a hex at the end of Land Phase is **automatically** eliminated. In addition, if all units aside from the Conquistador are eliminated by combat or attrition, any Conquistador present in the affected hex is also eliminated.

### [15.6] MISSIONARIES

Spain, being a bastion of orthodoxy against the heresies of the Reformation, felt that the New World was as good a place as any to gain new souls for Christ. Unfortunately, the opinions **within** the Church of Spain differed as to how this was to be accomplished: through kindness (relative, of course), or the sword. This rule simulates the effect that the Spanish proselytizing effort - and the schism within that effort - had upon her ventures in the New World.

[15.61] Each Area in which Spain has either a Colonist or a Soldier **and** in which the Native Level is at least '1' **must** contain a Missionary. Spain may not land any units in an area previously unoccupied by them which has a Native Level of '1' or higher **unless** those units are accompanied by a Missionary. Missionaries are transported from Europe like any other land unit. If a Missionary is somehow eliminated, it must be replaced in the very **next** Game-Turn. If Spain fails to replace a Missionary, she may not collect taxes at home until a replacement arrives.

[15.62] Missionaries do not have to stack with other units. They may not be attacked by European forces, which may move through Missionaries as if they did not exist.

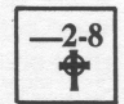
[15.63] Missionary counters are printed on both sides: one side is the "unknown" state; the reverse side has the "Conversion" Rating of the Missionary (see 15.64). All Missionary counters are placed Unknown State up at the beginning of the game. The Spanish Player selects one for every Area as needed (see 15.61). The Spanish Player randomly chooses his Missionaries from the Unknown pile and keeps them in that state, revealing the true value **only** when they reach the New World. Eliminated Missionaries return to the Unknown pile.

[15.64] Each Missionary has a Conversion Rating. This value is either **plus** or **minus** a number (e.g., +3, -2, etc).

[15.65] In Combat Against Natives, the Spanish Player subtracts one from the die-roll for each plus-rated Missionary in the Area. A maximum of three may be subtracted from this die-roll (presence of Conquistadors included).

[15.66] When determining the **Uprising Level** for Native Uprisings, the value of the Missionary is added to the total. (A **minus value** Missionary will, in essence "subtract" his rating).

[15.67] Missionaries must be maintained; maintenance costs 1 Ducat per turn for each Missionary, and the Missionary Maintenance is paid automatically and before all other maintenance. The only reason the Spanish Player may fail to maintain his Missionaries is because the Spanish National Treasury is bankrupt. Missionaries are never eliminated because of a failure to maintain.



## [16.0] SETTLEMENTS AND PORTS

### [16.1] DEFINITION OF A SETTLEMENT AND PORT

A **settlement** is any land or partial-land hex that contains a Colonist unit. **Ports** are **settlements** located on islands and/or coastal hexes. Units in a hex containing a port or other settlement are considered to be within that settlement unless they are ships or on board the ships. A settlement is friendly to the Player whose Colonists form the settlement.

### [16.2] STACKING RESTRICTIONS

Any number of units may be in a settlement hex. However, for the purpose of collecting Resources, no more than 5 Colonists may be considered, even though more may actually be present (see 14.21).

### [16.3] EFFECT ON COMBAT

Settlements offer no protective strength increase in combat ability except in the case of a Naval Invasion. Units within a Port hex that are attacked by a Naval Invasion (8.5) are **doubled** on defense against the attack.

### [16.4] USE OF SETTLEMENTS

Only settlements can collect Resources, and only settlements may mine Gold. They are not needed for looting. Players should note that Settlements may not collect Resources **and** Mine Gold; they can do one or the other (13.16).

### [16.5] SPECIAL USE OF PORTS

Gold may be loaded on ships and transported to Europe **only** through a friendly port hex. Other land units may embark or disembark through any other coastal hex on the Game-Map. Ports may be attacked by Land Combat **or** by Naval Invasion. Remember, a Port Is a Settlement (it simply has additional characteristics by virtue of being on the coast).

## [17.0] NATIVES

### GENERAL RULE:

Each area in the Game is populated by Natives (presently called Indians, thanks to the rather poor longitudinal comprehension of the 16th Century explorers). There are no counters for Natives. Rather, the number of Natives in each Area is represented by the **Native Level** (located in the Area Information Display), which represents the level of population that presented a threat against European incursions. However, Natives may likewise be eliminated by military means (Combat Against Natives) or by epidemics fostered by the Political Events Table.

