

## TURN RECORD TRACK

Arrives:  
Game Turn/  
Resource Level:  
Date:  
Departs:

Cabot, J/E Gonneville/F da Gama/P Corte Real/P Balboa/Se Ojeda/Se 1495 to 1500 Diaz/P	A.A.S./E Corte Real/P Balboa/Se Pinzon/Se 1501 to 1505 A.A.S./E Cabot, J/E Gonneville/F Corte Real/P Columbus/Se	Vespucci/P de Leon/Se Solis/Se 1506 to 1510 da Gama/P Ojeda/Se	d'Albaqrue/P 1511 to 1515 Pinzon/Se Solis/Se	Verrazano/F Cordova/Se Cortes/Se Magellan/Se 1516 to 1520 Cabral/P Balboa/Se	Build Galleon Fleets Cordova/Se S/Se Sequeira/P Pizarro/Se 1521 to 1525 Cabot, S/E d'Albuquerque/P Vespucci/P Cordova/Se de Leon/Se Magellan/Se	Rut/E Cartier/F Alfingier/F Cabot, S/P Loaysa/Se Narvaez/Se Vaca/Se 1526 to 1530 Loaysa/Se Narvaez/Se	Build Ships in New World Almagro/Se Ayala/Se 1531 to 1535 Rut/E Verrazano/F Alfingier/F Sequeira/P	Federman/Ge Spires/Ge Coronado/Se Moscoso/Se Orellana/Se de Soto/Se 1536 to 1540 Federman/Ge Ayala/Se Cortes/Se Pizarro/Se	Roberval/F Von Hutten/Se Irala/Se Ulloa/Se 1541 to 1545 Roberval/F Spires/Ge Cabot, S/P Almagro/Se de Soto/Se Vaca/Se	Cabot, S/E 1546 to 1550 Cabot, S/E Cartier/F Von Hutten/Se Coronado/Se Moscoso/Se	Ladrillero/Se 1551 to 1555 Irala/Se Ulloa/Se	Villegagnon/F 1556 to 1560 Ladrillero/Se	Hawkins/E Landonniere/F Ribaut/F 1561 to 1565 Landonniere/F Ribaut/F Villegagnon/F	Drake/E Gilbert/E 1566 to 1570 Hawkins/E	Gamboa/Se 1571 to 1575	Frobisher/E Personne/F 1576 to 1580	Grenville/E 1581 to 1585 Frobisher/E	Cavendish/E Davis/E Raleigh/E 1586 to 1590 Gilbert/E Grenville/E Personne/F Gambon/Se	Onate/Se 1591 to 1595 Cavendish/E Davis/E Raleigh/E	21 R5 1596 to 1600 Onate/Se
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## TREASURY TRACK

000	100	200	300	400	500	600	700	800	900	00	10	20	30	40	50	60	70	80	90	0	1	2	3	4	5	6	7	8	9
Ducats										Ducats											Ducats								

## PURCHASE AND MAINTENANCE COST TABLE

Unit Cost in Ducats

Purchase Maintain

1-4 Colonist — 2

4-8 Soldier Detachment 4 1

10-12 Explorer Conquistador Privateer 0 0

+3-8 Missionary 0 1

2/4 Caravel 4 1

8 Carrack 8 2

Galleon Fleet 40 10

Bound 2 —

## RANDOM EVENTS TABLE

TAXES

1st Die

Monarch Rating

Roll A B C D Colonists

1 45 40 35 30 2 1

2 35 30 25 20 3 5

3 25 20 15 10 4 8

4 20 15 10 5 5 9

5 15 10 5 0 6 12

6 10 5 0 0 7 D

## POLITICAL EVENTS

2nd Die Roll

2 3 4 5 6

1 2 6 7 A A

1 10 B B 13

4 1 B 11 14

11 C 1 4 15

C C 10 1 16

D 7 6 3 1

## POLITICAL EVENTS SUMMARY

A, B, C or D. Monarch Change

1. Supply of Colonists Changes

2. Increased Interest in Overseas Expansion

3. Decreased Interest in Overseas Expansion

4. Costly European War Drains Treasury

5. Civil War at Home

6. Affluent Middle Class

7. Graft and Corruption Rife

8. Guile and Treachery Obtain "Rutter" for the South Cape

9. Metallurgical Breakthrough

10. Natives Resentful of European Intrusion

11. Oppressive Colonial Policy

12. Natives Decimated by Disease

13. Caribbean Indians on Rampage

14. The Seven Cities of Cibola

15. El Dorado

16. Plague in the Colonies

## AREA INFORMATION DISPLAY KEY

Name of Area

Number of Bounds to or from Europe

The Caribbean [3]

