



# FUR TRADERS AND BUCCANEERS

## Historical Variant for CONQUISTADOR

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The Avalon Hill Game Company's CONQUISTADOR is the most popular and technically successful game dealing with conflict and seafaring in the sixteenth century. It depicts, with authentic feeling, the limitations, hazards, opportunities and rewards of the first great European colonial race, 1495 through 1600. Yet, despite all its virtues, CONQUISTADOR's designers make an unhistorical assumption which takes it out of the realm of ordinary simulation and into that of fantasy or alternate history: the French and English are permitted under the standard rules to join into the colonial scramble at the same time and with resources nearly equal to those of the New World's true pioneers, the Spanish and Portuguese.

Historically speaking, the colonisation effort was almost entirely a two-horse race. Despite their early explorations, the French and English attempts at starting settlements were half-hearted failures. Before either of these nations managed to establish a single permanent colony in the Western Hemisphere, the seventeenth century had dawned. Nonetheless, this second wave of colonial expansion makes fascinating reading. The vitality of Spain and Portugal was played out by that time, but other states had matured enough to take their role in Western Exploration —not only France and England, but Holland, Denmark and Sweden as well. This was the fascinating era of West Indian buccaneering, the opening of the fur trade and the African slave trade. Every colonising power produced energetic individuals whose worth and fortitude rivalled that of the brave and ruthless conquistadors who had gone before.

This variant will provide additions and changes to the CONQUISTADOR game system to make the strategic options of the years 1595-1700 possible. The number codes beginning the variant paragraphs below correspond, where possible, to the appropriate section of the standard rules.

## 2. MAP BOARD

### 2.1 Black Hexes

The black hexes in the Caribbean area should be considered green hexes and are open to colonisation. While it is true that the Spanish did not bother with the Bahamas and the Lesser Antilles, those islands were among the most coveted prizes in the colonial competition of the seventeenth and eighteenth centuries.

**2.3** Add a new island (Barbados) in hex 2511. This island, the historical seat of early English sugar production, cannot in fairness be omitted.

**2.4** Before play, the settlements of the Spanish and Portuguese non-players must be set up. By the end of the sixteenth century, the states of Spain and Portugal were united. In the seventeenth century Portugal attained political independence, but for game purposes (unless otherwise stated) the Spanish and Portuguese may be considered as one group.

Deploy green Colonist counters in the hexes given below. They shall stand for major Spanish/Portuguese towns established in the sixteenth and early seventeenth centuries:

<i>Hex</i>	<i>Town Name</i>	<i>Date Founded</i>	<i>Number of Units</i>
1328	Santa Fe	1601	1
1920	St. Augustine	1565	1
1928	Durango	1563	1
2126	Veracruz	1519	5
2127	Mexico City	1521	5
2220	Havana	1515	2
2316	Santo Domingo	1496	1
2418	Jamaica	1509	1
2524	Guatemala	1527	1
2619	Panama	1519	5
2714	Caracas	1567	2
2816	Maracaibo	1571	1
2817	Cartagena	1533	5
3017	Bogota	1538	2
3319	Quito	1537	1

<i>Hex</i>	<i>Town Name</i>	<i>Date Founded</i>	<i>Number of Units</i>
3520	San Miguel	1532	1
3601	Natal/Parahyba	1597/1583	2
3719	Lima	1535	5
3904	Bahia/Itabuna	1549/1537	2
4003	Porto Seguro	1537	1
4013	La Paz	1548	2
4204	Victoria	1537	1
4213	Potosi	1544	2
4406	Santos	1532	2
4410	Asuncion	1536	1
4414	Tucuman	1565	1
4612	Cordoba	1573	1
4716	Santiago/Valparaiso	1541/1544	2
4811	Buenos Aires	1580	1

### 3. COUNTERS

**3.2** The yellow counters are Dutch. Green counters are the Spanish/Portuguese non-player.

### 5. SEQUENCE OF PLAY

**B.** Initial Naval Phase—If the Slave Trade option is used (see 29), the players not moving units to "Guinea", fighting combat or purchasing slaves there, must *Pass* during the "Guinea Phase".

### 6. ROYAL COUNCIL OPERATIONS

**6.3.2** Colonists. To represent the lack of French and Dutch colonists historically, reduce the number of Colonists due the French and Dutch player each turn (*after* Random Event modifications) by "1". The number may not be less than zero however.

**6.4.9** The English player begins the game with a "South Cape Rutter". If unable to attain one normally by the end of Turn 4, all the other players acquire Rutters automatically at that time.

**6.4.10** Ignore this event. At the beginning of the game the Pitosi Silver Mines (hex 4231) will produce 50 ducats per game turn for any controlling player.

**6.4.15 and 6.4.16** Ignore these events. The dream of the treasure cities died with Sir Walter Raleigh.

## 7. NAVAL MOVEMENT

**7.1.3** Galleon Fleets may be purchased beginning with the first turn of the game. By the seventeenth century, they were no longer invulnerable. Galleon Fleets in this variant have a defence factor of **50**. They may never attack. If attacked, they are not sunk nor captured, but any loss as a defender in naval combat is interpreted to mean a loss of gold to the attacking fleet. A loss of D1 forfeits 25% of the gold on the Galleon Fleet; a loss of D2 forfeits 50%. A loss of D3 and DE forfeits 75% and 100% of the indicated treasure respectively. Round to the nearest 5 Ducats.

## 12. LAND ATTRITION

As pointed out in a past issue of The GENERAL, the first edition Land Attrition Table has to be corrected. It should read:

**LAND ATTRITION TABLE**

Adjusted Area Attrition Level					
Die Roll	1	2	3	4	5
1	—	—	—	—	—
2	—	—	—	—	C*
3	—	—	—	C*	S
4	—	—	C	S	CS
5	—	C	S	CS	2CS
6	C	S	CS	2CS	All

**12.3** In this variant the presence of a Pathfinder adjusts the Attrition Level of a hex. Subtract one (-1) from the die roll when checking for Attrition results.

## 13. MAINTENANCE

**13.3** *No* Spanish missionaries are in play. However, this rule holds if the words "French Players" are substituted for "Spanish Player".

## 14. GOLD & TREASURE

No gold may be mined in the Caribbean Area. All mainland Gold hexes except Santa Fe (1328) occupied by a Spanish settlement are mines already in operation (should a player capture them). All other gold hexes, including 1328, are undiscovered at the game's start.