### [17.1] THE NATIVE LEVELS

Each area has a Native Level. The Native Level is the initial and maximum level of Native effectiveness. The Native Level may never be increased; however, it may be decreased by war and disease. Players should keep track of the levels of each Area on a separate piece of paper.

### [17.2] COMBAT AGAINST NATIVES

In the Combat Against Natives Segment of the Land Phase, each Player may attempt to lower the Native Level of a given Area by attacking the natives. This is handled in a somewhat abstract manner.

[17.21] The Player desiring to attack the natives totals the number of Soldier **detachments** (not Strength Points) that **his** country maintains in the Area in question. Players may **not** join forces for this purpose, and there must be at least one detachment of Soldiers present in the Area. No Colonists may participate in Combat Against Natives.

[17.22] Having determined the number of Soldier detachments in the Area, the Player rolls the die and cross-references the die-roll with this total number. If a **number** appears on the Combat Against Natives Table, the Native Level of that Area is reduced by that number. If an "S" appears, the Native Level remains the same and the Player loses one detachment of Soldiers.

[17.23] The Spanish Player may subtract one from the die-roll for each Conquistador and/or "+" rated Missionary present in the Area. However, he may never subtract more than three from any die-roll in this section.

[17.24] Once a Level has been reduced to "0", it remains at '0', and no further attacks are necessary; the Area has no more "effective" natives.

[17.25] **Example:** The French Player is in Saguenay, which has at that time a Native Level of "2". He has four Soldier detachments present in the Area; he throws a die and rolls a two. Cross-referencing the die-roll with the number of detachments produces a result of '2' on the Table, so the Native Level is now "0". Had the French Player rolled a "6", the level would have remained at "2", and he would have lost a Soldier detachment, leaving three.

### [17.26] Combat Against Natives Results Table (See Game-Map)

### [17.3] NATIVE UPRISINGS

In the Native Uprising Segment of each Land Phase, each Player **must** check **each** Area in which he has units to see if there is an Uprising against **his** units. This is accomplished in two steps: determining the **Uprising Level** and then determining whether or not an uprising has taken place. If an Uprising has taken place, the Player then refers to the Native Uprising CRT. The units of different Players are never combined for any purpose in Native Uprisings; it is therefore possible to have several Uprisings per Game-Turn within one Area. It is likewise possible that one Player's units may undergo an Uprising while another's do not.

[17.31] Whether or not there is a Native Uprising is determined by the Uprising Level of that Area for that Game-Turn. If the Uprising Level is "1" or less, there can be **no** Uprising. Likewise, if the Native Level is '0', there can be **no** Uprising.

[17.32] The Uprising Level is determined as follows: The Native Level of the Area at the time of determination, if it is greater than "0", is added to the number of Colonist units of the given Player present in that Area. Added (or subtracted) to this is the rating of any single Missionary present (if the Player is Spain); subtracted from this total is the number of Soldier detachments in the Area. The resultant number is the Uprising Level for that Player in that Area.

[17.33] **Example:** The Native Level is "3". A Player has eight Colonists, a - 2 Missionary and a regiment of Soldiers (or six detachments). The Uprising Level is "3": 3 Natives + 8 Colonists - 2 Missionaries - 6 Soldiers = 3.

[17.34] If the Uprising Level is higher than "1", the Player must determine whether a Native Uprising has taken place. He throws one die; if the Uprising Level is **higher** than the die-roll there is a Native Uprising; otherwise nothing happens. For example, in the above illustration, if the die-roll were a "4", there would be **no** Uprising; if it had been a '2', there would be an Uprising.

[17.35] If an Uprising has taken place the Player then rolls the die again to determine its outcome, using the Native Uprising CRT (see Game-Map). The Player cross-references this new die-roll with the number of Soldier detachments in the Area. The result is the number of European units eliminated in the Area. The Player may remove either

Colonists or Soldier detachments, or a combination of both. If the results is "All", all units in the Area must be removed. One Missionary is eliminated if the result has an (\*), or is an "All".

[17.36] There is a Political Event which mandates an immediate Uprising. When this happens, the process for determining whether an Uprising has occurred is skipped, and the Player proceeds directly to the Uprising CRT.