3/2/R2

Native Level

Attrition Level

Name of Area

Sonora [4e/13w]

Native Level

2/4

Attrition Level

Number of Bounds, Europe to or from East/West coast

## DISCOVERY TABLE

Area/Hex Discovered

Victory Points

North America (mainland hex north of Sonora) 35

South America (excluding Panama) 35

Hudson's Bay (hex 0619) 15

St. Lawrence R. (hex 0916; naval only) 15

Mississippi Land Expedition (1024 to 1822/3, all hexes—one expedition) 60

Central America (Sonora to Panama, incl.) 35

Pacific Ocean (5716 or 5815) thru Cape only 150

Great Lakes (any hex—land only) 15

Rio del Plate (4811; naval only) 15

Amazon River Land Expedition (west to east only; 3318 to 3308; all hexes) 125

Circumnavigation: Europe to 0133 to Europe (In one Game Turn; distance is 30 bounds; roll twice on 9+ for attrition) 175

## GOLD TABLE

Die Roll

To Discover To Deplete Production

Caribbean 2-8 2-5 15

Mainland 2-5 2-3 25

Tenochtitlan 2-5 75

Chichen Itza 2-5 40

Cuzco 2-5 100

## TERRAIN KEY

Clear Forest/Jungle

Rough Treasure City

Gold Mine Island

Coastal Cape

River Lake/Sea

Mountain Area Boundary

## SEQUENCE OF PLAY

A. THE COUNCIL PHASE

1. Random Events Segment

2. Initiative Determination Segment

3. Planning Segment

B. THE INITIAL NAVAL PHASE

1. Trans Oceanic Naval Movement Segment

2. Hemispheric Naval Movement Segment

3. Naval Attrition Segment

C. THE LAND PHASE

1. The Gold Segment

2. Land Movement and Combat Segment

3. Native Combat Segment

4. Native Uprising Segment

5. Land Attrition Segment

6. Resource Segment

D. FINAL NAVAL PHASE

1. Trans Oceanic Naval Movement Segment

2. Naval Attrition Segment

3. Discovery Credit Segment

4. Treasury Segment

E. MAINTENANCE PHASE

## NAVAL COMBAT RESULTS TABLE

Odds (Attacker SP's to Defender SP's)

Die Roll

1-3 1-2 1-1 2-1 3-1

1 Ae\* A3\* A2\* A2/D2 A1/D1

2 Ae\* A2\* A1 A1/D1 D1

3 A3\* A1 A2/D2 A1/D2 D2\*

4 A2\* A2/D1 A1/D1 D1 D3\*

5 A1 A2/D2 D1 D2\* De\*

6 A1/D1 A1/D1 D2\* D3\* De\*

EXPLANATION: A=Attacker (takes loss shown); D=Defender (takes loss shown); Ae=All Units Eliminated; 1,2,3,4=Number of Ships Lost; \* = Prize Ship Option; e=All Ships Eliminated. Odds less than "1-3" or greater than "3-1" are treated as "1-3" or "3-1", respectively.

## LAND COMBAT RESULTS TABLE

Odds (Attacker to Defender Strength Points)

Die Roll

1-3 1-2 1-1 2-1 3-1 4-1 5-1

1 A4/D4 A4/D4 A4/D4 D4\* D4\* De\*

2 A4/D4 A4/D4 A4/D4 A4/D4 D4\* D4\* De\*

3 A4/D4 A4/D4 A4/D4 A4/D4 D4\* D4\* D4\*

4 A4/D4 A4/D4 A4/D4 A4/D4 A4/D4 D4\*

5 A4 A4/D4 A4/D4 A4/D4 A4/D4 A4/D4

6 A4 A4 A4/D4 A4/D4 A4/D4 A4/D4

EXPLANATION: A=Attacker (takes loss shown); D=Defender (takes loss shown); e=All Units Eliminated; 1,2,3,4=Number of Soldiers Eliminated (no loss in Native Level). Adjustments: For each Conquistador and/or "4" Missionary, subtract one from the die roll; maximum reduction is three.

