The Conquistadors

The Spanish Conquest of the Americas 1518-1548

Rulebook

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The Conquistadors is a game of the conquest of Central and South America ("the Indies") during the 16th Century. Each player leads a faction of conquistadors attempting to loot the Americas of gold.

The object of The Conquistadors is to score the most Victory Points. Victory Points are scored mainly by amassing gold as well as by controlling cities and towns, discovering geographic objectives, and gaining the favor of the colonial governor.

The Conquistadors consists of a Basic Game, which introduces the essential mechanics of movement, card play, discovery, diplomacy, combat, and plunder, and a Standard Game, which adds more detail, more choices, and longer play time. It is recommended that all players begin with the Basic Game. There is also a special set of rules for solitaire play.

BASIC GAME RULES

1.0 GAME COMPONENTS

1.1 Maps

1.11 There are two mapsheets. The North map includes Central America and surrounding areas. The South map covers part of South America. These two mapsheets may be arranged in any convenient manner on the table -- it does not matter how they are aligned or which edges, if any, touch. The spaces on the mapsheets govern the positioning and movement of the playing pieces.

1.12 The two maps are connected through the Panama spaces. There is a Panama space on each map. These two spaces are separate and units may move by land between them.

1.13 Regular land spaces come in five "levels," Level 0 through Level 4. Level is identified by color code as well as by a number appearing in the space. Native ("Indian") civilizations -- which consist of villages, towns, cities, and kings, and are represented by playing pieces -- may be discovered in these spaces. The space level is used in discovery actions (4.0) and for other game purposes.

DESIGN NOTE: "The Conquistadors" attempts to depict the point of view of the Spanish adventurers of the 1500s. Accordingly, the game uses the term "Indians" instead of 'Native Americans' or other more modern terms.

1.14 In addition to the regular land spaces, there are a number of special types of spaces:

1.141 All blue spaces with no numbers are sea spaces and can be entered only by sea movement (3.2). Many of the sea spaces on the South map

are labelled "Mar del Sur." There is a rule against moving into these in the first two turns of the game (3.26).

1.142 Spaces labelled Desert ("D") or Rain Forest ("R") never contain civilizations, but can be moved through to get to other objectives.

1.143 Legend spaces ("L") are used in placement of Legend markers (optional rule 19.0).

1.144 Some spaces are marked with a "-1." This modifier affects discovery die rolls for forces moving into those spaces (4.111), and also morale rolls (9.121).

1.145 Santiago de Cuba and Panama are special spaces used for setup. Discovery does not occur in these spaces and cards cannot be played against forces moving into them.

DESIGN NOTE: Higher level spaces represent the higher ground on which Indian towns and cities developed. The most highly developed Indian civilizations were found on high terrain. The '-1' spaces represent high incidence of mosquitoes, and hence malaria.

1.15 The Governor's Favor track has one marker for each player, indicating the relationship that player's faction has with the colonial governor (a non-player figure). Each marker begins in the center ("0") space and is moved rightwards (better) or leftwards (worse) during play (11.1).

1.16 The Impulse Track is used to record the passage of time during each turn of the game.

1.17 The Records Track is used to record each player's money funds available in pesos, and also debts and permanent Victory Points. Each player receives a set of markers to use on this track. There is one Records Track on each map; each player can use whichever is most convenient.

1.2 Playing Pieces

The die-cut playing pieces include individual leaders (conquistadors), bodies of armed men (units), Indian civilization markers, and other informational markers. The following summary of the playing pieces also surveys many of the game's concepts.

1.21 The conquistador pieces represent individual leaders, identified by name. Each conquistador has a playing piece -- which is usually placed on the map -- and a card, or "expedition" (1.4). The card is placed beside the map and serves as a holding area for the units in the expedition. Conquistadors may be on the map at start or arrive during play, according to scenario instructions. A player's "faction" is the set of expeditions under his control.

DESIGN NOTE: Technically, every armed Spaniard was a 'conquistador' but we have reserved that term to the leaders ("captains"). The conquistadors in the game include all of the most important captains of the era of conquest.

1.22 Spanish combat units are of three types, distinguished by picture: Foot, Horse, and Cannon. Spanish combat units are not placed directly on the map; they exist in expeditions led by conquistadors. New combat units arrive in the game with conquistadors.

