

C ONQUISTADOR[®]

The Age of Exploration: 1495-1600



CONQUISTADOR IS AVALON HILL'S TRADEMARK NAME FOR ITS GAME OF EXPLORATION AND CONQUEST

CONQUISTADOR

COMPONENTS

32" x 22" Mapboard
560 Counters (2 counter sheets)
1 Rulebook
1 Expedition Log
2 Dice

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1. INTRODUCTION

CONQUISTADOR is a game for one, two, three, and four players based on the exploration and conquest of the New World in the 16th Century. The game is historical in nature, providing the atmosphere and mechanics of the 16th Century world and historical personages. The object of the game is to accumulate wealth, land, and prestige (in the form of discoveries).

2. MAPBOARD

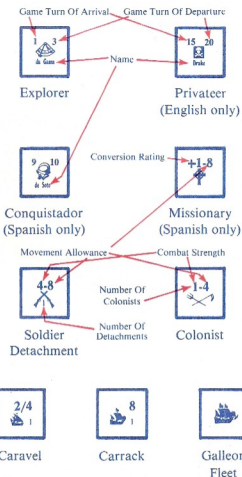
The mapboard represents the New World (the Western Hemisphere). A hexagonal grid has been superimposed over this simplified geographic representation to regulate the movement. Players will note that a number of charts and tables are printed directly on the map.

2.1 Land which is solid black is not in play, though hexes with such land may be if the hex also contains water.

2.2 The following hexsides are considered river hexsides, not lake hexsides: 1218/1219 and 1219/1220.

3. COUNTERS

3.1 Examine the sheet of die-cut counters (hereafter referred to as units or counters). These represent the men and material involved in the exploration, colonization, and exploitation of the New World. The following diagrams illustrate the numbers and symbols found on the counters.



3.2 The green counters are the Spanish, the yellow counters are the Portuguese, the red counters are the English, and the blue counters are the French. The ships and Gold Markers are used by all the players.

3.3 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, three a group of three ships, and five a squadron of five ships. These counters are treated like change.

3.4 Gold markers represent both Gold and Treasure. Gold markers are also interchangeable.

3.5 Players are not limited by the counters provided. If required, they may use additional counters from any source.

4. DEFINITIONS

Area—A geographical section of the New World, set off from the other Areas by boundary lines. All Areas are named (for example, Incan Empire). An Area 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, Areas which yield double resources are indicated by an 'R2'.

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

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

Bound—A Bound is the Naval Movement measurement used to regulate movement to and from Europe. Each Bound is worth 8 Movement Points. The distance, as measured in Bounds, from each Area to Europe is listed in that particular Area's Area Information Display. Some Areas have both an east ('e') and a west ('w') coast and Bounds for each coast are listed separately. In addition, both Brazil and the Incan Empire are divided by a line with Bounds listed for points north ('n') of the line (inclusive) and south ('s') of it.

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.

Caravel—Small coastal traders. Quite seaworthy but cramped and uncomfortable, with a small cargo capacity.

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

Galleon Fleet—A large, powerful formation of galleons used for the shipment of Gold. Historically they were virtually invulnerable.

Monarch's Rating—A letter code representing the overall ability of a Monarch. A Monarch's 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 the country's Treasury to give the country's Initiative Level. The multiplier corresponds to the Monarch's 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—Players perform segments in most phases according to their Initiative Levels; the player with the highest Initiative Level first, the player with the second highest Initiative Level second, etc.

5. SEQUENCE OF PLAY

CONQUISTADOR is played in Game Turns. Within each Game Turn are five phases, each of which is divided into segments. Each segment in the Royal Council Phase and the Maintenance Phase is performed simultaneously by all the players. During the segments of the remaining phases, players perform actions in the order established during the Initiative Determination Segment. 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 phases and segments. All actions must take place in the proper sequence.

A. Royal Council Phase.

1. Random Events Segment. Each player rolls for Taxation, Availability of Colonists, and Political Events. (See 6.)

2. Initiative Determination Segment. Players determine the order of play for each segment of the Initial Naval Phase, the Land Phase, and the Final Naval Phase during the Game Turn. (See 6.5.)

3. Planning Segment. Each player purchases all the material and men that he needs for the upcoming Game Turn. He also plans (in writing using the Expedition Log) the length and destination of all his Expeditions. Loans, treaties and other diplomatic arrangements may be made during this phase. (See 6.6 & 6.7.)

B. Initial Naval Phase

1. Trans Oceanic Naval Movement Segment. Players may move Expeditions to and/or from Europe and the New World. Expeditions must end their movement in their designated landing hex. Land units may not debark in this segment. (See 7.2.)

2. Hemisphere Naval Movement Segment. Players may move Expeditions between points within the New World. They may not move to or from Europe. Expeditions may embark and debark land units and may engage in Naval Combat and/or Naval Invasions. (See 7.3.)

3. Naval Attrition Segment. Each player checks for possible Attrition for each of his Expeditions after all movement is completed. Attrition is based on the distance covered in this phase. (See 9.)

C. Land Phase.

1. The Gold Segment. Players may attempt to discover

Gold in any Gold hex/es. Players may produce Gold from working Mines and take Treasure from Treasure Cities. At the end of the segment, each player working a Mine or looting a Treasure City must roll for depletion. (See 14.)

2. Land Movement and Combat Segment. Each player may move any or all of his land units. A unit entering an enemy occupied hex must participate in land combat. Land transportation of Gold and Treasure is allowed in this segment, but Gold and Treasure may not be loaded onto ships until the Resource Segment. Players record their Victory Points for any Land Discoveries made during this segment. (See 10.)

3. Native Combat Segment. Each player may attack the Natives in each Area in which they have Soldier Detachments. (See 18.3)

4. Native Uprising Segment. Each player checks for the possibility of a Native Uprising in each occupied area. If a Native Uprising has been triggered, the player resolves it on the Native Uprising CRT. (See 18.4)

5. Land Attrition Segment. Each player checks for Attrition, removing any units which are eliminated. Players check for Attrition for each land hex occupied by their units. (See 12.)

6. Resource Segment. Players may load Gold and Treasure onto ships for shipment back to Europe. Players credit collected Resources to their National Treasuries. (See 15.)

D. Final Naval Phase.

1. Trans Oceanic Naval Movement Segment. Players may move their Expeditions to and/or from Europe and the New World. Ships may not use Hemispheric Naval Movement in this phase, and no Naval Combat is allowed. (See 7.2)

2. Naval Attrition Segment. Each player checks for possible Attrition to each of his Expeditions after all movement is completed. Attrition is based on the distance covered in this phase. (See 9.)

3. Discovery Credit Segment. Players get credit for Discoveries by Expeditions which have returned to a friendly port. Gold and Treasure safely returned to Europe is added to the respective National Treasuries. (See 19.)

E. Maintenance Phase. Players must pay the Maintenance cost for each unit that they wish to keep in play for the next Game Turn. The costs are deducted from the National Treasuries. (See 13.)