**14.3** All three Treasure Cities begin the game looted.

## 16. SPECIAL UNITS

### 16.1 Explorers

The players receive the following Explorers:

#### *England*

Sir Richard Hawkins (1562-1622), enter turn 1, exit turn 1

Bartholomew Gosnold (1571-1607), enter turn 2, exit turn 2

John Smith (1580-1631), enter turn 3, exit turn 4

Henry Hudson (1570?-1611), enter turn 4, exit turn 4

#### *France*

[Troï lus de Mesgouez, ] Marquis de La Roche (1598-1603), enter turn 1, exit turn 1

François Gravé Du Pont (1554?-1629?), enter turn 2, exit turn 4

[Pierre du Gua, ] Sieur de Monts (1558-1628), enter turn 2, exit turn 4

#### *Holland*

Jacob Mahu (?-1599?), enter turn 1, exit turn 1

Henry Hudson (1570?-1611), enter turn 2, exit turn 3

Jacques Lemaire (?-1617), enter turn 4, exit turn 4

### 16.2 Charters

By the seventeenth century the great age of American coastal exploration was ending. Explorers aplenty there continued to be, but the greatest fame went to those in Pacific waters. For every Smith or Hudson whom we remember today, American shores saw many de Montses and Gosnolds, men whose names are almost unknown even amongst experts, despite the worthiness of their accomplishments. For the rest of the seventeenth century fame would fall upon the inland explorers. The coasts would belong to influxes of settlers, led by men of a different stamp.

Once the coasts were known, settlement depended on government interest and support. The expression of this support was the granting of a charter.

#### 16.2a CHARTER GRANTING TABLE

Die Roll	1	2	3	4	5	6	7	8
Number Charters rec'd	0	0	1	1	1	2	2	3

**16.2.1** At the beginning of each Planning Phase starting with turn 5, a player wishing to found a colony or land Soldiers and such, may roll on the Charter Granting Table. The die may be modified:

**A.** If in the last turn the player's Treasury held a greater number of Ducats at its end than at its beginning, the player's colonial efforts have shown a profit. This profit encourages further settlement. Add one (+1) to the Charter die roll.

**B.** If the government actively invests in New World development, more Charters may be made available. The player may spend five Ducats from his Treasury and add one (+1) to the die roll on the Charter Granting Table.

**16.2.2** The player receives the number of Charter counters indicated by his die roll. The presence of a Charter in an expedition allows the Colonists and other units of an expedition to disembark in a non-Port coastal hex after Trans Oceanic Movement. Landing units will cause the Charter counter to be removed from the map. A single Charter permits the landing at only one non-Port hex, but an expedition may carry more than one Charter.

**16.2.3** If a ship carrying a Charter is captured or sunk, the Charter is removed from the map. This represents the loss of a vital leader, or the discouragement of the colonists.

#### **16.4 Missionaries**

The seventeenth century saw a concerted effort by French religious orders, especially the Jesuits, to bring Catholicism to the Canadian Indians. For their efforts and travels, men like Hennepin, Marquette and Biard are well remembered.

**16.4; 16.4.1; 16.4.3:** In these rules substitute "France" for "Spain" and "French Player" for "Spanish Player" throughout.

**16.4.4** The Conversion rating of a French Missionary is never used to affect combat. The French, and still less the missionaries, were never interested in the military subjugation of the Indians.

**16.4.7** The French player needs no Missionary to land Pathfinders, Buccaneer Leaders or Buccaneer Soldiers in areas with a Native Level.

**16.4.8** The French Missionary pool is equal to the Spanish (two +3, two +2, three +1, two 0, three -1, two -2, two -3). If all Missionaries are on the map and the French player wishes to send still more to the New World, he may create a new 0-rated Missionary counter in the planning phase. He may make only one new counter per turn.

**16.4.8** The Conversion Rating of the French Missionaries affects the Alliance of Indians. See 23.3 below.

**16.4.9** Ignore Missionaries when Native Level reductions under Random Event #12 are called for.

#### **16.5 Pathfinders**

The French were blessed by a small number of remarkable frontiersmen. They traded with Indians, lived among them, learned their ways and languages, and sometimes led them in battle. While English colonials still hugged the coasts, French explorers were mapping the vast North American interiors, often accompanied only by the Indians themselves. By the efforts of such men, and an enlightened colonial policy, France became not the competitor. but the friend and ally of the Indians living within its domain.

**16.5.1** The French player receives Pathfinders, in Europe, according to this schedule:

Samuel de Chaplain (1567-1635), enter turn 2, exit turn 5

Étienne Brûlé (1591-1632), enter turn 5, exit turn 8

Jean Nicolet (1598-1642), enter turn 6, exit turn 10

[Médard Chouart, ] Sieur des Groseilliers (1625-1698), enter turn 12, exit turn 15

Pierre-Esprit Radisson (1636-1710), enter turn 12, exit turn 15

[Simon-François Daumont, ] Sieur de Saint-Lusson (?-1673), enter turn 15, exit turn 15

Nicolas Perrot (1641?-1717), enter turn 15, exit turn 19

Louis Joliet (1645-1700), enter turn 16, exit turn 20

[René-Robert Cavelier, ] Sieur de La Salle (1643-1687), enter turn 16, exit turn 19

[Daniel Greysolon, ] Sieur Duluth (1636-1710), enter turn 17. exit turn 20

**16.5.2** Historically, some of the Pathfinders defected to English employ. In turn 8, Étienne Brûlé becomes an English Pathfinder (to exit at the end of the turn). Radisson and des Groseilliers both become English for the game turn 15. Should these Pathfinders fail to survive until their defection date, no defection occurs. The defection (or, alternatively, rent) of Pathfinders is crucial to the English. Historically it took the defection of Radisson and des Groseilliers to enable the English to establish the long-lived Hudson Bay Fur Company. No Englishman was able to carry the task.

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

**16.5.4** Pathfinders are intrinsically worth one Alliance Point each for attempts to ally the Native Level of an area. See 23. below.

**16.5.5** The presence of a Pathfinder in a hex allows one (-1) to be subtracted from the Attrition die roll (using the table in 12, above). Only one Pathfinder may perform this function per hex. Pathfinders may perform this function only in areas north of the Aztec Empire.

**16.5.6** The presence of a Pathfinder (or a Missionary, or a Trading Post) is necessary for the operation of the Fur Trade in an area.

**16.5.7** A Pathfinder may not discover gold.

**16.5.8** A Pathfinder may make land discoveries.

**16.5.9** A Pathfinder may end a turn alone in a hex. If attacked, a Pathfinder may retreat with any surviving units. If alone in a hex, the entry of enemy Colonist or Soldier units captures the Pathfinder, unless it escapes (see 23.12).

**16.5.10** A captured Pathfinder is not killed, but must move with its captors. It may be ransomed back to its owner. If Attrition or Combat calls for the death of a *Conquistador*, one friendly (non-captive) Pathfinder in the affected stack is eliminated.

**16.5.11** If capturing units are forced to retreat in battle, the Pathfinder does not retreat (but is freed or captured by the victor).