1.23 Indian forces are represented by combat units. Unlike the Spanish, they do not have different types. At the start of play, place all Indian units in a cup from which they can be drawn when required (12.34). Indian units fighting against the Spanish will be placed directly on the

map. Units allied with the Spanish will be placed in expeditions. Indian units depict a variety of soldier figures; all function identically for game purposes.

1.231 Combat values of Indian units vary greatly. Some Indian units are backprinted. If such a unit suffers a loss, it is flipped to its reverse side. When a non-backprinted unit or a unit already on its reverse side suffers a loss, it is eliminated.

DESIGN NOTE: The Spanish foot units of this time were armed primarily with swords. A few men carried crossbows or early varieties of musket such as the arquebus. The Indian forces used clubs, spears, bows and arrows, and some specialized weapons. The Spanish forces were bodies of armed adventurers, not regular military units. However, most of the men were former soldiers and the expeditions were run on military discipline. Each Spanish foot piece represents about 25-50 men; each horse unit, about 5-10 horsemen. Indian units represent some thousands of soldiers. Indian numbers in all these battles are a matter of conjecture and are obviously wildly exaggerated in many accounts; we have made some guesses based on what size forces it would have been possible to supply in the field at that time and in that terrain. The enormous Indian numerical advantages were more than offset by Spanish advantages of leadership, discipline, and weaponry.

1.24 Indian civilization markers (village, town, or city) are placed on the map as they are discovered *(4.15)*. They have two sides: neutral and hostile. Neutral means neutral toward all the Spanish; hostile means hostile to all. Villages, towns, and cities are always initially neutral; they become hostile as a result of game actions. For cities, there is a third possibility, which is that the city can become allied to a particular player's faction *(5.2)*. In this case the regular city marker is replaced by one of that player's Allied City markers.

1.25 There are several sets of Indian empire counters, representing larger Indian civilizations that can be discovered during play *(12.2)*. Each empire consists of a king, a capital city, and two additional cities.

DESIGN NOTE: Empires represent civilizations like the Mexica ('Aztecs') and Incas. It was from these that the conquistadors obtained the most gold and also experienced the fiercest resistance. The empires may come into play at the historical locations, or elsewhere; like the Spaniards, you do not know.

1.26 Food and gold markers represent tangible assets acquired and carried by expeditions.

1.261 Gold pieces are obtained from Indian civilizations by diplomacy *(5.0)* or plunder *(7.0)*. They are carried with expeditions until they are converted to victory points *(10.2, 18.0)* or pesos *(16.1)*.

1.262 Food markers are obtained through diplomacy and then carried with expeditions until they are consumed to avoid starvation *(8.0)*. Each expedition can carry a maximum of three food markers at a time.

1.27 Several other types of markers are used to record information about units or map spaces.

1.271 Morale Hit markers ("1" through "4") are used to track the morale of expeditions. Expeditions suffer morale hits as a result of combat, lack of food, and malaria.

1.272 The Discovered markers are used to mark spaces which have already been explored but in which no town/city/village was found.

1.273 Less successful discovery activities may result in placement of

a Mosquito marker. This makes troops in the space subject to malaria (Standard Game only).

1.274 Plundered Out markers indicate that all the gold in a space has been plundered and the space may not be plundered again.

1.275 The Plunder 1 / Plunder 2 and Diplomacy 1 / Diplomacy 2 markers are used to record that Plunder or Diplomacy actions have been undertaken in a given space in the current game turn. Two of these markers may be used together to indicate values of 3 or 4.

1.276 Legend markers are placed on the map to represent rumored positions of legendary places and figures *(19.0)*.

1.28 Each player receives the following set of markers in a distinctive color:

- Pesos markers, used on the Records Track, represent funds available to the player for raising troops, etc.

- Debt markers (Standard Game only), also used on the Records Track, record money loaned to the faction, either during initial setup or in a Recruiting action. Loaned money must be paid back; otherwise the player suffers a victory penalty.

- Victory Point markers represent permanent Victory Points (VPs) scored by that faction *(13.1)*.

- Allied City markers are used on the map to represent cities which ally with the player through diplomacy *(5.0)*.

1.281 The Pesos, Debt and permanent Victory Point markers come in values of "x1", "x10", and "x100." Together these can be used to represent large values. For example, to represent the value 123 on the Records Track, put the "x100" marker in the 1 space, the "x10" marker in the 2 space, and the "x1" marker in the 3 space.