## ENGLAND European Ports

European Ports

Die Roll

1 2 3 4 5

1 C C C C\*

2 \* S S S S

3 \* \* CS CS CS

4 \* \* \* 2CS 2CS

5 \* \* \* \* All

6 \* \* \* \* \*

EXPLANATION: 1,2,3,4 = Native Level Reduced by Number Shown; S = One Detachment of Soldiers Eliminated (no loss in Native Level). Adjustments: For each Conquistador and/or "4" Missionary, subtract one from the die roll; maximum reduction is three.

## FRANCE European Ports

European Ports

Die Roll

1 2 3 4 5

1 C C C C\*

2 \* S S S S

3 \* \* CS CS CS

4 \* \* \* 2CS 2CS

5 \* \* \* \* All

6 \* \* \* \* \*

EXPLANATION: 1,2,3,4 = Native Level Reduced by Number Shown; S = One Detachment of Soldiers Eliminated (no loss in Native Level). Adjustments: For each Conquistador and/or "4" Missionary, subtract one from the die roll; maximum reduction is three.

## PORTUGAL European Ports

European Ports

Die Roll

1 2 3 4 5

1 C C C C\*

2 \* S S S S

3 \* \* CS CS CS

4 \* \* \* 2CS 2CS

5 \* \* \* \* All

6 \* \* \* \* \*

EXPLANATION: 1,2,3,4 = Native Level Reduced by Number Shown; S = One Detachment of Soldiers Eliminated (no loss in Native Level). Adjustments: For each Conquistador and/or "4" Missionary, subtract one from the die roll; maximum reduction is three.

EXPLANATION: 1,2,3 = Number of Colonists or Soldier Detachments in Area

Die Roll

1 2 3 4 5

1 1 1 1 1

2 1 2 2 3 4

3 S 1 1 2 3

4 S S 1 1 2

5 S S S 1 1

6 S S S S 1

EXPLANATION: 1,2,3 = Number of Colonists or Soldier Detachments in Area

Die Roll

1 2 3 4 5

1 1 1 1 1

2 1 2 2 3 4

3 S 1 1 2 3

4 S S 1 1 2

5 S S S 1 1

6 S S S S 1

EXPLANATION: 1,2,3 = Number of Colonists or Soldier Detachments in Area

Die Roll

1 2 3 4 5

1 1 1 1 1

2 1 2 2 3 4

3 S 1 1 2 3

4 S S 1 1 2

5 S S S 1 1

6 S S S S 1

EXPLANATION: 1,2,3 = Number of Colonists or Soldier Detachments in Area

Die Roll

1 2 3 4 5

1 1 1 1 1

2 1 2 2 3 4

3 S 1 1 2 3

4 S S 1 1 2

5 S S S 1 1

6 S S S S 1

EXPLANATION: 1,2,3 = Number of Colonists or Soldier Detachments in Area

Die Roll

1 2 3 4 5

1 1 1 1 1

2 1 2 2 3 4

3 S 1 1 2 3

4 S S 1 1 2

5 S S S 1 1

6 S S S S 1

EXPLANATION: 1,2,3 = Number of Colonists or Soldier Detachments in Area

Die Roll

1 2 3 4 5

1 1 1 1 1

2 1 2 2 3 4

3 S 1 1 2 3

4 S S 1 1 2

5 S S S 1 1

6 S S S S 1

EXPLANATION: 1,2,3 = Number of Colonists or Soldier Detachments in Area

Die Roll

1 2 3 4 5

1 1 1 1 1

2 1 2 2 3 4

3 S 1 1 2 3

4 S S 1 1 2

5 S S S 1 1

6 S S S S 1

EXPLANATION: 1,2,3 = Number of Colonists or Soldier Detachments in Area

Die Roll

1 2 3 4 5

1 1 1 1 1

2 1 2 2 3 4

3 S 1 1 2 3

4 S S 1 1 2

5 S S S 1 1

6 S S S S 1

EXPLANATION: 1,2,3 = Number of Colonists or Soldier Detachments in Area

Die Roll

1 2 3 4 5

1 1 1 1 1

2 1 2 2 3 4

3 S 1 1 2 3

4 S S 1 1 2

5 S S S 1 1