## 16.6 Buccaneers

The seventeenth century saw the phenomenon of the West Indian Buccaneers. These were originally outlaws and wanderers who settled on uninhabited islands in the Spanish Caribbean to hunt the wild cattle. Conflict with the Spaniards soon turned these tough pioneers into ferocious and effective amphibious fighters and raiders. At first they recognised no authority but their own brotherhood; but gradually European governors insinuated themselves into their strongholds and used them for a kind of irregular marine force. Eventually the buccaneer forces grew so large and so powerful that their former patrons turned against them and outlawed buccaneering in the closing years of the century. During their brief heyday, the men who led the Brethren of the Coast were made legends for their luck and daring.

**16.6.1** Players receive Buccaneer Leaders according to this schedule. They arrive directly inside Caribbean ports. If no Port exists when the Leader is due to appear, its arrival is delayed until the Planning Segment in which such a friendly Port does exist.

### *England*

Flood, enter turn 10, exit turn 11

[Edward] Mansfield (Edvardt Mansveldt) (?-1667), enter turn 12, exit turn 14

(Sir) [Henry] Morgan (1635-1688), enter turn 15, exit turn 17

Peake, enter turn 16, exit turn 17

[Edward] Davis (Edvardt David) (active 1682-1702), enter turn 18, exit turn 20

### *France*

[François] Levasseur (?-1652), enter turn 10, exit turn 12

[Jean-David Nau, dit François] L'Ollonois (1635?-1669), enter turn 13, exit turn 15

[Antoine de Antonie Laumet] de La Mothe [de Cadillac] (1658-1730), enter turn 16, exit turn 17

[Michel de] Grammont, dit Le Chevalier (1650?-1686), enter turn 17, exit turn 18

[Jean] du Casse (1650?-1715), enter turn 19, exit turn 21

### *Holland*

Brouwer, enter turn 10, exit turn 11

[Roche Brasiliano, dit Le] Roc (active 1654-1681), enter turn 12, exit turn 14

van Noort, enter turn 15, exit turn 16

[Nicolaes] van Hoorn (?-1683), enter turn 17, exit turn 18

[Laurens Cornelis Boudewijn] de Graaf (1651?-1702), enter turn 17, exit turn 21

**16.6.1** Brouwer and van Noort are fictional names. Dutch buccaneers swarmed in the Caribbean in these years, but very few of them are noted by name in the meagre chronicles of the time. They are included here to give the Dutch player the same chance at successful Buccaneering that his historical counterpart enjoyed.

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

**16.6.3** Buccaneer Leaders may sail anywhere without attrition to Buccaneer Ships and Soldiers, unless the purchased bounds are exceeded, in which case the Buccaneer units are attritioned on the 9+ column of the Naval Attrition Table. Non-Buccaneer units in the same expedition as the Buccaneer Leader do not benefit from its presence. Take normal Attrition losses from these units.

**16.6.4** A Buccaneer Leader, leading Buccaneers, reduces the Naval Combat/Invasion die roll, when attack, by one (-1). When attacking non-player units, the Leader likewise reduces the die roll by one. If it defends against Spanish Land or Naval Attacks, add one to the die.

**16.6.5** A Buccaneer Leader, leading Buccaneers, increases the die rolls when determining Spanish City Loot and Spanish Galleon Treasure (see 27. 10, 27.11).

**16.6.6** If a Buccaneer Leader is stacked with Buccaneer units in defence against a Spanish Land Attack or a Spanish Naval Attack, one (-1) is subtracted from the die roll.

**16.6.7** A Buccaneer Leader may retreat from combat with friendly surviving units. A Buccaneer leader may end a turn alone in a hex. If enemy Soldiers or Colonists enter a hex containing a lone Buccaneer Leader, it is captured. A captured leader may be killed immediately or held for ransoming later.

**16.6.8** If capturing units are forced to retreat by combat, the captive Buccaneer does not retreat, but is freed (or captured) by the victorious player.

**16.6.9** Only a Buccaneer ship may carry a Buccaneer Leader.

**16.6.10** If a solely Buccaneer Fleet under a Buccaneer Leader is victorious in Naval Combat or gains Treasure by the Spanish Galleon Treasure Table, all ships lost by the enemy become Buccaneer *prizes*.

**16.6.11** If Attrition or Combat calls for the death of a *Conquistador* or *Explorer*, a friendly (non-captive) Buccaneer Leader in the affected hex is eliminated.

## 18. NATIVES

**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 if and only if that player has suffered a Native Uprising in that particular area in the previous turn. If the player chooses not to attack the Natives in the turn following an Uprising, he may not do so later unless provoked by another Uprising.

The seventeenth century colonial powers rarely sought confrontation with the Indians. The English ignored them unless an uprising needed to be punished. The Dutch and especially the French coveted the Indians trade goods more than their territory, so cultivated friendly relations.

**18.3.1** If the Random Event #11 or #13 occurs, the proper time for attacking the Natives is the Native Combat Segment of the *same turn*.

**18.4.6** The Native Level for the Caribbean Indians is a special case. Under the standard rules it is normal for the Caribbean Indians to be attacked in the first turn or so and permanently eliminated. This is not historically accurate. There were many unsettled islands which the Caribs held onto. They remained a powerful foe well into the middle of the seventeenth century. Therefore we offer the following rules:

**A.** The Native Level on the islands of Cuba, Jamaica and Hispanola (the three islands with Spanish settlements) is zero. The Bahamas (2118 and adjacent hexes), the Lesser Antilles (2512 and adjacent hexes) and Puerto Rico (hex 2314) shall each be considered a separate sub-area with a Native Level of "3" each. The reduction of Natives in one sub-area has no effect on Natives in another. Likewise, the alliance of Natives in a sub-area is limited to their sub-area.

**B.** Despite alliance, event #13 will be carried out normally. Caribs which go on a rampage cease to be allies of the player they have rampaged against. It is possible to ally them again later.

## 19. DISCOVERIES

At the beginning of the game, the following discoveries have yet to be made: Hudson's Bay, Mississippi Land Expedition and the Great Lakes. In addition, any player except England who successfully passes an Explorer through the South Cape receives 15 Victory Points (once). For its exploration in the previous century, England begins with 15 Victory Points and France receives 15 Victory Points for Cartier's discovery of the St. Lawrence River.

## 20. AREA POLITICAL CONTROL

6) A Spanish Empire area is not controlled by a player unless all other conditions are met, plus the capture of all non-player settlements in the area.

## 22. SCENARIOS

This variant covers the second century of the Age of Exploration, from 1595 to 1700. It may be played by two, three or four players.

The resource multiplier is unchanged on the game track; the English, French and Dutch were settling untamed land which did not benefit from the work of the Iberians in the tropics. Beginning with turn 8, up to one ship per turn may be built in a New World Port.