1.29 The Impulse marker and Impulse track are used to keep track of the current impulse in each turn.

1.3 Cards

1.31 The cards supplied with the game are divided into the following types. They should be sorted by type prior to play.

- **Strategy cards** (110 cards) allow players to undertake many game actions.

- **Asset cards** (26 cards) give players useful assets, acquired in diplomacy with Indian civilizations *(5.0)*.

- **Conquistador cards** (20 cards) are used to hold groups of units ("expeditions") commanded by conquistadors.

1.32 Each player holds a hand of Strategy cards (up to eight at a time) and uses them to undertake game actions *(2.1)*.

1.33 The Conquistador cards are used to hold the troops of an expedition *(1.4)*. Some of the Conquistador cards are distributed before play or during initial game turns, as per scenario instructions *(14.1, 22.1)*.

1.331 Each conquistador card states the conquistador's name as well as three numeric ratings:

Combat rating: Used in combat

Diplomacy Rating: Used in Diplomacy actions

Rally rating: Used in Rally actions

1.332 There are five conquistador cards which enter the game only as replacements if others become casualties (6.4). These are identified specifically ("REPL") on their respective cards.

1.34 Asset cards represent people or items of value to an expedition (e.g., an intepreter). They are acquired during play (5.15) and attached to a specific expedition. The attachment can be indicated by placing part of the asset card underneath the expedition, so that the card is partially covered. *(Exception: Mano de Dios cards (1.53) are not attached to an expedition.)* Asset cards never count against a player's Strategy card hand limit.

1.35 The Strategy cards are shuffled together with some of the conquistador cards into one deck known as the strategy deck, as per scenario instructions (14.3, 22.3). The asset cards are always held in a separate deck. There are spaces for each of these decks on the South mapsheet, as well as for discards from the strategy deck.

1.4 Expeditions

A group of units under the control of a conquistador is called an expedition. The expedition is represented on the map by the conquistador's piece, and off-map by his card and the combat unit counters.

1.41 When a conquistador enters play (2.2), his card is placed face-up in front of the owning player. Units and markers belonging to his expedition are arranged on the conquistador's card. The conquistador is referred to as the "commander" of the expedition.

1.42 An expedition may contain at most ten Spanish combat units. Indian troops do not count against this limit. An expedition can have any number of Indian units.

1.421 It is possible through certain game events that a player might acquire additional units when his expedition is already full. He can eliminate any unit(s) of his choice to make room for new, presumably better units. (For example, he might eliminate a Foot unit to make room for a Horse.)

1.43 In addition, an expedition may contain any number of other conquistadors. A maximum of two of these may have additional units attached to them. Those units are maintained on the other conquistador's card.

EXAMPLE OF PLAY: Cortés has an expedition in which he commands ten combat units. His expedition also includes Alvarado and Ordaz. The Alvarado and Ordaz pieces sit on Cortés's card. Alvarado and Ordaz each have five units, which sit on their respective cards. This whole hierarchy can be moved as one expedition. Cortés's expedition also includes Velázquez de León and Olid, neither of whom has any troops. Their pieces also sit on Cortés's card and move along with his expedition.

1.5 Die Rolls and *Mano de Dios*

Many game actions require die rolls.

1.51 All the die rolls call for either one six-sided die ("1D6") or the sum of two six-sided dice ("2D6").

1.52 Some of the cards instruct players to "choose randomly" among several alternatives. This can generally be done by assigning one possibility to each of the six possible outcomes of a single die roll, re-rolling if necessary. For example, if there are four outcomes, assign them 1 through 4 and then re-roll on a 5 or 6.

1.53 The *Mano de Dios* Strategy card may be played any time a player rolls the die (or dice). It allows the player using it to do any one of the following:

- Announce that he is applying a +2 modifier to any die/dice roll he is about to make
- Decide to re-roll any one of his own die/dice rolls.
- There are some limitations (1.56, 1.57) on when *Mano de Dios* can be applied.

1.531 Use of *Mano de Dios* for a die roll modifier must be declared prior to the roll; use for a re-roll is declared after seeing what the first roll was. In all cases the card is discarded after being played.

1.532 Note that *Mano de Dios* cards exist in both the Strategy Deck and the Assets Deck; all are played identically.

1.54 You may apply *Mano de Dios* cards only to your own die/dice rolls, not to somebody else's. *(Exception: Poison Darts and Assassinations, 1.55.)*

1.55 It is possible to apply two *Mano de Dios* cards to the same roll: one to give a modifier, and then another to re-roll. (The modifier still applies to the re-roll.) This is the only way in which a player may apply more than one *Mano de Dios* card to the same roll.