6. ROYAL COUNCIL OPERATIONS

6.1 Monarchs. Each country has a Monarch. The country retains that Monarch until the Political Events Table mandates a change. Each Monarch has a Rating of A, B, C, or D. This rating influences the country's taxes and Initiative Level. Monarchs have no effect on any other facet of the game.

6.2 The National Treasury. Each country has a 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 Treasury Track (located on the map).

6.2.1 Funds in the National Treasury are measured in Ducats. Players pay for items in Ducats, and collect Taxes, Resources, Gold, and Treasure in Ducats. Each Ducat in the National Treasury is worth 2 Victory Points at the end of the Game.

6.2.2 Players expend Ducats when they purchase material and men, outfit expeditions, etc. Players gain Ducats when they collect Taxes, Resources, Gold and Treasure. Players simply add or subtract the proper amounts from their National Treasuries by moving the markers on the Treasury Track.

6.2.3 Players may spend part or all of their National Treasuries. They may not spend more Ducats than they have. However, players may arrange loans with other countries at whatever terms the parties deem favorable (such loans are binding and players may not default). Transference of Ducats between National Treasuries is accomplished by bookkeeping; there is no need for literal transportation by ships. A player is not eliminated from the game simply because his National Treasury is bankrupt.

6.3 Random Events. At the beginning of each Random Events Segment, each player rolls two dice and refers to the Random Events Table (located on the map and hereafter referred to as the RET) to determine the collection of taxes, availability of Colonists, and Political Events.

6.3.1 Taxes. Each Player throws one die. He then refers to the RET and cross references the die roll with his Monarch's Rating. The result is the amount of Ducats added to his National Treasury.

6.3.2 Colonists. Using the same number from the die roll used in 6.3.1, the player now refers to the Colonists section of the RET to see how many Colonists he has available for this game turn. Note that the number of Colonists available can be changed by a Political Event.

6.3.3 Political Events. The player now checks for a Political Event by throwing an additional die. The additional die corresponds to the numbered columns under the Political Events section of the RET and is cross referenced with the initial die roll from 6.3.1.

6.4 Political Events. These events simulate a variety of peripheral and random occurrences which had, or could have had, direct bearing on the success of countries' endeavors in the New World. Players must follow the instructions of the Event unless specifically exempted by the instructions or unless the performance is a literal and physical impossibility. Each event applies only to the Game Turn being played, unless specifically extended.

RANDOM EVENTS (BEGIN HERE)

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

6.4.2 Supply Of Colonists Changes. The player rolls one die. On a roll of '1-2', the player receives no Colonists this Game Turn (tales of rigorous hardship and cannibalism). On a roll of '3', the player receives one less Colonist this Game Turn. On a roll of '4', the player receives one more

Colonist this Game Turn. On a roll of '5-6', the player receives double the number of Colonists this Game Turn (religious suppression at home and wild stories of Gold in the New World).

6.4.3 Increased Interest in Overseas Expansion. The player increases his Monarch's multiplier by one point for this Game Turn only, before checking for his Initiative Level. The Monarch's Rating does not change.

6.4.4 Decreased Interest in Overseas Expansion. The player decreases his Monarch's multiplier by one point for his Game Turn only, before checking for his Initiative Level. The Monarch's Rating does not change.

6.4.5 Costly European War Drains Treasury. Reduce the National Treasury by 50 Ducats, or reduce it to 0 if it contains less than 50 Ducats.

6.4.6 Civil War At Home. The player may not purchase new Soldier Detachments this Game Turn. In addition, the player must transport a least one quarter of the Soldier Detachments he has in the New World to Europe by the end of the game turn. These soldiers must actually be transported. They are considered eliminated when they reach Europe (or when they suffer Attrition) and may not be maintained. Failure to comply with this event results in a loss of 100 Victory Points at the end of the Game Turn.

6.4.7 Affluent Middle Class. At the gentle behest of The Crown, the Middle Class donates 20 ducats to the player's National Treasury.

6.4.8 Graft and Corruption Rife. For this Game Turn only the player must pay double for all purchases and all Maintenance.

6.4.9 Guile and Treachery Obtain Rutter for the South Cape. Ignore this event if the Southern Cape has not been previously navigated.

6.4.10 Metallurgical Breakthrough. If the player is in possession of, and actually working, the Pitosi Silver Mines (hex 4213), his output doubles (to 50 ducats per Game Turn) for the remainder of the time he continues working the Mine until the Mine is depleted or abandoned. This event may only occur once; ignore it on subsequent occurrences.

6.4.11 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 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. A settlement in an Area in which the Native Level is 0 cannot be effected by this event.

6.4.12 Oppressive Colonial Policy. All settlements owned by the player in an Area where the Native Level is presently greater than 0 undergo an immediate Native Uprising. The player does not check for the Uprising Level first. He simply rolls directly on the Native Uprising CRT. This event is in addition to any Native Uprisings that may occur normally.

6.4.13 Natives Decimated by Disease. Virulent strains of smallpox decimate the Native Population. In all Areas which contain land units, the Native Level is reduced by one. Native Levels that are already at 1 are not reduced. In addition, no Native Uprisings against anyone are possible this Game Turn.

6.4.14 Caribbean Indians on the 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 from each of his settlements in the Area. Additionally, if the player is Spain, he rolls a die: on a roll of '1-2' there is no effect, on a roll of '3' he must remove a Missionary, and on a roll of '4-6' he must remove either a Conquistador or an Explorer (if one is present). These units are removed because they've been eaten!

6.4.15 The Seven Cities of Cibola. If the player has any land units in California, the Rockies, the Midwest Plateau, Sonora, or the Aztec Empire, he must begin a quest to find the fabled Seven Cities of Cibola. The quest must, at some time, pass through at least one hex in all the previously mentioned Areas. All units in the party conducting the quest 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 previously mentioned Areas) and a Missionary must accompany the party. The player may conduct any normal activities during the quest, but the party must be finished within 25 years (5 Game Turns including the current one) of the reading of this event. Failure to comply means a loss of 100 Victory Points at the end of the fifth Game Turn. Ignore this event on Game Turns 18-21.

6.4.16 El Dorado. The requirements for this event are the same as for The Seven Cities of Cibola, but the Areas involved are Panama, Venezuela, The Amazon, and the Incan Empire, and the time for completion is 20 years (4 Game Turns including the current one).

6.4.17 Plague In The Colonies. The player must remove one Colonist or Soldier Detachment from at least half of his settlements. Additionally, if the player is Spain he rolls a die: on a roll of '1-3' there is no effect, on a roll of '4-5' he must remove any one Conquistador, and on a roll of '6' he must remove any one Conquistador and any one Missionary.