[17.37] **Native Uprising Combat Results Table** (See Game-Map)

## [18.0] DISCOVERY

### GENERAL RULE:

Players gain Victory Points for being the first to "Discover" certain Areas and/or hexes.

### [18.1] THE MECHANICS OF DISCOVERY

[18.11] Discovery is gained by being the first player to enter the designated hex - or any hex in the designated place of discovery -with any unit in the game, within the restrictions listed below.

[18.12] Discoveries of **land** hexes may be made by **any** unit that is capable of movement on **land**. If the land hex is also a coastal or island hex, the discovery may also be made by an Explorer-led Naval Expedition. Credit for land discovery is made when the Expedition reaches the hex.

[18.13] Naval Expeditions wishing to get credit for Discoveries must be led by an Explorer (or Privateer); these are called Voyages of Discovery.

[18.14] Voyages of Discovery expend three Movement Points for any hex in which they are making a Discovery; they may not get credit for that Discovery unless they expend these Movement Points.

[18.15] Players receive Victory Points for making Discoveries as per the Discovery Table (18.2). Voyages of Discovery receive credit for Discovery only if at least one unit from the Expedition returns to a friendly port.

[18.16] The Spanish Player starts the game with 25 Victory Points - credit for **discovering** the New World!

### [18.2] THE DISCOVERY TABLE (See Game-Map)

## [19.0] POLITICAL CONTROL OF AREAS

### GENERAL RULE:

At the end of each Scenario of the game, each Player receives Victory Points for each Area on the Game-Map over which he exerts Political Control. Only one Player may control an Area; it is possible that **no** Player will control a given Area.

### [19.1] THE MECHANICS OF CONTROL

To control an Area, a Player must satisfy the following pre-requisites:

1] At least 50% of all Colonists in the Area must be his; **and ...**

2] At least 75% of all Soldiers in the Area must be his; **and ...**

3] There may be no enemy ports in the Area; **and ...**

4] There must be at least one friendly port (unless there are no coastal hexes); **and ...**

5] There must be at least three friendly Colonist units and at least two friendly settlements (one of which may be the port in No. 4, above).

If the Player satisfies all five of these requirements he has Political control over the Area; otherwise no one exerts control of an Area. The Native Level has nothing to do with Political Control.

## [20.0] VICTORY CONDITIONS

### GENERAL RULE:

The Player with the most Victory Points at the end of the Game is the winner. Victory Points are awarded as follows:

- Two Victory Points for each Ducat in the Player's Treasury. (Uncollected Gold does not count toward Victory).
- 150 Victory Points for each Area under the Player's Political Control.
- (Variable) Victory Points for Discoveries, as per the Discovery Table.

## [21.0] THE SCENARIOS

### [21.1] THE CAMPAIGN GAME (1495-1600)

The Campaign version of **Conquistador!** covers the first century of the Age of Exploration, from 1495 to 1600. It may be played by two or three players (or four or five if you use the Portuguese and/or Banker options), or it may be tried Solitaire with a little care. It covers 21 Game-Turns of play and, with fairly experienced Players, should take about **seven hours** to complete. There are no special rules, and Players may use any of the given options they wish. The two-player game is played the same as the multi-player game, with the provision that the Players **must** represent Spain and England.

The Initial set-up for the Campaign Game is as follows:

**Spain receives:** 1 Colonist in hex 2316  
1 Caravel in Europe (at no cost)

**England and France receive: nothing**

### Treasury Levels:

Spain: 190 Ducats England: 245  
Ducats France: 300 Ducats  
Monarch Ratings:

Spain: A Monarch England: B  
Monarch France: C Monarch

Players receive all Explorers, Conquistadors and Privateers as per the Turn Record Track. The Spanish Player should note that he must transport a Missionary to the Caribbean on Game-Turn 1 as per the Missionary rule.

### [21.2] THE SOLITAIRE SCENARIO:

#### Spain In the New World

The set-up for the Solitaire Scenario is the same as for the Campaign Scenario, the only difference being that there is but one Player - Spain. In the Solitaire Scenario colonization by the Non-Player Countries (England, France and Portugal) is handled by an abstract set of rules. These countries are **not** played; they do not roll for Random Events, send no Expeditions and have no land units. The Solitaire Player is Spain, and he does anything a Player may do according to the Standard rules. The Player ignores the Naval Combat rules, as there will be no enemy ships to fight.

