

SPI/Avalon Hill Conquistador - German Bankers Fifth Player Rules

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[24.1] MECHANICS OF PLAYING THE GERMAN BANKERS

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

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

1) The initial Treasury Levels as follows:

France: 240 Ducats

England: 165 Ducats

Spain: 110 Ducats

Portugal: 100 Ducats

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

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

[24.13] When rolling for taxes (ONLY) standard players add one to their die rolls. The German Bankers player does not.

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

[24.15] The initial level of the German Bankers' Treasury is 260 Ducats.

[24.16] The German Bankers may loan money to the other players at any rate deemed expedient by the players involved in the transaction. NO other players may make loans or transfer funds in any way to another player. If a player cannot or will not repay a loan at the agreed upon date, the German Bankers may repossess any ships owned by the player that are located in Europe at any time after the negotiation of the loan.

Ships are repossessed at the following rates; for each 4 Ducats, 1 Caravel; for each 8 Ducats, 1 Carrack; for each 40 Ducats, 1 Galleon Fleet. Ships repossessed are taken complete with cargo. They may not return to Europe, be unloaded and then be repossessed; they are taken AS SOON as they reach Europe, complete with cargo.

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

[24.18] If any player rolls "Costly European War" (Event #5) on the Political Event Table, the German Bankers must deduct 40 Ducats from THEIR Treasury.

[24.2] German Bankers Explorers

[24.21] The German Bankers Player receives certain Explorers which he may rent to other countries. He may use them himself. (Players will have to supply their own counters)

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

<i>Explorer</i>	<i>Arrive:</i>	<i>Depart:</i>
Alfinger	Turn 7	Turn 8
Spires	Turn 9	Turn 10
Federman	Turn 9	Turn 9
Von Hutten	Turn 10	Turn 11

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

[24.3] German Bankers Control

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

[24.4] German Bankers Victory

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