6.5 Initiative. The player with the highest Initiative Level moves first in each segment of the Initial Naval Phase, the Land Phase, and the Final Naval Phase. The player with the second highest Initiative Level moves second, the player with the third highest Initiative Level moves third, and the player with the lowest Initiative Level moves last. If there is a tie, the country with the highest Monarch Rating moves first. Otherwise, the highest throw on a die moves first.

6.5.1 To determine the Initiative Level, the Monarch's multiplier is multiplied by the number of Ducats in the National Treasury. The resulting number is that country's Initiative Level.

6.5.2 The Monarch's multipliers are: A = 4, B = 3, C = 2, and D = 1.

6.5.3.3 A Monarch's multiplier may never be reduced below 1 by a 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. A player may purchase as many ships and Soldier Detachments and outfit as many Expeditions (by purchasing Bounds) as he has funds for. Players are limited only by their National Treasuries and Political Events.

6.6.1 All units, with the exception of Colonists, Missionaries, Explorers, and Conquistadors must be purchased. Purchase costs may be found on the Purchase And Maintenance Cost Table (on the map or on the Expedition Log). Missionaries, Colonists, Explorers, and Conquistadors have no cost. All units become available in Europe except that ships may be built in the New World beginning with Game Turn Eight.

6.6.2 All Expeditions travel, for purposes of estimating outfitting costs, in movement units called Bounds. Each Bound to be travelled 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 the Expedition. Each Bound costs 2 Ducats, and the player must pay for all the Bounds that the particular Expedition plans to use in that Game Turn.

6.6.3 Bounds may not be accumulated from Game Turn to Game Turn nor transferred from one Expedition to another. Unused Bounds are lost. There is a severe penalty for an Expedition that exceeds its planned Bounds.

6.7 Documentation, Treaties, & Secrecy. The materials and units to be purchased and the designated landing hex of each Expedition must be written down during the Planning Segment. Players may purchase only what they have written down.

6.7.1 Players may agree to formulate treaties (secret or otherwise) between their respective countries. The treaties may contain any agreement that is legal within the rules, but the terms must be written out and explain the exact agreement between the parties. Players may renege on a treaty at any time and it is then considered dissolved.

6.7.2 The Expedition Log should be used by all players to plan and document Expeditions each Game Turn. In addition, the Log provides spaces for players to keep track of their Monarchs' Ratings, their Discovery Points, and the Area Native Levels.

6.7.3 All plans and orders may be kept secret until the end of the game turn, when they should be revealed to the other players.

7. NAVAL MOVEMENT

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

7.1.1 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, plus up to 5 Ducats of Gold or Treasure, and an unlimited number of Explorers, Conquistadors, and Missionaries. A Caravel costs 4 Ducats to build, and 1 Ducat to maintain.

7.1.2 Carracks have the same Movement capabilities as Caravels. Each individual Carrack has a combat strength of eight for both attack and defense, and each costs 8 Ducats to build and 2 Ducats to maintain. Each Carrack may carry two Colonists and/or Soldier Detachments (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.

7.1.3 Galleon Fleets have the same movement capabilities as Carracks and Caravels, except that they do not suffer Attrition (they need not roll for Attrition at the end of any Naval Phase). 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. They may travel only between friendly ports and Europe. They have no combat strength because they may never be attacked nor may they attack any other ship (including other Galleons). They may protect ports, but they do not protect other Expeditions, even if in the same hex. They can only carry Gold or Treasure and may carry an unlimited amount of Gold at any time. 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. Galleon Fleets are not available for purchase until Game Turn Six.

7.1.4 Beginning with Game Turn Eight, players may build 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. Galleon Fleets may not be built in the New World. Players should note that this is an excellent way to conduct Pacific Exploration, although Victory Points for discovering the Pacific by sea pertain only to units sailing through a Cape Hex.

7.1.5 Players must keep track of what cargo is on what ship at all times by placing all units and Gold on a ship underneath that individual ship counter.

7.2 Trans Oceanic Movement. 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. Thus, an Expedition wishing to sail from Europe to the Caribbean would travel a total of three Bounds and 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. Hemispheric Movement covers travel between points within the New World and is done in a separate segment. Land units may not disembark from ships during the Trans Oceanic Movement Segment.

7.2.1 Each player must pay a cost of 2 Ducats per Bound for each Bound an Expedition plans to use in travel to and

from Europe as well as within the New World. The cost is paid per Expedition, not per ship.

7.2.2 To determine how far an Expedition must travel to and/or from the New World in a given Game Turn, the player must list a designated landing hex 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. The player must then purchase that number of Bounds to get to the Area or double this number if he also wishes to return at the end of the turn (though he does not have to).

7.2.3 Ships in Expeditions may not split up at any time in a Game Turn; they must stay together for the entire Game 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 embark and disembark Expeditions (in effect, leaving or joining Expeditions) during the Hemispheric Movement Segment of the Initial Naval Phase.

7.2.4 Expeditions which do not contain an Explorer may only land at friendly ports or Europe, except Expeditions that wish to engage in Naval Combat which may travel to any hex on the board, with or without an Explorer. Expeditions that wish to make Voyages Of Discovery (land at a hex that is not a friendly port) must contain an Explorer.

7.2.5 Expeditions travelling 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.

7.2.6 If a friendly port becomes unfriendly or nonexistent during the Game Turn an Expedition arrives and no Bounds were allotted for Hemispheric Movement, the Expedition has four choices: 1) It may move to another friendly port within 8 Movement Points without checking for Attrition (if such a port exists), 2) It may return to Europe and check for Attrition, or 3) It may attempt a Naval Invasion in the hex it occupies (if possible) during the Hemispheric Naval Movement Segment (if the invasion is unsuccessful, the entire Expedition is eliminated). If this situation has arisen in the Final Naval Phase, case 3 does not apply. If Bounds were allotted for Hemispheric Movement and this situation arises in the Initial Naval Phase, the Expedition must stop in the hex temporarily and either perform a Naval Invasion in the hex it occupies (if possible) or move on (enemy units could initiate combat beforehand) during the Hemispheric Naval Movement Segment. In any of these cases, there is no cost for the extra Bounds travelled nor extra Attrition penalty.

7.3 Hemispheric Movement. Ships may travel between points within the New World (any place actually on the map). Hemispheric Movement consumes Movement Points which translate into Bounds for the purposes of cost and Attrition.

7.3.1 Each all-sea or partial sea hex which an Expedition moves through costs 1 Movement Point. Expeditions may not move through partial sea hexes or hexsides in contravention of common sense (e.g., an Expedition could

not move from hex 2719 to hex 2819 and then to hex 2919 or hex 2920).

7.3.2 Each 8 Movement Points expended, or any fraction thereof, is equal to one Bound. Thus, an Expedition that uses 9 Movement Points during a Hemispheric Movement Segment has consumed two Bounds, which must be added to the Bound total in that Naval Phase when determining Attrition.

7.4 Within each Hemispheric Movement Segment, a player may move a given Expedition as far as he wishes. Stopping to debark or embark units, to Discover, or to engage in Naval Combat does not prevent the Expedition from continuing movement in that segment.