### 22.1 Two Player Scenario

<i>Player</i>	<i>Treasury</i>	<i>Monarch</i>	<i>Victory Points</i>
English	290 Ducats	Elizabeth I <sup>1</sup> , C	15
French	240 Ducats	Henry IV, B.	15

### 22.2 Three Player Scenario

<i>Player</i>	<i>Treasury</i>	<i>Monarch</i>	<i>Victory Points</i>
Dutch	190 Ducats	Maurice, B	0

### 22.3 Four Player Scenario

<i>Player</i>	<i>Treasury</i>	<i>Monarch</i>	<i>Victory Points</i>
Danish	200 Ducats	Christian IV, A	0

**22.3.1** Denmark actually played a small, but interesting role in the New World exploration. It explored Greenland, traded slaves to the New World and in 1625 chartered the Danish West Indian Company. Its colony in the Virgin Islands remained Danish until the 20th Century. King Christian IV was an able ruler of a prosperous state. Had warfare not diverted Denmark's energies to the continent, its presence in the West might have been much more felt.

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<sup>1</sup> Rated for advanced years

**22.3.2** Counters to represent the Danish Explorers, Colonists and Soldiers may be found of the insert of this issue.

**22.3.3** The Danish player receives Explorers according to this historical schedule, slightly adjusted for game purposes:

John Knight, enter turn 1, exit turn 1

Godske Lindenow, enter turn 3, exit turn 3

William Gordon, enter turn 4, exit turn 4

**22.3.4** Danish colonists are reduced in number in the same way as French and Dutch Colonists (see 6.3.2).

**22.3.5** There seem to have been no historical Danish buccaneers. The Danish Player shall be permitted to create Buccaneer ships and Soldier detachments normally. They may rent Buccaneer Leaders from other players or, optionally, accept this hypothetical schedule:

Flindt, enter turn 10, exit turn 12

Carlsen, enter turn 13, exit turn 15

Krogh, enter turn 16, exit turn 18

Christensen, enter turn 19, exit turn 20

## **23. ALLIANCE OF NATIVES**

**23.1** A player possessing a French Missionary or a Pathfinder, may elect to make allies of Natives in an area during the Native Combat Segment. If attempting to make an alliance with Natives in an area, one may not attack the Natives that turn.

**23.2** All enemy Soldier detachments must be removed from an area before an alliance attempt may be made with its Natives.

**23.3** Natives are allied by means of a die roll on the Native Alliance Table. The die roll is cross-indexed with the "Alliance Points" available in the area. The *negative* rating of a Missionary converts directly into Alliance Points. Each Pathfinder counter is equal to one Alliance Point. Each two friendly Soldier detachments equal one Alliance Point. It is not possible to have more than six effective Alliance Points in an area.

Soldier detachments by themselves have no value; they must share the area with a Missionary or Pathfinder to be counted.

**23.4** The available Alliance Points in an area are reduced by a number equal to the *positive* rating of a Missionary and by one for each Colonist in the area.

**23.5** The result yielded by the Native Alliance Table equals the number of Native Level points made friendly to one player (or more), yet another player may attempt to use Native Alliance upon them. Non-alliance Natives in an area must be allied first; afterwards the player may select friendly Native Level points from any player(s) of his choice. There is no special limit to the number of times the same Native Level points may change alliance.

**23.5a NATIVE ALLIANCE TABLE**

Die Roll	Alliance Points					
	1	2	3	4	5	6+
1	2	3	3	4	4	5
2	1	2	2	3	3	4
3	0	1	1	2	2	3
4	0	0	1	1	1	2
5	0	0	0	1	1	1
6	K	K	K	0	0	1

**Number of Natives Allied**

**K** = Eliminate one Soldier, Missionary or Pathfinder

**23.6** When checking for Uprisings, Natives friendly to a player are never counted. Natives friendly to other players *are* counted. A side record of which Natives in what areas are friendly to whom must be kept.

**23.7** A player may never attack Natives friendly to him. However, in case of Random Event #12, he must first choose to eliminate friendly Native Level points, since they would be in closest contact with him. Afterward, Native Level points friendly to other European powers are reduced. Non-allied points are reduced last of all. Pathfinders, Buccaneer Leaders, Missionaries and Trading Posts do not by themselves put Random Event #12 into effect.

**23.8** A player who successfully attacks Natives may eliminate enemy Natives and/or non-allied Natives in any order he pleases.

**23.9** Random Events #10, #11 and #13 will cause the affected Natives to become non-allied (as well as having their normal effect).

**23.10** Friendly Native Level points are added into the combat strength of any friendly European units in that area. Losses are always taken solely from European units. The friendly Native Level points are not added into the defence or attack on a port via Naval Invasion.

**23.11** Friendly Native Level points are essential for the operation of the Fur Trade. See 24 below.

**24. THE FUR TRADE**

One can hardly exaggerate the importance of the fur trade in the seventeenth century. The English and Dutch lusted for it; it was the decisive factor in France's otherwise illogical colonial policy which preserved the wild at the expense of settlement.

**24.1** These areas produced Fur Resources as follows:

Area	Ducats produced per turn (base value)
California	2
East Coast	2
Great Lakes	4
Maritime	3
Northumbega	3
Northwest	4
Rocky Mountains	3
Saguenay	4

**24.2** A player able to draw Fur Resources from an area adds the appropriate number of Ducats directly into his Treasury in the Resource Segment; no ships are necessary.

**24.3** A player may draw Fur Resources from an area if the following conditions are met:

**A.** The area must contain a Native Level greater than zero and at least one Native Level point must be allied to the player.

**B.** The area must contain a Missionary, a Pathfinder or a Trading Post friendly to the player.

**C.** The player must have an Atlantic Port during the Resource Segment. It must be in a Fur Trade area or adjacent to a Fur Trade area (see D below). If in an area with effective Natives, at least one Native Level point must be friendly.

**D.** The Fur Resources may "flow" to port through any number of other Fur Trade areas which contain at least one friendly Native Level point or which have no Natives whatsoever.

**24.4** Elimination of Native points reduces the base value of the area proportionally. Alliances with Natives which divide the loyalties of an area, divide the Fur Resources (Round to the nearest Ducat to the benefit of the player with greater Initiative).

**24.5** If two (or more) players have friendly Natives in the same areas and meet all the other Fur Trade conditions, the Ducats from Fur Trade are divided so: the player with Initiative takes one Ducat, then the second player and so on up to the maximum of the area's Fur Resource production that turn. When calculating available resources, keep in mind rules 24.4 and 24.6.

**24.6** The basic Fur Resource production (24.1) is multiplied by the current Resource Level number on the turn track to determine the total Ducat value each turn.

**24.7** For a Fur Trade area to produce, it must contain a friendly Missionary, Pathfinder or Trading Post. Any number of Trading Post counters may be made. No more than one may be placed in each Fur Trade area by a player. A Trading Post is placed in the planning segment, in an area containing a friendly Native Level point. It costs nothing, but must be maintained at the expense of one Ducat per turn. Once placed, it may not move. It may be voluntarily removed in the Planning Segment.

**24.8** In the event of Uprising, treat the Trading Post as a Colonist when determining losses. If stacked alone with enemy Colonists or Soldiers, the Trading Post may be ignored or removed from the map.