1.56 *Mano de Dios* may be used by the target of a Poison Darts or Assassination card to force the player using the card to re-roll. *Mano de Dios* cannot be used by the player making the attempt. It can be used only for a re-roll, not to give modifiers. In the same way, *Mano de Dios* can be used to re-roll a leader casualty roll (6.4) or Sudden Shock Attack roll (17.2) but not to modify these..

1.57 *Mano de Dios* cannot be applied to any of the following:

- End-of-impulse die rolls
- Legends die rolls
- Indian combat die rolls (i.e., rolls for Indian forces in combat)

DESIGN NOTE: The conquistadors were convinced that their God would watch over them in tight places because they were spreading the Christian faith. Mano de Dios ("Hand of God") captures this idea. Conversion attempts were usually made as part of diplomacy with the Indians, which is why Mano de Dios cards are received as assets through diplomacy actions (5.0).

2.0 SEQUENCE OF PLAY

The game is played in a series of game-turns, which continue indefinitely until one of the scenario-specified criteria for game end is met. A game-turn represents anywhere from six to 24 months of real action. Each game-turn consists of the following:

1. Strategy card discards: Each player may discard any Strategy cards he no longer wishes to hold. He places these in the discard pile without revealing them.

2. Strategy card deal: Deal cards to each player from the top of the Strategy Deck (2.1). Each player draws enough cards so that he is holding ten; he must then discard two of these cards, leaving him with eight (2.15).

3. Initiative: Each player rolls two dice to determine the order of impulses in this turn. Players will take turns in the order of rolls, high roll first. In case of ties, the two players involved re-roll to break the tie between them.

4. Random Events (Standard Game only): On the second game-turn and after, the player who had the high roll in step 3 rolls for Random Events *(20.0)*. This step is skipped on the first game-turn.

5. Impulse Rounds: Play proceeds in a sequence of rounds. Each round consists of one impulse for each player (in the order of play determined in step (3)). In an impulse, a player may do any or all of the following in any order:

- Activate any one expedition *(2.3)* OR use a stack of hostile Indians to attack *(2.35)*.
- Play any number of Strategy cards *(2.1)*. Cards can be played at any time during the impulse, before and/or after activation of an expedition.
- Convert gold to pesos (Basic Game, *10.1*), or 'Divide' gold to obtain victory points (Standard Game, *16.3*)
- Give a gift of gold to the governor *(11.4)*

The choice between activating an expedition and using a stack of hostile Indians is an either-or. The other activities listed (card play, etc.) may be done in addition to either.

At the end of each round, players check for possible end of rounds as per the Impulse Track. When rounds end, proceed to the Subsistence Phase *(8.0)*.

6. Subsistence Phase:

- Expeditions without food suffer Starvation *(8.2)*.
- Expeditions in spaces with Mosquito markers suffer Malaria (Standard Game, *21.0*).

7. Victory Determination Phase *(13.0)*: Players check their current victory point totals, including for city control, to determine if someone has won the game. If not, play continues to the next turn. The game continues for as many turns as needed until a player wins.

8. Remove all Plunder Attempts (not Plundered Out) and Gold Roll markers placed during the current turn from the map.

2.1 Strategy Cards

DESIGN NOTE: Much of the strategy of the game comes from play of the cards. They give players great latitude for messing up the other players' efforts. Many of the cards work in combination -- play of one card enables play of another. The cards represent real events or possibilities attested in historical accounts.

Many game actions occur as a result of the play of Strategy cards.

2.11 Each Strategy card is classified as either "Action," "Combat," or "Reaction."

2.12 An Action card is played during a player's own impulse. It can either benefit some other action a player is taking (for example, give a die-roll modifier) or it can have some separate effect of its own. A player can use as many action cards as he wants in an impulse in addition to doing one action with one expedition. The cards can be played in any order before, during, or after the expedition action.

2.13 A Combat card can be played only during a combat *(6.1)*. Any player can play a card on behalf of an Indian force, but only the player controlling an expedition can play one on behalf of that expedition *(6.16)*.

2.14 A Reaction card is played during some other player's impulse, usu-ally to counter some specific action another player may take. Each Reaction card describes the conditions for its play.