7.5 The Cape Hexes (known as Cape Horn) are located at the tip of South America: hexes 5715 and 5814. A player must gain entrance to one of these hexes in order to round the Cape and enter the Pacific Ocean (any sea hex west of the Cape hexes), or the Atlantic if coming the other way.

7.5.1 To enter either of the Cape Hexes, the player must roll a die. If he rolls a '1-2', he may successfully round the Cape and proceed into the Pacific Ocean. (The Cape Hexes are not part of the Pacific or Atlantic Oceans). If the Player rolls a '3-6', he has failed to round the Cape and may not try again with that Expedition in that Game Turn. The Expedition may either return to Europe or move elsewhere as per the rules of Hemispheric Movement. Rolling for rounding the Cape may be done in either the Trans Oceanic or Hemispheric Movement Segment and applies to movement through the Cape Hexes in either direction. Expeditions without a Rutter must contain an Explorer to enter the Cape Hexes.

7.5.2 Once a player has successfully rounded the Cape, the player possesses a Rutter (a book of sailing instructions) that enables any of his Expeditions to sail through the Cape freely at any time during the rest of the game. Players owning Rutters may sell the information to other players.

7.6 No ship may ever sail up a river or enter a lake.

7.7 There are no stacking limits at sea. Any number of ships may be in the same hex.

8. NAVAL COMBAT

8.1 Any time that ships of opposing countries are present in the same partial sea hex during a Hemispheric Naval Movement Segment (and only then) there is the possibility of Naval Combat. Either side (or both) may choose to initiate the combat.

8.1.1 If neither the moving player nor the opposing player/s desires to engage in combat, none occurs, and the moving player may continue moving without any movement penalty or simply remain in the hex.

8.1.2 If a player moves his ships into an enemy occupied hex and the moving player decides to initiate 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 of either or both countries. He may choose to attack ships from one country first and then the ships of the other, or to attack both at once.

8.1.3 Two or more enemy players may decide to combine their forces. They may do so only if they have a treaty in force at the time. The moving player must then attack the combined force of both enemy player's ships. The treaty agreement must be announced by both enemy players before the friendly player declares his desire to attack. Treaties may only be used to combine forces in defense; they may not be used to combine forces in an attack.

8.1.4 If a moving player moves his ships into an enemy occupied hex and does not wish to initiate combat, but an opposing player announces his desire to initiate combat, a die is rolled. If the roll is a '1-3' combat occurs and the opposing player is the Attacker. If the roll is a '4-6', no combat occurs and the moving player may continue moving. If more than one opposing player wishes to initiate combat, only the player with the highest Initiative Level may do so.

8.1.5 If an opposing player has attempted to initiate combat and failed, the moving player may not then choose to remain in that hex; he must continue movement.

8.1.6 An opposing player may choose to attack only the moving player; he may not attack another opposing player, even if there is one present in the hex.

8.2 Naval Combat may take place only in partial sea hexes; it may never take place in an all-sea hex. Only Caravels and Carracks may engage in Naval Combat; Galleon Fleets may not. Explorers are not necessary for Naval Combat.

8.3 It costs the moving player 3 Movement Points to engage in Naval Combat, whether it is initiated by himself or by the opposing player. There is no cost to the opposing player.

8.4 An individual Expedition may engage in as many combats as it desires, provided it has sufficient Bounds and pays the necessary Attrition costs at the end of the phase. 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 again in the same Game Turn.

8.5 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 attack with both Expeditions at once. Once a player has ended movement with a given Expedition, and begins moving another, movement for the first Expedition is finished.

8.6 To engage in combat, players add the Combat Strengths of all their Carracks and Caravels. The Combat Strengths of any Soldier Detachments present on board the ships are then added to the total. Combat Strengths of Soldier Detachments on land in the same hex are not included. The total Combat Strengths of each side are then compared and reduced to one of the odds/ratios found on the Naval Combat Results Table (hereafter referred to as a

CRT); the benefit of fractions always going to the defender. Thus, 16 to 9 would be rounded off to 1-1, while 9 to 16 would be 1-2 odds. Odds of less than 1-3, or greater than 3-1 use those respective columns. A die is then rolled, and the result ascertained.

8.6.1 Combat Results. The letter 'A' on the Naval CRT refers to the attacking units, and the letter 'D' refers to the defending units. The number refers to the number of ships lost. The owning player determines which of his ships (and their cargo) will be lost. In the case where two players have combined forces, the opposing player determines which player is to lose ships and then the designated player chooses which ships to lose.

8.6.2 Certain results on the Naval CRT have an asterisk (*). This means that the victorious player may elect to take one of the ships designated as lost by the losing player as a Prize Ship. The victorious player keeps that ship and any Gold it was carrying. All Colonists, Soldier Detachments, Explorer's, Conquistadors, and Missionaries are eliminated.

8.7 Naval Invasion. Any Expedition may invade an enemy port. A Naval Invasion uses the Land Combat CRT, although it comes from the sea and takes place during the Hemispheric Movement Segment. Explorers are not necessary for Naval Invasions.

8.7.1 A Naval Invasion may not be performed if there are enemy ships in the port 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 in the hex).

8.7.2 If there are no enemy ships present (or if they are all eliminated), then the Expedition may debark any Soldier Detachments it has on its ships in the port hex. These Soldier Detachments must then attack the port.

8.7.3 The Combat Strengths of all land units defending in the port hex are doubled during a Naval Invasion.

8.7.4 The invading units may use naval support. The moving player may add 1 to his total Combat Strength for every friendly Carrack in the hex.

8.7.5 If defending units must retreat, they may retreat to any hex adjacent to the port. If attacking units must retreat, they must retreat to (embark onto) their ships.

8.7.6 A victorious invading player may choose to leave all, some, or none of his Soldier Detachments in the port. Any units that do not remain may embark back onto their ships.

8.7.7 Units which take part in a Naval Invasion may still continue to move (and have combat) after the invasion is resolved whether successful or not.

9. NAVAL ATTRITION

9.1 Each Expedition must check for Attrition at the end of each Naval Phase (not after each Segment). To check

Attrition for a given Expedition, the player totals the number of Bounds traveled by that Expedition in that phase. He then throws a die and cross-references this with the number of Bounds travelled on the Naval Attrition Table. The result is the unit or units to be removed; either units from the ships, or the ships themselves.

9.2 Attrition affects any units that began the Naval Phase with the Expedition; not just the units remaining on the ships at the end of the phase. Players suffering Attrition must remove units remaining on the ships first. However, if this is insufficient to cover the required loss, units which left the Expedition during the phase must be removed. If a unit type designated by the Naval Attrition Table is/was not present in the Expedition during that phase then that portion of the result is ignored. Units which join (or units which join then leave) an Expedition are considered part of the Expedition.