**24.9** Reduce the base value (24.1) of a Fur Trade area by one (-1) for each non-Spanish Colonist not mining Gold in that area. Colonists mining Gold do not affect the production of Fur Resources. The base value of the area may be restored if the non-mining Colonists exit the area (In effect, the land returns to its wild state and the fur-bearing wildlife returns).

**24.10** At the end of the game, if a Fur Trade area meets the conditions for producing Fur Resources and the Natives are *all* friendly to a single player, that player, if no other player meets the conditions of control, has Political Control of the area for 150 VP.

## **25. THE NEWFOUNDLAND FISHERIES**

The earliest New World treasure discovered by Europeans was the fabulous fishing banks off Newfoundland. For a long time all nations shared the banks, but by the seventeenth century conditions were ripe for one nation to try to seize total control.

**25.1** The island of Newfoundland (0812 and adjacent hexes) is to be considered a sub-area of Maritime. The Native Level on Newfoundland is zero. Soldiers and Colonists on Newfoundland never suffer Native Uprisings nor contribute to their making. They are ignored for Random Event #12, and for 24.9 (Fur Trade).

**25.2** A Port on Newfoundland may not service the Fur Trade, but at the end of the game it does count toward the political control of Maritime.

**25.3** If no Colonist or Soldier exists upon Newfoundland, each player receives one Ducat in the Resource Segment of the game turn (times the current Resource Level multiplier). This represents the income from the shared use of the banks.

**25.4** If a Colonist or Soldier exists upon Newfoundland, the owning player may (but doesn't have to) declare in a Resource Segment that he is closing (or opening) the fisheries to *all* competing nations. If the fisheries are closed, the player draws a base of three Ducats per turn (times the current Resource Level multiplier).

**25.5** If Colonists or Soldiers of more than one nation are upon Newfoundland, the fisheries are automatically open.

## **26. BUCCANEERS**

**26.1** Buccaneer Soldier detachments are created in the Planning Segment by exchanging Colonist units in the Caribbean Area for Soldier units. A 1-4 Colonist unit becomes a 4-8 Soldier unit. To be able to recognise Buccaneer Soldier units for what they are, the player may make additional and slightly different Soldier units, or mark ordinary counters with a "B".

**26.2** Any ship unit built in a Caribbean Port may be considered a Buccaneer ship. To be able to recognise Buccaneer ship units for what they are, players may make additional and slightly different ship units or mark ordinary counters with "B".

**26.3** Any enemy ship taken as a prize by a naval force consisting solely of Buccaneer Soldiers and ships becomes, if the player wishes, a Buccaneer ship.

**26.4** Spanish ships captured by solely-Buccaneer attacks on the Spanish Treasure Fleet may become Buccaneer ships.

**26.5** The building of Buccaneer ships is limited by Rule 7.1.4. Depending on the number of Colonists in the Caribbean, any number of Buccaneer Soldier detachments may be created each turn. Buccaneer ships may not be converted into ordinary ships, except as the consequence of outlawing Buccaneering (see 26.7). Buccaneer Soldiers may not be converted into ordinary Soldiers, nor back into Colonists, except as a consequence of outlawing Buccaneering.

**26.6** Buccaneer Soldiers and ships must be maintained by the national Treasury. Soldiers and ships may not be maintained in Europe.

**26.7** A player may begin creating Buccaneer units as of turn 8. He may outlaw Buccaneering (for his own units) at the end of any Resource Segment. If outlawed, all Buccaneer Leaders are removed, Buccaneer ships become ordinary ships in place. All Buccaneer Soldiers in the Caribbean become Colonists in place (4-8s become 1-4s). Soldiers outside the Caribbean are eliminated. Buccaneering is automatically outlawed in the Resource Segment of turn 21.

**26.8** Within a Planning Segment, ships are built before Buccaneer Soldiers are created. Hence Colonists may build a ship, then turn into Buccaneer Soldiers to sail in it!

**26.9** Unlike Privateer ships (rule 16.2.4), Buccaneer ships do not need to carry Soldiers.

**26.10** Buccaneers may travel at sea only upon Buccaneer ships. Buccaneer ships may not carry ordinary Soldiers nor Colonists, Pathfinders nor Missionaries. If ordinary ships are available in the starting port, mixed-unit expeditions are possible.

**26.11** Gold captured by Buccaneers may not be carried to Europe in Buccaneer ships. It must be transferred to ordinary ships in a friendly Port. Buccaneer ships may not pick up gold in a Port, unless it is gold taken from the Spaniards/Portuguese or from a different player.

## **27. THE SPANISH/Portuguese NON-PLAYER**

With some exceptions, any area of the map containing a Spanish/Portuguese unit is considered part of the Spanish (or Portuguese) Empires. These areas will be handled by a series of abstract rules. By 1600 the Spanish Empire virtually ceased to grow and became stagnant. Its New World holdings were populous and often highly civilised. The mines and rich cities of the Spanish tropics became a magnet for Privateers, and later Buccaneers and invasions by foreign powers. Throughout the century a gradually weakening Spain fought to defend its sea lanes and its far-flung coasts from growing hordes of predators. Its fight was generally successful and no important territory was lost permanently to its rivals.

**27.1** The Native Level of any area containing Spanish/Portuguese settlements (other than the Caribbean —see 18.4.6) is zero, with these exceptions: Rockies, Sonora, Deep South and Aracua. The Native Level in these areas is normal. Non-player settlements are never a factor in Native Uprisings, nor in Random Event #12.

**27.2** Non-player settlements are never removed from the map for any reason not even by combat, except in the case of Jamaica (Rule 27.6).

### **27.3 Combat and Settlement Capture**

**27.3.1** Non-player settlements may be attacked by players. To attack the settlement, land units or an amphibious force enters the hex as per the standard rules (see 8.7 and 11).

**27.3.2** Before initiating combat, the player rolls a die and consults the Spanish Garrison Table. Increase the die result by +1 if the hex contains an active gold mine or if the settlement is Veracruz, Panama, Lima or Cartagena. The result is the number of Spanish Soldier Detachments which will fight to defend the settlement.

**27.3.2a SPANISH GARRISON TABLE**

Die Roll	Colonists in Settlement		
	1	2	5
1	0	1	1
2	0	1	1
3	1	1	2
4	2	2	2
5	2	2	3
6	3	3	3
7	3	4	4

**27.3.3** Once he has determined the garrison of the settlement, the player must either carry out his attack at once or retreat his units from the hex.

**27.3.4** An attack on a non-player settlement is carried out normally, except that non-player Colonists never retreat and are not eliminated. If non-player Soldiers are forced to retreat, they are removed from the map.

**27.3.5** If a successful attack leaves a force occupying a hex of a non-player settlement, the settlement is considered captured. The settlement remains captured as long as the capturing player maintains Colonist or Soldier strength points in the settlement in excess of the printed strength of the non-player Colonists.