2.15 At the start of each game turn, each player may discard any Strategy cards that he no longer wants in his hand. Following that, he draws cards from the Strategy Deck so that he is holding ten, and then he discards two. When impulses commence, each player is always holding eight Strategy cards.

2.16 A Strategy card is always discarded after being played. Place it in a discard pile. When the Strategy Deck is exhausted, reshuffle the discard pile and continue.

2.17 No more than one of the same card can be used to benefit any single action by an expedition. For example, you can't use two Bolas cards in the same combat, or two Hostile Chiefs against the same diplomacy action. However, any number of different cards can be combined in the same action, and their effects are cumulative.

2.18 A player keeps his hand of Strategy cards secret.

2.19 Cards cannot be played against forces located in the Santiago de Cuba or Panama spaces (or in the case of reaction to movement, against forces moving into those spaces). They are legal in all other spaces.

2.2 Conquistador Cards

2.21 During play, some of the conquistador cards are mixed in with the Strategy Deck per scenario instructions. In this case, players receive them in the deal just like other cards. Players can retain or discard conquista-dor cards, just like other cards. If retained, they count against the player's hand limit.

2.22 The conquistador card is brought onto the map by being played, just like an action card, during the one of the player's impulses.

2.23 A new conquistador may be brought into play with any of the play-er's current expeditions, at Santiago de Cuba, or in either Panama space.

2.24 A conquistador placed with an existing expedition can move with that expedition in that same impulse, or split off and move separately with some of the units.

2.25 A conquistador placed in Panama or Cuba can also recruit *(15.0)*. The player can then choose to move this new expedition in that same impulse (this counts as his expedition moved for that impulse).

2.3 Expedition Activation

2.31 A player activates expeditions during an impulse to allow him to move, fight, and do other game actions.

2.32 Expeditions are activated individually. Only one expedition can be activated in each impulse. The same expedition can be activated in any number of impulses in the same turn.

2.34 An activated expedition may undertake any one of the following actions:

- Movement, including Discovery if needed *(3.0)*
- Combat, optionally preceded by one space of movement *(6.0)*
- Diplomacy *(5.0)*
- Plunder *(7.0)*
- Rally *(9.2)*

2.35 Instead of activating an expedition in an impulse, a player may choose to use the Indian troops in any one Hostile city to initiate combat *(6.0)* against an expedition in the same space. This can be a city that becomes Hostile as a result of a card the player plays in that same impulse.

2.4 End of Impulse Rounds

2.41 At the start of each turn, reset the Impulse marker in the "1" box of the Impulse Track.

2.42 Some spaces of the Impulse Track say, "Turn ends on.." and give a range of values, e.g. 2-7. In this case, at the conclusion of his impulse in that round, the last player rolls two dice. (Thus, the first dice roll will occur after all players have completed three impulses.) If the dice roll is in the range of values shown, impulse rounds end for that turn; proceed to the Subsistence Phase.Otherwise, advance the marker to the next box. *Mano de Dios* does not apply to this roll.

COMPREHENSIVE EXAMPLE OF PLAY: This example illustrates a number of the game mechanics and rules. A player has two expeditions, one commanded by Cortés and the other by De León. In his first impulse, he decides to activate Cortés. Cortés – who has two horse units, three foot units, and one cannon – is sitting in a space with an a Town. He moves into an adjacent Level 3 space which is not yet discovered. Since the space is not discovered, he must stop there *(3.13)* and attempt discovery. Before he does this, another player plays an Indian Ambush card. Luckily, Cortés has an Indian Scouts asset card, which he uses to cancel the Ambush, and then must discard it. The Discovery attempt is then resolved *(4.1)*, using the Level 3 column of the Discovery table. The Cortés player uses a Indian Guide card to increase the die roll by 1. He also gets a benefit of +1 because of the Ambush attempt. (An adjacent space, the one Cortés moved from, contains a town, otherwise an adverse modifier would apply.) The die roll is 2 and the modified result of 4 yields a City. (Had the die roll been 1 the player would have been compelled to discard the Indian Guide card.) The player places a City marker in the space on its neutral side (face-up). He cannot attempt to plunder the city yet; that must be a separate activation. The next player in the rotation decides this is too good an opportunity to miss, and plays a City Has New Chief card to turn the city hostile. He immediately deploys troops for the city *(12.1)*, drawing a "30" and "20" unit from the cup. Instead of activating one of his own expeditions he then uses the troops of the now-hostile city to attack Cortés *(2.36)*. The Cortés player wins the battle *(6.2)*, but loses one combat unit, as a result of which his Governor Index is moved one space left, from the '0' box to the '-1' box. This means the Cortés player is now out of favor with the governor *(11.1)*, and other players could play an Arrest Warrant card against him in their impulses. In the Cortés player's next impulse he will have the option to do either Plunder or Diplomacy in this space, or he might prefer to activate his other expedition. If he does Plunder or Diplomacy and obtains some gold, he will consider giving part of it as a gift to the governor so as to move his Governor Index back to 0 (neutral) and remove the threat of an arrest warrant.