9.3 If an Expedition exceeds the number of Bounds purchased and allotted to that Expedition, the player must roll for 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 Attrition twice under the 9+ column.

10. LAND MOVEMENT

10.1 During the Land Movement Segment, the moving player may move as many of his land units as he desires; Colonists, Soldier Detachments, Conquistadors, and Missionaries. 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 a player has completed his movement, he must engage in Land Combat in every hex which contains both his units and any enemy units.

10.2 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 1 Movement Point from its total Movement Allowance.

10.3 A player may move as many of his units as he desires. A unit may move as far as its Movement Allowance permits; it may use all, some, or none of its Movement Allowance. Once a unit enters an enemy occupied hex it must stop; it can move no further that Game Turn. Colonists not accompanied by Soldier Detachments may never move into an enemy occupied hex.

10.4 Terrain Effects. It costs each unit 1 Movement Point to enter any land hex on the map. There is no penalty for crossing a river. However, all-sea hexsides and all-lake hexsides may not be crossed. In addition, units may not cross mountain hexsides.

10.5 Stacking. There are no stacking limits on land. Any number of land units may be in the same hex.

10.6 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.

10.7 There is no cost in Movement Points for land units to embark or disembark ships. There is a cost to the Naval units, as they must stop in the hex. Land units may not disembark in the first Trans Oceanic Naval Movement Segment.

11. LAND COMBAT

11.1 Combat occurs in the Land Movement Segment whenever the units of one player move into a hex occupied by the units of another player. This combat is automatic and mandatory. Land units may not peacefully coexist in the same hex and players may not agree not to have combat where it is required. All combat is resolved after the moving player has completed all his movement.

11.2 During combat, the moving player is always considered the Attacker. The player who originally occupied the hex is the Defender. All units in the hex must engage in combat.

11.3 To engage in combat, players total their Combat Strengths. The total Combat Strengths of each side are then compared and reduced to one of the odds/ratios found on the Land CRT; the benefit of fractions always going to the defender. Thus 16 to 9 would be rounded off to 1-1, while 8 to 16 would be 1-2 odds. Odds of less than 1-3 or greater than 5-1 use those respective columns. A die is then rolled, and the result ascertained.

11.4 Colonists may never attack; they may only use their Combat Strength on defense. 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.

11.5 Terrain has no effect on combat.

11.6 Combat Results. The letter 'A' on the Land 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 (thus, 1/2 of 9 is 5). A player may choose to remove two Colonists for one Soldier Detachment, if there are Colonists available in the hex. If only Colonists are present, count each Colonist as one Soldier Detachment for determining losses. Otherwise, Colonist losses are voluntary. All units removed are considered eliminated.

11.6.1 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.

11.6.2 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 fewer remaining Soldier Detachments in that hex is the losing player. If both sides have an equal number of Soldier Detachments remaining, the Attacker is considered to be the losing player.

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

12. LAND ATTRITION

12.1 Each player checks for Attrition in the Attrition Segment of the Land Phase. He checks for each hex in which he has land units. The results for each hex can only be applied to the land units actually in the hex. If the unit type designated by the result is not present in the hex, then that portion of the result is ignored.

12.2 Area Attrition Levels. Each Area on the map has an Attrition Level (from 1-4), which may be found on the lower line of the Area Information Display. Attrition Levels never change. However, they may be adjusted by the terrain in the hex in question or by the presence of a Conquistador.

12.2.1 A forest/jungle hex adds one (+1) to the Attrition Level of the Area for units in that hex.

12.2.2 A rough terrain hex adds two (+2) to the Attrition Level of the Area for units in that hex.

12.2.3 A Coastal hex, Island hex, any hex which has a river hexside, or any hex which has a lake hexside or lake within the hex subtracts one (-1) from the Attrition Level of the Area for units in that hex. A hex may only receive this adjustment once even if it meets several of these qualifications.

12.2.4 These additions are cumulative. However, the Area Attrition may never be lower than 1 or higher than 5.

12.3 Any Spanish units checking for Attrition in any hex with one or more Conquistadors subtract one (-1) from the die roll when checking for Attrition results.

13. MAINTENANCE

13.1 Each player must pay Maintenance 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. Units for which Maintenance is not paid are eliminated from play. Maintenance is paid only for units that have Maintenance costs. The Maintenance cost of all units is printed on the Production And Maintenance Cost Table (on the map).

13.2 Colonists have no purchase cost. They are brought into play through the Random Events Table. However, players must pay 2 Ducats Maintenance for each Colonist they have on the map. Colonists may not be maintained in Europe. If they are not sent to the New World on the Game Turn they are received, they are eliminated from play at the end of the Game Turn.

13.3 Missionaries have no purchase cost. They arrive at the direction of the Spanish Player. However, the Spanish Player must pay 1 Ducat Maintenance for each Missionary he has on the map. This is automatically deducted from his Treasury and must be paid before all other Maintenance; he may not choose to allow the unit to be eliminated. The only time the Spanish Player may legitimately fail to pay Maintenance on a Missionary is when his National Treasury is bankrupt; in which case no Missionary is eliminated and the debt is forgiven.

13.4 Maintenance costs for all units on the map at the end of the final Game Turn must be paid. Players may not avoid the payment of Maintenance on the last Game Turn by allowing units to be eliminated unless their National Treasury is bankrupt.

14. GOLD & TREASURE

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

14.1.1 Any land unit (except a Missionary) may discover Gold in a Mine hex. 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 two dice in an attempt to discover Gold. If the number rolled is '2-5', he has discovered Gold in that hex. If the number rolled is '6-12', he has failed to discover Gold and may not roll for that hex again until the next Game Turn.

14.1.2 A player may begin mining as soon as there is a Colonist present in a Mine hex where Gold has been discovered, taking his output in The Gold Segment of the current Game Turn and preparing for its eventual transport during the Movement Segment of the Game Turn.

14.1.3 Each Mainland Mine produces 25 Ducats of Gold each Game Turn that it is mined. The Gold is represented by placing a Gold marker of the correct denomination on the hex during The Gold Segment.

14.1.4 A Mine will produce 25 Ducats of Gold each Game Turn, until it becomes depleted. At the end of each Gold Segment, after production has been taken from all working Mines, the player rolls two dice for each working Mine. If the number rolled is '2-3', the Mine is depleted and may not be mined or discovered again (place a Gold Mine Depletion marker on the Mine hex). If the number rolled is '4-12', mining may continue next turn.

14.1.5 A hex that is being mined for Gold (as opposed to taking Treasure) may not be used to collect Resources. In addition, any Area that has at least one active Gold Mine (not Treasure City) has an automatic Area Resource Level of 1, regardless of the level for other Areas that turn.

14.1.6 In order for a Mine to be worked and for Gold to be produced, at least one Colonist 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.