**27.3.6** Should the capturing player need to defend a captured settlement against other players or a Spanish Land Attack, the Iberian units in the hex lend nothing to the defence.

**27.3.7** While captured, the non-player Colonists are ignored for Resource-collecting purposes. If the settlement is a Port, it functions as a friendly Port.

**27.3.8** Should the player abandon the captured settlement, it reverts at the end of the turn to an ordinary non-player settlement, with a potential Spanish soldier garrison (see 27.3.2). Should Soldier and/or Colonist strength in the settlement become equal or less than the printed strength of the non-player Colonists, the occupying units must immediately retreat from the hex or be eliminated.

**27.3.9** If the attacking player should be forced to retreat from a non-player settlement either by combat or voluntarily (see 27.3.3), he may not attack the settlement again that game turn. Any Spanish Soldiers remaining in the vacated settlement are removed from the map. If another player attacks the settlement that turn, a new garrison is determined as per 27.3.2.

**27.3.10** Resources (*excluding* Fur Resources) may not be taken from an area containing any uncaptured Spanish/Portuguese settlement.

**27.4** A player must consider himself at war with Spain under the following conditions:

**A.** If a "Costly European War" Random Event comes up. Should this occur, the player involved rolls a die; if the result is 1-3, the war is against Spain. If the result is 4-6, the war is not against Spain (but the cost is still paid by the player).

**B.** If he has declared war against Spain in the Planning Segment and has paid the 50 Ducats demanded by the expense of such an enterprise.

**27.4.1** No non-Buccaneer ship or Soldier detachment may ever attack a Spanish/Portuguese settlement or the Spanish Treasure Fleet unless a "Costly European War" has inadvertently begun against Spain or the player has chosen to declare war on Spain/Portugal in his Planning Segment and has paid the 50 Ducats to cover the cost of the war in Europe.

**27.4.2** From turn 10 on, Brazil ceases to be Spanish (though its Portuguese garrisons are still generated by table 27.3.2a). Any attack on Brazil by non-Buccaneers requires a separate declaration of war against Portugal itself (50 Ducats).

**27.5** Engaging in war with the non-player Spaniard will often trigger "Spanish attacks" against the player's own New World holdings.

**27.5.1** Should war with Spain exist, the involved player must roll on the Spanish Retaliation Table in the Native Combat Segment of the game turn.

**27.5.1a SPANISH RETALIATION TABLE**

Die Roll	1	2	3	4	5	6	7	8	9+
Number of Targets	0	1	1	2	2	3	4	5	6

**27.5.2** Add one (+1) to the die roll for each Spanish Empire area containing the player's own Colonists or Soldiers when rolling on the Spanish Retaliation Table to derive the number of Spanish attacks.

**27.5.3** The player must pick out those friendly stacks which shall be the object of Spanish Retaliation by the following criteria:

**A.** Friendly Colonists/Soldiers occupying a non-player settlement. If possible, choose enough targets to equal the Spanish Retaliation number. Choose targets with the largest number of Colonists.

**B.** Enough stacks of Colonists/ Soldiers in occupation of any non-settlement hex of the Spanish Empire to make their sum and that of the targets in section A equal the Spanish Retaliation number. Select targets on the priority of where the most Colonists are.

**C.** Any friendly settlements in closest proximity to areas of the Spanish Empire, should the number of targets in categories A and B above not equal the number derived from the Spanish Retaliation Table. Proximity is counted by the number of hexes from the border of a Spanish Empire area, treating land and sea hexes alike. In the Caribbean, count from the (uncaptured) towns of Havana and Santo Domingo. If two or more settlements are equidistant and not all may serve as targets, choose the largest in terms of Colonists.

**27.5.4** After selecting the targets of Spanish Retaliation, the "Spanish attacks" are immediately carried out.

**27.5.5** If the target is a Port containing friendly ships, a naval battle is fought before the attack on the settlement. Roll on the Spanish Naval Attack Table to determine the odds of the combat. This done, roll on a appropriate column of the Naval CRT. Remove friendly ships as Defender losses; ignore Attacker losses. If any friendly ship survives the naval attack, the Spanish attack has been beaten off and the settlement is spared. If all friendly ships are eliminated by the Spanish Naval Attack, the settlement immediately suffers a Spanish Land Attack.

**27.5.5a SPANISH LAND ATTACK TABLE**

Die Roll	1	2	3	4	5	6	7+
CRT Column	5:1	4:1	3:1	2:1	1:1	1:2	1:3

**27.5.6** To carry out a Spanish Land Attack on a target, roll on the Spanish Land Attack Table to determine the odds of the attack. Next go to the Land CRT and roll on the appropriate column. Remove friendly units as Defender losses; ignore Attacker losses.

**27.6** Jamaica is a special case. Historically the Spanish culture there was entirely supplanted by that of its conquerors. Therefore, should the Port of Jamaica be captured, all Spanish units on the island are eliminated. Jamaica henceforth is no longer regarded as part of the Spanish Empire.

**27.7** Hispanola contains a normal Spanish Port Settlement. However, it is this Port alone which is considered a part of the Spanish Empire.

**27.9** Beginning with turn 10, Brazil is no longer part of the Spanish Empire and forces within Brazil are no longer subject to Spanish Retaliation. They may be subject instead to Portuguese Uprising. Historically, the Dutch conquered Brazil, but a patriotic guerrilla war eventually exhausted the Dutch occupiers and forced their withdrawal.

**27.9.1** In any Native Uprising Segment beginning with turn 10, any player with Colonist or soldier units in Brazil must check for Portuguese Uprising. A result of 1-6 will cause a Portuguese Uprising, but the die is modified by minus one (-1) for each friendly Soldier unit in the area. Despite Soldiers, a natural roll of "6" will always cause an uprising.

**27.9.2** Resolve the Portuguese Uprising on the Native Uprising Table.

**27.9.3** At the end of any Native Uprising Segment in which there are no friendly Soldier detachments in Brazil, all Colonists of that nationality are eliminated within Brazil.

**27.10** Spanish /Portuguese settlements that are captured may be Looted.

**27.10.1** In the Resource Segment of the game turn, any Spanish/Portuguese settlement which has been captured in the current in the current turn may be Looted. To determine the amount of Loot, go to the Spanish Loot Table and roll a die. Add one (+1) to the die if the settlement contains an active gold mine or if the settlement is Veracruz, Cartagena, Lima or Panama. Deploy the Gold-Loot immediately.

**27.10.1a SPANISH CITY LOOT TABLE (Ducats)**

Die Roll	Colonists in Settlement		
	1	2	5
1	0	5	10
2	5	10	15
3	10	15	20
4	15	20	25
5	20	25	30
6	25	30	35
7+	30	35	40

**27.10.2** If the party or expedition which Looted the settlement contains at least one non-Buccaneer Soldier detachment, the amount of loot taken from the Looted settlement is doubled. This represents the gold taken directly by government representatives and kept out of the wasteful hands of Buccaneers. For this to be possible, formal war must exist between the non-player country (Spain or Portugal) and the player's nation.