3.0 MOVEMENT

3.1 Movement Procedure

3.11 Movement is from space to space, along connecting lines only.

3.12 An expedition moving overland may move as follows:

- Up to two spaces, of which the second is an undiscovered space. In this case the expedition must conduct Discovery in the final space.
- Up to three spaces, all of which have already been discovered.
- One space and also make an attack in that space.

3.13 An expedition must stop upon entering any of the following:

- An undiscovered Level 0 through Level 4 space
- A space containing a hostile town or city, or
- A space where another player did a Discovery action in this same impulse. (In other words, you cannot let another player discover a space, and then zip through and discover the space beyond.)

3.131 An expedition need not stop upon entering a desert or rain forest space, but if a unit ends its move in such a space it must perform a morale check *(9.12)*.

3.14 A moving expedition can detach a conquistador and units (which then become a new expedition) at any point during its movement. The detached force cannot move separately in that impulse. Expeditions cannot pick up units during movement.

3.15 A conquistador moving by himself may move up to four spaces, but may not enter undiscovered or hostile spaces.

3.16 An expedition can enter sea spaces only using sea movement *(3.2)*.

3.2 Sea Movement

3.21 Expeditions may move by sea (blue spaces).

3.22 A sea move may be up to six spaces long.

3.23 Sea movement must start in either a sea space or a land space adjacent to sea. An expedition moving by sea must stop upon entering a land space. The land space counts as the last space of the sea movement. Units cannot move both by sea and overland in the same impulse.

3.24 There are certain reaction cards (Stormy Weather, Head Winds) which are specific to sea movement. These can be played at the moment the move is declared, or at any time during its movement. The effects apply only starting from the moment the card is played.

3.25 Only Spanish units may be moved by sea. Indian units, even if allied with the Spanish, cannot be moved by sea.

3.26 Units may not move by sea in the Mar del Sur spaces (most of the sea spaces on the South map) prior to the third game-turn. The remaining sea spaces are open from the start of play.

4.0 DISCOVERY

A player moving an expedition into an undiscovered Level 0 through Level 4 space must stop movement and attempt Discovery. Discovery is never undertaken in a desert, rain forest, or Legends space.

4.1 Discovery Procedure

4.11 Discovery is resolved using the Discovery Tables (see player-aid card). Locate the column corresponding to the type of land space, e.g., "Level 1" for Level 1 spaces. Roll one die and apply modifiers as listed below the table.

4.111 Certain coastal spaces have an intrinsic -1 modifier, as printed on the map

4.112 There is a modifier for the highest level civilization marker existing in any adjacent space. These markers are listed on the Adjacent Civilization Modifiers Chart. An "X" on the chart indicates that discovery cannot be attempted under these conditions. Note that Panama does not count as a village, town, or city for purposes of these modifiers.

EXAMPLE OF PLAY: Discovery can be attempted in a Level 2 space only if a village, town, or city has been discovered in an adjoining space. If there is no town or city, but only a village, a -3 modifier applies.

DESIGN NOTE: The idea of the modifiers for adjacent civilization level is that you are not likely to find civilization in a higher level space unless you have already found signs of it in the adjoining lower level spaces. The effect of these modifiers is that discovery normally starts with a level 0 space and proceeds inland in a chain of spaces, from village to town and then to cities and empires. This is how the historical process of discovery operated. Players cannot simply march straight to the Level 4 spaces and start looking for empires there.

A consequence of this rule is that it is possible for certain sections of the map to be 'cut off' and not contain empires if the die rolls in certain lower-numbered spaces are unsuccessful. This is intended. However, note that there is a card that can cause a space to become Undiscovered again and reopen such an are.