14.2 Caribbean Gold. The Caribbean Area consists of all the islands between the Deep South and South America. The rules and methods for obtaining Caribbean Gold are exactly the same as the ones for Mainland Gold, with the following exceptions:

14.2.1 Caribbean Gold is discovered on a roll of '2-8'.

14.2.2 Caribbean Mines produce 15 Ducats of Gold per Game Turn.

14.2.3 Caribbean Mines become depleted on a roll of '2-5'.

14.3 **Treasure & Looting.** There are three Treasure Cities on the 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.

14.3.1 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 dice for looting; the presence of the Soldier Detachment is enough.

14.3.2 Treasure is taken in the same manner as Gold is produced from Mines. The amount of Treasure that may be taken, in one Gold Segment from each city is as follows: Cuzco—100 Ducats, Tenochtitlan—75 Ducats, Chichen Itza—40 Ducats.

14.3.3 Like Gold Mines, a player must roll to see if a Treasure City becomes depleted each turn. On a roll of '2-5' it does.

14.3.4 Looting has no effect on the collection of Resources; Resources may be taken from a hex in which looting is occurring.

14.4 **Transportation of Gold and Treasure.** In order for Gold and Treasure (both in the form of Gold markers) to be credited to a National Treasury, it must be physically shipped back to Europe.

14.4.1 Gold or Treasure may be shipped from the New World to Europe from friendly ports, and only from friendly ports. If a Mine or Treasure City hex is inland, the Gold or Treasure must first be transported overland to a friendly port.

14.4.2 Gold or Treasure may be transported overland either by a Soldier Detachment or a Colonist. One Soldier Detachment or Colonist may carry an unlimited amount of Gold or Treasure. Gold markers may not move by themselves.

14.4.3 Once the Gold or Treasure has reached a friendly port it may be loaded (in the Resource Segment) aboard a ship or Galleon Fleet (at no cost to the land unit or the naval unit). 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.

14.4.4 Players must ship Gold or Treasure from a friendly port that is in the Area in which the Gold or Treasure was produced if that Area has a coastline. If the Area does not have a coastline, the Gold may be shipped from a port in an adjacent Area. Exceptions: 1) Gold from Gold Mines in the Rockies must be shipped through a port on the Pacific Ocean, and 2) Treasure from Cuzco may be shipped from any port in the Rio del Plate Area.

14.4.5 If land units are attacked while carrying or guarding Gold or Treasure, and the units are forced to retreat from the hex, the Gold or Treasure is considered to be captured by the attacking units.

14.4.6 If ships are attacked while carrying Gold (except Galleon Fleets which may not be attacked) and the attacker in the naval combat receives a ship(s) as a Prize Ship, any Gold or Treasure on that ship(s) is now the property of the attacker and may be transferred to his ships. Otherwise, ships eliminated in combat take their Gold down with them.

14.5 **Abandonment Of Mines.** At some point in the game, players may determine it would be more profitable to collect Resources then operate Mines. Therefore, players may wish to abandon their Mines and collect Resources instead. This is done simply by placing an Gold Mine Abandoned marker 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 the beginning of the Gold Segment. Any Player may revive an abandoned Mine, regardless of the original ownership.

15. RESOURCES

15.1 Each hex on the 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.

15.2 The Resource Level is a number (found on the Turn Record Track) that applies to all colonized Areas on the map for that Game Turn. The Resource Level indicates the number of Ducats a player may add to his National Treasury per Colonist. Areas showing an 'R2' on their Information Display yield double the current Resource Level. As the game progresses, the Resource Level increases.

15.3 Each Colonist in a hex draws the equivalent of the Resource Level in Ducats. However, a maximum of five Colonists may draw Resources out of any one hex. In addition, no more than 20 Colonists from a given nation may draw Resources from any one Area. Soldier Detachments may never draw Resources.

15.4 Areas in which Gold is being mined are severely restricted in their ability to collect Resources. A player may not collect Resources for Colonists in any hex that is being mined. In addition, any Area that has at least one active Mine has an automatic Resource Level of 1.

15.5 Resources do not have to be transported. They are simply credited to the individual National Treasuries in the Resource Segment.

16. SPECIAL UNITS

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

16.1.1 Explorers are available as per the Turn Record Track. Each Explorer appears in Europe and is available for leading Expeditions during the Game Turn of his arrival. An Explorer is removed from play (if he has not died through Attrition or combat) at the end of Game Turn of his departure (even if he is in the New World).

16.1.2 A player may rent an Explorer from another player at whatever cost and for whatever length of time they agree upon (within the restrictions of the Explorer's arrival and departure dates). This financial arrangement must be encoded in a treaty.

16.1.3 Explorers may not land or move overland.

16.1.4 The Explorer S. Cabot is used by England in the Two and Three Player Scenarios and by both England and Portugal in the Four Player Scenario as per the Scenario Special Rules.

16.2 *Privateers ("Sea Dogs")*. Beginning with Game Turn Fourteen, the English player receives Privateers. Privateers were semi-official pirates hired by the English Crown to raid and harass enemy shipping. Privateers may always act as regular Explorers, in which case no special rules apply.

16.2.1 The following Explorers are Privateers: Drake, Raleigh, Grenville, and Hawkins. They can be Privateers only if in the service of England. When one of these Explorers enters the game, the English player must state whether he will act as a Privateer or not. He cannot change this decision once made.

16.2.2 Privateers wishing to act in their special fashion may sail anywhere on the map without rolling for Attrition. They must purchase all Bounds used, and may never exceed the allotted Bounds. A Privateer Expedition may contain any number of ships. Privateers may make Discoveries.

16.2.3 Privateers may never transport their own country's Gold. They may, of course, obtain enemy Gold in an attack and carry that.

16.2.4 Privateer Expeditions may never carry Colonists. Each ship in a Privateer Expedition must contain at least one Soldier Detachment. Any ship in a Privateer Expedition that does not contain a Soldier Detachment is eliminated. Soldier Detachments with Privateer Expeditions may never be debarked; they may take part in a Naval Invasion but must return to the ships after the combat.

16.2.5 Any and all ships lost in Naval Combat to a Privateer Expedition are automatically considered Prize Ships. The Privateer may keep the Gold, and use the ships. However, each captured ship must be manned by one of the Privateer's Soldier Detachments.

16.2.6 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.

16.3 *Conquistadors*. Conquistadors are land Explorers; they represent the very particular talents that the Spanish brought to the Age of Exploration.

16.3.1 Conquistadors arrive and depart according to the Turn Record Track, unless they are eliminated by other means. Conquistadors may not be rented.

16.3.2 If there are any Conquistadors present during Land Combat, the Spanish player may add one (+1) to the die roll when attacking and subtract one (-1) when defending.

16.3.3 When engaging in combat against Natives, the Spanish player subtracts one (-1) from the die roll for each Conquistador (and a Missionary with a positive Conversion Rating) present in the Area but no more than three may ever be subtracted from this roll.

16.3.4 The Spanish player subtracts one (-1) from an Attrition die roll if there are any Conquistadors present in the hex.