#### [21.21] Non-Player Colonization

Whenever the Player obtains a result of "A", "B", "C", "D", "1", "3", "4", or "7" on the Random Events Table, a Non-Player Country may have colonized some Area on the Game-Map. This colonization is in **addition** to whatever effect may be called for by the Random Events (6.4). (Players will, of course, ignore the instructions of 1, 3 and 6). The Player examines the chart below and determines

Colonization Table, rolls two dice, cross-references the total with the colonizing nation, and thus determines what Area has been colonized.

### Non-Player Colonization Reference

A, B, or C = England  
D, 1 or 3 = France  
4 or 7 = Portugal

### [21.23] Effects of Non-Player Colonization

If the Non-Player Colonization Table indicates that an Area that has not previously been colonized by any European country (including Spain) is to be colonized by a Non-Player country, that Area's Native Level immediately drops to '0', and the Area acquires a European Level (of the indicated country) of five. For Example: Aztec Emp. has not been colonized previously. On the Random Events Table the Player rolls two "one's". This produces a result of "A". In addition to the fact that the Player's Monarch Ability Rating increases to "A", the English will colonize some Area on the Game-Map. On the Non-Player Colonization Table, the Player rolls a "3", and the English colonize the Aztec Empire. Aztec's Native Level immediately drops to "0", and it acquires an "English" Level of 5.

[21.24] If a Non-Player nation is directed to colonize an Area that has already been colonized by the same Non-Player country, the European Level in that Area is increased by S. There is no maximum European Level.

[21.25] If a Non-Player country is directed to colonize an Area that has previously been colonized by a different Non-Player country, the Player ignores this result and rolls again on the Non-Player Colonization Table until he obtains an Area that has not previously been colonized (or has been colonized by the appropriate country).

[21.26] If a Non-Player country is directed to colonize an Area that currently has at least one Spanish Colonist unit in it, the Area does not gain a European level. However, that Area does not produce any Resource points for the Spanish that turn. In addition, the Spanish Player loses one half of the Soldier detachments and one quarter of the Colonists (rounded down) that he has present in that Area. If any Spanish ships are present in the Area, the Spanish Player must remove one of them.

[21.27] **Non-Player Effects on Resource Collection**  
If an Area has a **European Level** above "0", the Spanish Player may not mine or loot gold in that Area, even if mines are discovered and have not been Depleted. In addition, the Spanish Player may not collect Resource Points from that Area. The

Spanish Player may begin producing Gold and collecting Resources in the turn after the European Level of the Area has been reduced to "0".

### [21.28] Non-Player European Combat

The Spanish Player may attempt to reduce the European Level of an Area by attacking the Europeans in that Area in the same manner as Combat Against Natives (17.0). However, the number of Soldier detachments the Spanish Player is using to attack the European level is **halved** (rounded **down**) when referring to the Combat Against Natives CRT. Thus, it takes 2 detachments to equal one for this purpose. In addition, a result of "S" on that table indicates that **two** Soldier detachments are removed, rather than one. There is no such thing as a Non-Player European Uprising.

[21.29] The Spanish Player receives Victory Points as per Section 20.0. However, he may not receive Discovery credit for North America, Hudson's Bay, the St. Lawrence and Mississippi Rivers, or the Great Lakes. The Player is considered to "control" an Area only if the European Level of that Area is "0". If the Player has 4500 or more Victory Points at the end of the Game he is considered to have won.

### TURN RECORD TRACK ERRATA

On Turn 7, Vaca is incorrectly shown as an Sc; he is actually an **Ee**.

## [22.0] THE TREATY OF TORDESILLAS

### Optional Rule

The Treaty of Tordesillas (1494) delineated the New World territorial rights of the Spanish and Portuguese. This rule recreates the effect of this on the game.

### [22.1] IMPLEMENTATION OF THE TREATY

[22.11] There is no Native Level in Brasil; rather, there is a Portuguese Level of "10". The Portuguese Level acts in all ways like a Native Level with the following exceptions:

[22.12] There is no Portuguese Uprising counterpart to Native Uprisings. However, all other countries may launch campaigns against the Portuguese Level much as they do against the Native level. See 21.28 for particulars. Missionaries and Conquistadors have no affect on anti-Portuguese combat.