**27.10.3** A single player may Loot the same settlement in the same game turn.

**27.10.4** Two players may not Loot the same settlement in the same game turn.

**27.10.5** Loot may be loaded aboard available ships in a captured Port in the same Segment that the capture occurred.

**27.10.6** A non-player settlement captured from another, occupying, players, may *not* be Looted.

**27.11** Throughout the seventeenth century, the ever more exposed Spanish treasure fleet continued to be the prey of warships and pirates. It was never more vulnerable than in the headwinds of the narrow Florida channel.

**27.11.1** An expedition may attack the Spanish Galleon Fleet by expending an additional 3 movement points in hex 2120 and rolling a die on the Spanish Galleon Treasure.

**27.11.2** Deploy the number of Gold-Ducats indicated on the Spanish Galleon Treasure Table along with just enough ship units to hold the captured Treasure. These ship units may be Carracks and/or Caravels —not Galleon Fleets. Treat them as prize ships.

**27.11.3** If there is an asterisk next to the Ducats indicated by the die roll, the Spanish escort offers a fight. If the Spanish offer fight, the player may retreat by not drawing any Treasure and continuing on his journey, leaving the hex. If the player's expedition elects to fight, a Spanish Naval Attack is immediately made against the expedition.

**27.11.4** To fight naval combat with the Spaniards, roll on the Spanish Naval Attack Table to get an odds factor. Go to the Naval CRT and roll on the indicated odds column. Remove friendly ships as Defender losses; ignore Attacker losses.

**27.11.4a SPANISH GALLEON TREASURE TABLE (Ducats)**

Die Roll	Expedition Strength (ships only)				
	2	8-16	24-32	40-48	56+
1	0	0	0	0	0
2	0	0	5*	10*	15*
3	0	0	10	15	20
4	0	5*	15*	20*	25*
5	5	15	20	25	30
6	10*	15*	25*	30*	35*
7+	15	25	35	40	50

\* = Spanish Naval Attack

**27.11.5** For each friendly ship lost, reduce the base amount of Treasure indicated by 25% (D1: -25 %, D2: -50%, D3: -75%, DE: -100%), rounded to the nearest increment of 5 Ducats.

**27.11.6** If at war with Spain and one or more ships in the expedition are non-Buccaneer, double the indicated amount of Treasure. Take also enough prize ships to carry the Treasure.

**28. MERCHANT FLEET SUPERIORITY**

The seventeenth century witnessed the first great struggle of European nations to dominate the trade lanes of the world. The Dutch took an early lead, becoming the common carriers for much of the colonial world. The English soon challenged their hegemony and a series of Dutch wars, fought with shifting alliances, eventually brought English sea power to the forefront.

**28.1** The players shall establish an off-the-map area to represent the "Command of the Seas" combat, fleet-storage area whenever the Dutch nation is played.

**28.2** Combat may be fought in the Command of the Seas area, observing the rules in Rules Section 8.

**28.3** The player with the most ships in the Command of the Seas area gains these benefits:

**A.** Any other player with one or more Colonists on an island of the Caribbean must transfer a sum equal to two (2) ducats times the current Resource multiplier (on the record track) directly into the Treasury of the player dominant in the Command of the Seas area (after Resource collection, but before Maintenance).

**B.** To represent trade and smuggling to the non-player settlements, the player dominant in the Command of the Seas area may roll a die on the Smuggling Income Table. Since the volume of trade grew gradually in the early years of the century, the die is modified. Subtract six from the die in turn 1, five from the die in turn 2 and so forth until turn 7, when 0 is subtracted. The player receives the designated number of ducats directly into his Treasury in the Resource Segment.

**28.3a SMUGGLING INCOME TABLE**

Die Roll	<0	0	1	2	3	4	5	6	7	8
Ducats Gained	0	0	5	10	15	20	25	30	35	40

**28.4** The Dutch begin with three Carracks in the Command of the Seas area, free of charge. Furthermore, for every Carrack they build and place (directly) into the Command of the Seas area, they receive a free matching Carrack, up to a maximum of seven free matching builds.

**28.5** All nations may build ships directly inside the Command of the Seas area. All nations may also move ships in European ports to the Command of the Seas area free of charge in the Planning Segment. *However*, ships may not be moved out of the Command of the Seas area once there.

**28.6** Ships in the Command of the Seas area require no Maintenance.

**28.7** A player with more (offensive) ship strength in the Command of the Seas area than the combined strength of his two richest rivals (in terms of Ducats in the Treasury at the beginning of the Resource Segment), adds +1 to his Smuggling die roll that turn. If a player has more naval strength in the Command of the Seas area than all his rivals in a four-player game, he may add +2 to his Smuggling die roll that turn.

## 29. AFRICAN SLAVE TRADE

The Spanish and Portuguese began trickling African slaves into the New World in the sixteenth century. The first slave labour force, the Indians, were in rapid decline in the face of European diseases and the rigors of the Iberians' colonial policies. But it was not until other European powers entered the Caribbean and discovered the value of the sugar crop that the trickle of African captives turned into a flood. All the colonial powers, including the Swedes and Danes, eventually set up permanent trading bases on the West African coast to facilitate the transfer from Africa to tropical America, where white labour was in short supply.

**29.1** If no Colonist units are available from an unused national colour, the players may make a supply of Colonist units to represent slave labourers. All players may draw from the same force pool.

**29.2** A "Guinea" sub-segment begins the Trans Oceanic Phase. Expeditions may sail to an "off map" area which is to be considered to be two (2) Bounds distant from the European Ports.

**29.3** After players have either moved units to "Guinea" or passed, Naval units (ignore Soldiers) may fight combat in "Guinea", initiating combat in the order of Initiative.

**29.4** After combat (if any), the players in order of Initiative may roll a die on the Slave Availability Table to determine the *maximum* number of Slave units which may be bought that turn. To buy a Slave unit, sufficient ship space must be available to carry the purchased units and all the regular units of the expedition. Slaves may not be maintained off map. The price of a Slave unit is one (1) Ducat each.

### 29.4a SLAVE AVAILABILITY TABLE

Die Roll	-1	0	1	2	3	4	5	6	7
Slave Units Available	0	1	2	3	4	5	6	7	7

**29.4.1** The price of a purchase of Slaves is increased by competition. For each rival who declares his intention to purchase Slave units during the current turn, one Ducat is added to the price of the *total* purchase (e.g., three Slaves would cost four Ducats if one other player wishes to buy).

**29.5** The number of Slave units available in a turn is modified in two ways:

**A.** For each rival who has bid or states his intention to bid for Slaves in the current turn, reduce the die roll for Slave Availability by one (-1).

**B.** If the player has built a "Trading-Fort" in "Guinea" (see 29.11), one (+1) may be added to the Slave Availability Die Roll. The permanent organisation of markets along the coasts allowed traders to be more methodical in seeking and buying captives.