16.3.5 A Conquistador must be stacked with a Soldier Detachment or Colonist at the end of each Land Phase. Any Conquistador alone in a hex at the end of the 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.

16.4 *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.

16.4.1 Each Area in which Spain has either a Colonist or a Soldier Detachment 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 other land units. If a Missionary is somehow eliminated, it must be replaced in the very next Game Turn. If Spain fails to replace a Missionary, Spain may not collect taxes the next Game Turn (and every Game Turn until the Missionary is replaced).

16.4.2 Missionaries do not have to stack with other units. They cannot be attacked by European forces, which may move through Missionaries as if they did not exist. They also cannot participate in an attack.

16.4.3 Missionary counters have an unknown rating until they reach the New World. Their Conversion Rating can be positive or negative. The Spanish player places all the Missionary counters face down in a pile and mixes them up at the start of the game. The Spanish player selects a Missionary for every Area as needed by randomly choosing one from the pile. The Missionary counter is turned face up when it reaches the New World. Eliminated Missionaries are placed face down and mixed into the pile.

16.4.4 When engaging in combat against Natives, the Spanish player subtracts one (-1) from the die roll for a Missionary with a positive Conversion Rating present (as well as each Conquistador) in the Area but no more than three may ever be subtracted from this roll.

16.4.5 When determining the Uprising Level for Native Uprisings, the value of the Missionary is added to the total (or subtracted from the total in the case of a Missionary with a negative Conversion Rating).

16.4.6 Missionaries must be maintained.

17. SETTLEMENTS & PORTS

17.1 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 on board ships (or are ships themselves). A settlement is friendly to the player whose Colonists form the settlement.

17.2 Any number of units may be in a settlement hex. However, for the purpose of collecting Resources, no more than five Colonists may be considered, even though more may be present.

17.3 Only settlements can collect Resources, and only settlements may mine Gold. Players should note that Settlements may not collect Resources and mine Gold; they can do one or the other.

17.4 Gold may be loaded on ships and transported to Europe only through a friendly port hex. Other land units may embark or debark through any other coastal hex on the 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).

18. NATIVES

18.1 Each Area 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, each Area has a Native Level (shown on the Area Information Display) which represents the level of population that presented a threat against European incursions.

18.2 The Native Level is the initial and maximum level of Native effectiveness. The Native Level may never be increased; it may be decreased by war and disease. Players should keep track of the Native Level of each Area on the Expedition Log.

18.3 In the Native Combat 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.

18.3.1 The player desiring to attack the Natives totals the number of Soldier Detachments (not their Combat Strengths) he has in the Area. Players may not combine forces for this purpose, and there must be at least one Soldier Detachment present in the Area. Colonists may not participate in combat against Natives.

18.3.2 The player rolls the die and cross references this with the number of Soldier Detachments. 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 Soldier Detachment.

18.3.3 The Spanish player may subtract one from the die roll for each Conquistador and/or Missionary with a positive Conversion Rating present in the Area. However, he may never subtract more than three from the die roll.

18.3.4 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.

18.4 In the Native Uprising Segment of each Land Phase, each player must check each Area in which he has land units to see if there is an Native Uprising against his units. This is accomplished in two steps: 1) determining the Uprising Level and 2) determining whether or not a Native Uprising has taken place. Units of different players are never combined for any purpose in Native Uprisings; it is therefore possible to have several Native Uprisings in the same Area in the same Game Turn. It is also possible that in one Area one player's units may undergo a Native Uprising while another's do not.

18.4.1 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 is no Native Uprising. Likewise, if the Native Level is 0, there can never be an Native Uprising.

18.4.2 The Uprising Level is determined as follows. The Native Level of the Area at the time of determination is added to the number of Colonists present in the Area. Added to (or subtracted from) this is the rating of any single Missionary present (Spanish player only). 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.

18.4.3 If the Uprising Level is higher than 1, the player must determine whether a Native Uprising has taken place. He rolls one die. If the Uprising Level is higher than the die roll, there is a Native Uprising. If the Uprising Level is equal to or lower than the die roll, there is no Native Uprising.

18.4.4 If a Native Uprising has taken place, the player rolls the die again to determine its outcome, using the Native Uprising CRT. The player cross references the roll with the number of Soldier Detachments in the Area. The result is the number of units eliminated in the Area. The player may remove either Colonists or Soldier Detachments, or a combination of the two. If the result is 'All', all units in the Area must be removed. A Missionary is eliminated if the result has an (*), or is 'All'.

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

19. DISCOVERIES

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

19.1.1 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 Expedition. Credit for land discovery is made when the discovering unit reaches the hex.

19.1.2 Expeditions wishing to get credit for Discoveries must be led by an Explorer; such Expeditions are called Voyages of Discovery. Voyages of Discovery expend 3 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.

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

20. AREA POLITICAL CONTROL

20.1 At the end of the game, each player receives Victory Points for each Area on the map over which he exerts Political Control. Only one player may control an Area. It is possible that some Areas will not be controlled by any player.

20.2 To control an Area, a player must satisfy all of the following conditions.

- 1) At least 50% of all the Colonists in the Area must be his.
- 2) At least 75% of all the Soldier Detachments in the Area must be his.
- 3) There may be no enemy ports in the Area.
- 4) There must be a least one friendly port in the Area (unless the Area does not have a coastal hex).
- 5) There must be at least three friendly Colonists and at least two friendly settlements (one of these can be the port in 4 above) in the Area.

21. VICTORY CONDITIONS

21.1 The player with the most Victory Points at the end of the Game is the winner.

21.2 Victory Points are awarded as follows.

- 1) 2 Victory Points for each Ducat in the player's Treasury. (Uncollected Gold does not count toward Victory).
- 2) 150 Victory Points for each Area under the player's Political Control.
- 3) (Variable) Victory Points for Discoveries, as per the Discovery Table.

22. SCENARIOS

CONQUISTADOR covers the first century of the Age of Exploration, from 1495 to 1600. It may be played by two, three, or four players. In addition, a special Solitaire Scenario is provided. The game is twenty one turns long and with fairly experienced players should take about eight hours to complete.

22.1 Two Player Scenario.

Initial Setup

Player One (Spain)—A Monarch, 190 Ducats

Player Two (England)—B Monarch, 245 Ducats

Special Rules

1. Spain begins the game with 1 Colonist in hex 2316, 1 Caravel in Europe, and 25 Victory Points (for discovering the New World). The Spanish Player should note that he must transport a Missionary to the Caribbean on Game Turn One.
2. S. Cabot is an English Explorer on Game Turns Six through Eleven.
3. Players may use The Treaty Of Tordesillas, German Explorers, and Secret Treasure City Locations Optional Rules if they wish.