### [22.2] EFFECT OF THE TREATY

[22.21] If the Portuguese Level of Brasil is '1' or higher, **no** country can control Brasil.

[22.22] No country can mine Gold or take Resources from Brasil if the Portuguese Level is '1' or higher.

### [21.22] THE NON-PLAYER COLONIZATION TABLE

Die	England	France	Portugal
Roll			
2	Deep South	Aztec Empire	Guinea
3	Aztec Empire	Maritime	Venezuela
4	Guinea	Caribbean	Norumbega
5	Norumbega	Great Lakes	Maritime
6	East Coast	Saguenay	Brasil
7	Atlantic Coast	Maritime	Brasil
8	Caribbean	Great Lakes	Rio del Plate
9	California	Midwest Plateau	Brasil
10	Saguenay	Norumbega	Incan Empire
11	East Coast	Sonora	Panama
12	Mayan Empire	Guinea	Norumbega

what nation is engaged in Colonization. Once he has determined the nation, he proceeds to the Non-Player

## [22.3] SPANISH ANNEXATION OF PORTUGAL

As a result of King Sebastian's disastrous African campaign of the late 1570's, an exhausted and financially barren Portugal was 'annexed' politically by Spain. The following rules simulate the chances - and the effects - of this happening.

**[22.31]** Through Turn 16 (1570), at the beginning of each Game-Turn in the Royal Council Phase, the Spanish Player rolls a die and adds the resultant number to the Portuguese Level. The Portuguese Level may never be more than '10'. On a die roll of "1", there is **no** increase; with a "2", "3", or "4", the increase is **one**; a "5" means an increase of **two**; and "6" means an increase of **three**.

**[22.32]** Starting with Game-Turn 17, the Spanish Player does **not** roll for replenishing the Portuguese Level - and Brasil gets no further "Portuguese reinforcements". Rather, the Spanish Player rolls the die and consults the following table:

Die-Roll	Event
1	Nothing happens; roll again next turn
2	Nothing happens; Spanish Player does not roll again for any reason
3,4,5	Spain gains nominal control of Portugal and Brasil. Portug. Level reduced to '0'; no other effect. Spanish Player does not roll again for any reason.
6	Same as 3, 4, 5 - but Spanish Player <b>does</b> roll again next turn; if he rolls a 5 or 6 at the beginning of any turn Brasil becomes independent - all foreign units are eliminated and Brasil becomes impassable to all units.

## [23.0] PORTUGAL AS A FOURTH PLAYER

### Optional Rule

#### GENERAL RULE:

If more than three Players wish to play, a fourth Player may be Portugal. There are no counters for the Portuguese; Players will have to supply their own counters if they wish to take advantage of this optional rule.

#### [23.1] THE PORTUGUESE SET-UP

**[23.11]** The Portuguese Player receives the same number of Soldier and Colonist counters as the other Players.

**[23.12]** Portugal's Monarch is an 'A' at the start of the Game; the National Treasury contains 175 Ducats.

**[23.13]** Portugal receives the following Explorers, with the corresponding Game-Turn duration:

Explorer	Arrive:	Depart:
Diaz	Turn 1	Turn 1
Da Gama	Turn 1	Turn 3
Corte Real	Turn 2	Turn 2
Cabral	Turn 2	Turn 5
Vespucci	Turn 3	Turn 6
d'Albuquerque	Turn 4	Turn 6
Sequeira	Turn 6	Turn 8

**[23.14]** In addition to the above Explorers, the Portuguese Player has the use of "Cabot, S." for Game Turns 7, 8, 9, and 10. The English Player has use of Cabot, S. for Game-Turns 6 and 11 only. Cabot may still be 'rented' as any other Explorer.

**[23.15]** In all other aspects of the game, the Portuguese Player follows all the rules. If this option is chosen, the Players may **not** use 22.0, The Treaty of Tordesillas Option.

## [24.0] THE GERMAN BANKERS

### Optional Rule

#### GENERAL RULE:

For Players who wish to increase the scope and dimension of the Game, and get involved in economic and diplomatic variations, this is a fairly abstract simulation of 16th Century fiscal realities. There should be at least three **active** countries playing the game - aside from the Banker - if this option is to work well. The Banker player represents the large German Banking Houses: Fugger, Walser, and so on. All rules are the same as in the standard game, except as noted below. Players should note that this option places a premium on economics and diplomacy, and that the German Banker/Player has quite a bit of control over the destinies of the different countries.