**29.7.1** Expeditions which begin in Europe and travel to "Guinea" must add 2 Bounds to the total (map-derived) distance travelled.

**29.7.2** Expeditions beginning in "Guinea" and travelling to any hex between rows 2100 must add one (+1) Bound to the printed map distance.

**29.7.3** Expeditions beginning in "Guinea" and travelling to any hex south of hex rows 2100 and 2800 (inclusive) on the Atlantic coast are assumed to have travelled the printed distance.

**29.7.3** Expeditions beginning in "Guinea" and travelling to any hex south of hex row 2800 may reduce the distance printed on the map by one (-1) Bound.

**29.8** Slave units act as Colonists with these exceptions:

**A.** Slaves may draw resources only from green coloured hexes between hex rows 1500 and 4700 (inclusive). Elsewhere Slaves produce no income.

**B.** Slaves have zero value in Combat. They do not retreat with friendly units.

**C.** Slaves have shifting allegiance. They become friendly to *any* player who occupies their hex with his own Colonists or Soldiers after the voluntary or forced removal of all other Soldiers and Colonists from the hex.

**D.** Slaves may be traded or sold between players, at any mutually agreed price. They may embark/debark in enemy Ports for this purpose.

**E.** Slaves must begin the Resource Segment stacked with a Soldier or Colonist, otherwise they are eliminated (Assume they have run away).

**F.** Slave units do not count as Colonists for forming Ports.

**G.** Slave units never become Buccaneers.

**29.9** Slave units may be eliminated when Land Attrition requires the removal of Colonists. Slave units are counted when determining the five-Colonist limit for a hex's Resource output. Slave units are counted when calculating the chance for Native Uprising.

**29.10** Slavery had a depressing effect on free labour. Therefore, in each hex containing both Slave and Colonist units, *one* Colonist unit draws no Resources from the hex. This unproductive Colonist does not count toward the limit of five producing units which the hex can accommodate.

**29.11** Each player may build one Trading-Fort in "Guinea". He does so by sending at least one ship to "Guinea" and expending 10 Ducats, announcing the fact that he is establishing a permanent African base.

**29.11.1** Each player who builds an African fort in "Guinea" creates a permanent African Port for himself. Ships and other units (except Colonists) may begin and end the turn in "Guinea". All ships and others in "Guinea" in the Maintenance Segment must be Maintained.

**29.11.2** A fort in "Guinea" may not be attacked nor destroyed. The Fort itself has no maintenance cost.

**29.12** Instead of being kept for his own use, a player may sell Slave units, both to other players and the non-player nations.

**29.12.1** To sell Slaves to the non-players, Slave units must be physically carried from an area of the map (or from "Guinea") to a Spanish/Portuguese Port in the area described in 29.8.A. Roll a die on the Slave Sale Table for the price offered per Slave in Ducats. If the roll derives a too-low amount to suit the player, the expedition can move on to another non-player Port and try again. One expedition may offer to sell Slaves to a maximum of three non-player Ports in one turn. Ducats received are added directly into the player's Treasury.

**29.12.1a SLAVE SALE TABLE (Ducats)**

<b>Die Roll</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Price</b>	<b>N</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>N = Spanish Naval Attack</b>						

**29.12.2** If the Slave Sale Table comes up a "1-N", no price is offered. Instead the Spanish/Portuguese navy attacks the trading expedition (since trade with their European rivals was forbidden by the Iberian princes). The expedition is immediately subject to a "Spanish Naval Attack" (see 27.11.4).

**29.12.3** To sell Slave units to another player, the units are carried (or marched) to a settlement belonging to the buyer. The agreed upon price is paid directly from one Treasury to the other immediately upon transfer of control. Units moved by one player may not be moved again by another player in the same turn.

**29.12.4** Players may combine delivery of Slaves to friendly ports with slaves to non-players and to other players in the same expedition.

**29.13** Slaves captured on prize ships become the property of the capturing player.

**POSTSCRIPT:** By 1700 (where our simulation ends), most of the colonising powers had fallen into poverty from wars and mismanagement. England and France retained their energy, but wasted it in endless conflict with each other around the world. Already one of the four French and Indian Wars had been fought. The next seventy-five years would see the French expulsion from the American continent and the American Revolution — an event which would write a formal ending to the First Age of Western Colonialism.

*Those interested in Mr. Rahman's variant for CONQUISTADOR will find appropriate counters for the new characters, as well as the Danish and Slave unit markers, upon the insert. Please note that French, Dutch and British counters follow the same colour pattern as in the original game. The counters for charters and trading posts are shaded a neutral brown, while those for the Slave units are black on white.*

# FUR TRADERS & BUCCANEERS

## CONQUISTADOR Variant Counters

For use with variant rules found in Vol. 21, No. 5 of *The GENERAL*

1-1 Bright	2-3 Undress	4-4 Sinker	10-12 Flash	13-15 Cactus	16-18 Rock	19-20 Ox-draw	5-4 Sword	5-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	
2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	
1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	4-8 Sword	4-8 Sword	4-8 Sword	4-8 Sword	4-8 Sword	4-8 Sword	4-8 Sword	
4-8 Sword	8-8 Sword	8-8 Sword	8-8 Sword	8-8 Sword		1-1 La Roche	2-4 De Post	2-4 De Mints	2-5 Champhie	5-8 Brute	6-10 Neslet	12-15 Gruffs	14-15 Rafinas	
15-15 St. Lexas	15-19 Perret	16-20 Julet	16-19 La Sella	17-20 Dulath	10-12 Le Yasser	13-15 L'Offonais	16-17 De La Roche	17-18 Gronnet	19-21 De Certe	+3-8 Sword	+3-8 Sword	+2-8 Sword	+2-8 Sword	
+1-8 Sword	+1-8 Sword	+1-8 Sword	0-8 Sword	0-8 Sword	-1-8 Sword	-1-8 Sword	-1-8 Sword	-2-8 Sword	-2-8 Sword	-3-8 Sword	-3-8 Sword		1-1 Recher	
2-2 Grenall	3-4 Smith	4-4 Baban	10-11 Flud	12-14 Harefield	15-17 Nargos	16-17 Poke	18-20 Boris		1-1 Rake	2-3 Baban	4-4 Lense	10-11 Braner	12-14 Vic	
15-16 Yee Beert	17-18 Yee Burs	17-21 De Gruff		Charter	Charter	Charter	Charter	Charter	Charter	Charter		Trading Post	Trading Post	Trading Post
4 Trading Post	5 Trading Post	6 Trading Post		1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword
1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	1-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword
2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	2-4 Sword	5-4 Sword	5-4 Sword	5-4 Sword	5-4 Sword	
5-4 Sword	5-4 Sword	5-4 Sword	5-4 Sword	5-4 Sword	5-4 Sword									