22.2 Three Player Scenario.

Initial Setup

Player One (Spain)—A Monarch, 190 Ducats

Player Two (England)—B Monarch, 245 Ducats

Player Three (France)—C Monarch, 300 Ducats

Special Rules

1. Spain begins the game with 1 Colonist in hex 2316, 1 Caravel in Europe, and 25 Victory Points (for discovering the New World). The Spanish Player should note that he must transport a Missionary to the Caribbean on Game Turn One.
2. S. Cabot is an English Explorer on Game Turns Six through Eleven.
3. Players may use The Treaty Of Tordesillas, German Explorers, and Secret Treasure City Locations Optional Rules if they wish.

22.3 Four Player Scenario.

Initial Setup

Player One (Spain)—A Monarch, 190 Ducats

Player Two (England)—B Monarch, 245 Ducats

Player Three (France)—C Monarch, 300 Ducats

Player Four (Portugal)—A Monarch, 175 Ducats

Special Rules

1. Spain begins the game with 1 Colonist in hex 2316, 1 Caravel in Europe, and 25 Victory Points (for discovering the New World). The Spanish Player should note that he must transport a Missionary to the Caribbean on Game Turn One.



2. S. Cabot is an English Explorer on Game Turns Six and Eleven. S. Cabot is a Portuguese Explorer on Game Turns Seven through Ten.

3. Players may use the German Explorers and Secret Treasure City Locations Optional Rules if they wish.

SUGGESTED READING

The Age Of Reconnaissance, by J. Parry (World Publishing Co., Cleveland, 1963)

The European Discovery of America—Northern and Southern Voyages, by Samuel Elliot Morrison (Oxford University Press, New York, 1971, 1974)

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Imperial Spain, 1469-1716, by J. H. Elliot (Mentor Books, New York, 1963)

Conquistadors in North American History, by Paul Horgan (Farrar, Strauss & Co., New York, 1963)

The Sea Dogs, by Neville Williams (MacMillan and Co., New York, 1975)

DESIGN CREDITS

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RULES QUESTIONS

Questions on the play of this game will be gladly answered upon receipt, if they are accompanied by a stamped, self-addressed envelope. Questions on the actual design or history relating to the game itself cannot be answered. This type of information is available only in the pages of our bi-monthly magazine, **THE GENERAL**, advertised elsewhere in this rulebook. Sorry, but absolutely no game related questions can be answered by phone.

SOLITAIRE SCENARIO

"Spain In The New World"

1. The one player is Spain—A Monarch, 190 Ducats.
2. Colonization by the non-player countries (England, France and Portugal) is handled by an abstract set of rules. These countries do not roll for Random Events, send Expeditions to the New World, or have any units on the map.
3. Whenever the player obtains a result of 'A, B, C, D, or I' on the Random Events Table, a non-player country may have colonized some Area on the map. This colonization is in addition to whatever effect may be called for by the Random Event. The player examines the chart below and determines what nation is engaged in colonization. Once he has determined the nation, he proceeds to the Non-player Colonization Table, rolls two dice, and cross-references the total with the colonizing nation to determine what Area has been colonized.
 - a. If the Non-player Colonization Table indicates 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 5.
 - b. If a non-player country 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 5. There is no maximum European Level.
 - c. 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).

- d. If a non-player country is directed to colonize an Area that currently has at least one Spanish Colonist in it, the Area does not produce any Resource points for the Spanish that turn. In addition, the player loses one half of the Soldier Detachments and one quarter of the Colonists (rounded down) in that Area. If any Spanish ships are present in the Area, the Spanish player must remove one of them.
4. If an Area has a European Level above 0, the player may not mine or loot gold in that Area, even if Mines are discovered and have not been depleted. In addition, the player may not collect Resources from that Area. He may begin producing and taking Gold and collecting Resources in the Game Turn after the European Level of the Area has been reduced to 0.
5. The 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. However, the number of Soldier Detachments the player is using to attack the European level is halved (rounded down) when referring to the Combat Against Natives CRT. Thus, it takes two Soldier Detachments to equal one for this purpose. In addition, a result of 'S' on the table indicates that two Soldier Detachments are removed instead of one. There is no such thing as a non-player European Uprising.
6. The player receives Victory Points as per Rule 21. However, he may not receive Discovery Points for North America, Hudson's Bay, the St. Lawrence and Mississippi Rivers, or the Great Lakes. The player is considered to exert Political Control over 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.

Non-player Colonization Table

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

Non-player Colonization Reference Table

1 = England
B or C = France
A or D = Portugal

OPTIONAL RULES

A. THE TREATY OF TORDESILLAS

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.

1. Implementation Of The Treaty. There is no Native Level in Brasil. There is a Portuguese Level of 10. The Portuguese Level acts in all ways like a Native Level with the following exception. 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. Spanish Missionaries and Conquistadors have no effect on combat when attempting to reduce the Portuguese Level.

2. Effect Of the Treaty. If the Portuguese Level of Brasil is 1 or higher, no country can exert Political Control over Brasil and no country can mine Gold or take Resources from Brasil.

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.

a. Through Turn Sixteen, at the beginning of each Game Turn during the Royal Council Phase, the Spanish player rolls a die for replenishing the Portuguese Level. On a roll of '1', the Portuguese Level is increased by 3. On a roll of '2', the Portuguese Level is increased by 2. On a roll of '3-5', the Portuguese Level is increased by 1. On a roll of '6', there is no change in the Portuguese Level. The Portuguese Level may never be higher than 10.

b. Starting with Game Turn Seventeen, Brasil gets no further Portuguese reinforcements and the Spanish player does not roll for replenishing the Portuguese Level. Instead, the Spanish player rolls the die and consults the following table:

Die	Event
1	Nothing happens. The Spanish player must roll again next turn.
2	Nothing happens. The Spanish player does not roll again for any reason.
3,4,5	Spain gains nominal control of Portugal and Brasil. The Portuguese Level is reduced to 0. The Spanish player does not roll again for any reason.
6	Same as '3,4,5' except the Spanish player rolls the die again immediately and each turn until '1-2' is rolled. When '1-2' is rolled Brasil becomes independent and no units of any country may enter any hex in the Brasil Area. Any units in the Area must leave as quickly as possible.

B. GERMAN EXPLORERS



There are four German Explorers. At the beginning of the Planning Segment of Game Turns Seven, Nine, and Ten, players may bid for an arriving German Explorer. Each player may bid for every German Explorer. The bidding starts at 1 Ducat. Each bid must be higher than the previous bid. A player may bid any number of times. The highest bidder gets the Explorer and deducts the amount of the bid from his National Treasury. German Explorers may not be rented by players to other players.

C. SECRET TREASURE CITY LOCATIONS



Instead of using the three Treasure Cities shown on the map, players may use the eight Treasure City counters instead to add variation to the game. Players place the eight Treasure City counters face down anywhere on the map. When any unit moves into a hex containing a Treasure City counter, the counter is immediately flipped over. If it is one of the four blanks, it is removed from the game. If it is one of the four Treasure Cities, it is then face up for the rest of the game and can be looted as per the normal game rules.

THE GENERAL

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