#### [24.1] MECHANICS OF PLAYING THE GERMAN BANKERS

**[24.11]** One Player takes the role of the German Bankers. In essence, he plays a somewhat non-active position, controlling destiny through finance. He may not send out any Expeditions, nor make any "active" move on the game map.

**[24.12]** When using this option, the following adjustments are made:

1) The initial Treasury Levels are as follows:

**France:** 240 Ducats

**England:** 165 Ducats

**Spain:** 110 Ducats

**Portugal:** 100 Ducats

2) The French Player does not get the following Explorers at any time during the game: **Villegagnon**, **Ribaut**, and **Personne**. In addition, **Gonneville** is available during Game-Turns 2-3, not 1-2.

3) Cabot, S. is available as per Case 23.14.

**[24.13]** When rolling for taxes (**only**) standard Players add one to their die-roll. (The German Player does not).

**[24.14]** The German Banker has a permanent "Monarch" rating of 'A'. The only Random Event the German Banker Player rolls for is taxes; he ignores all other Random Events.

**[24.15]** The initial level of the German Banker's Treasury is **260** Ducats.

**[24.16]** The German Bankers may loan money to the other Players at any rate deemed expedient by the Players involved in the transaction. **No** other Players may make loans or transfer funds in any way to another Player. If a Player cannot or will not repay a loan at the agreed upon date, the German Banker may repossess any ships owned by the Player that are located in Europe at any time after the negotiation of the loan. Ships are repossessed at the following rates; for each 4 Ducats, 1 Caravel; for each 8 Ducats, 1 Carrack; for each 40 Ducats, 1 Galleon Fleet: Ships repossessed are taken complete with cargo. They may not return to Europe and unload them and then be repossessed; they are taken as **soon** as they reach Europe, complete with cargo.

**[24.17]** Players in debt to the German Bankers must pay off loans **before** paying any maintenance. The Spanish Player still always pays his Missionaries' maintenance before anything else.

**[24.18]** If any Player rolls "Costly European War" (Event Nr. 5) on the Political Event Table, the German Banker must deduct **40** Ducats from **his** Treasury.

#### [24.2] GERMAN BANKER EXPLORERS

**[24.21]** The German Banker Player receives certain Explorers which he may rent to other countries. He may not use them himself. (Players will have to supply their own counters.)

**[24.22]** The German Explorers, and their turns of arrival/ departure are as follows:

Explorer	Arrive:	Depart:
Alfingier	Turn 7	Turn 8
Spies	Turn 9	Turn 10
Federman	Turn 9	Turn 9
Von Hutten	Turn 10	Turn 11

All arrangements as to the length of "rental" and so forth are up to the Players involved.

#### [24.3] GERMAN BANKER CONTROL

The German Bankers may demand as partial repayment of their loans a percentage of the profits of any Expedition(s) they help to finance. (This was the normal way of doing business at that time.) If a Player has Political Control over an Area, but at least 50% of the profits from that Area (Gold + Resources) are going to the German Bankers, the German Banker, not the actual owning Player, is considered to be "in Control" of that Area for Victory purposes.

#### [24.4] GERMAN BANKER VICTORY

The German Banker Player receives **3** Victory Points for every Ducat in his Treasury at the end of the Game. However, he may not get Discovery credit for **any** Discovery. He is considered to be the winner if he has the most Victory Points at the end of the Game. In addition, whatever his Victory Point total, if his Treasury Level is greater than **any** two other country's combined, the German Banker has scored a "technical" victory. (i.e., while the other countries may have received the glory, the banking houses are reaping the more tangible benefits.)

#### SUGGESTED READING

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#### DESIGN CREDITS

Game Design: **Richard Berg**

Physical Systems Design and Graphics:

**Redmond A. Simonsen**

Development: **Greg Costylian**

Production: **Larry Catalano, Manfred F. Milkuhn,**

**Kevin Zucker, Linda Mosca**

Acknowledgments: **Nathan Mitchell, Lawrence Ercolino, Joe Seliga, Whitley Strieber**

Playtesting: **Thaddeus Kubis, Eric Goldberg, Paul Morales, Tom Gould, Mat Rifkin.**