4.12 Discovery die rolls may be modified by the play of various cards. Action cards can be used only by the player making the attempt. Reaction cards can be used by any player against any other player's Discovery attempt.

4.13 The play of a Reaction card against Discovery must be announced immediately after the attempt is declared but before the dice are rolled. A player announcing a discovery attempt must give other players a reasonable interval to announce card play.

4.14 An Indian Ambush card may be played against a discovery attempt in a Level 1 or higher space. The player playing the card draws Indian units from the cup: two units in a Level 1 or Level 2 space or three units in a Level 3 or Level 4 space. These units immediately attack the expedition. The player playing the card may add applicable combat modifier cards such as Painted Warriors. The Indian units are automatically doubled in the first combat round (only). In the Standard game, horse units do not get their initial attack *(17.11)*. Note that because *Indian Ambush* is a reaction card, it can only be played against another player's discovery attempt, not in any other situation.

4.141 Whenever an Indian Ambush card is played, there is a +1 modifier to the ensuing discovery roll (if the Spanish expedition survives the combat). Any town or city discovered becomes hostile. The ambush is resolved before the player completes the discovery procedure.

4.15 A Discovery action may result in placement of a Village, Town, City, Imperial City, or Mosquito marker. In the case of villages, towns, and cities, the marker starts neutral side up. Once placed, these markers remain for the rest of the game, unless re-used *(4.171)* or, in the case of mosquitoes, removed with a Rediscovery card.

4.16 An "Empire" result causes deployment of an empire *(12.2)*. Immediately carry out the procedure to deploy the Empire's cities, king, and military units. The first person in the game to find any Empire receives a one-time award of 5 Victory Points *(13.11)*.

4.17 If the Discovery attempt fails (no result), place a Discovered marker in the space. No further Discovery attempt may be made against that space unless the marker is first removed. A Discovered marker can be removed by play of a Rediscovery card, as can a Mosquito marker.

4.171 If a player conducts a Discovery action and the required marker (of whatever type) is not available, the player may recycle an existing one, i.e., move it from its previous space to the new one. This does not affect any other discoveries that might have originated from that marker. The marker recycled must be as far as possible from any expeditions on that map; if more than one is equally far away, the player may choose. The number of markers in the game is a design limit. Note that recycling does not apply to empires *(12.221)*.

5.0 DIPLOMACY

DESIGN NOTE: The most successful conquistadors were good diplomats as well as good soldiers. They were able to bargain with Indian tribes and make alliances with Indian city-states, playing them off against the larger empires. Diplomatic efforts can yield food, modest amounts of gold – useful for gifts to the governor, without the adverse effects of Plunder – and valuable assets like interpreters.

The objective of a Diplomacy action is to obtain valuable items such as gold and food, and – where possible – to turn an Indian city or empire into an ally.

5.1 Diplomacy Procedure

5.11 A Diplomacy action is undertaken against a town or city (including Imperial city) in an expedition's space. The target can be hostile or even allied to another player, but there are dice roll modifiers for these situations.

5.13 A Diplomacy action is resolved as follows:

1. The active player declares the action and the target space (a town or city).

2. All players may play Strategy cards applicable to Diplomacy actions. The active player can use any card that says "Play in Diplomacy Action" and other players can use any card that says "Play vs. Diplomacy Action."

3. Compute dice-roll modifiers:

- Add the Diplomacy rating of any one conquistador with the expedition (not necessarily the commander)
- Subtract 3 for a hostile town or city
- Subtract 2 for a city allied with another player
- Subtract 1 for an imperial city
- Apply all modifiers for asset or Strategy cards that were played

4. Roll two dice, apply the modifiers, and consult the Diplomacy Table.

5.14 The result of a Diplomacy action can include:

- Change in status, from hostile to neutral or vice versa. Flip the marker to the corresponding side.
- One or more food points. Place these with the expedition (up to the limits of rule *8.131*).

- A choice of an Asset card or gold
- Alliance (cities only)
- Capture of a King

5.141 If the target city is an allied city of another player, see *5.26*.

5.15 If a player chooses an Asset card following successful diplomacy, he draws the topmost card from the Asset deck and places it with the expedition that used the Diplomacy action. Place the card face-down underneath the expedition's card. This card can be used to benefit future actions by that expedition. It is revealed only when first used.

5.151 If the player receives a *Mano de Dios* card, he places it face-up in front of himself, not attached to any expedition. It does not count against the Strategy card limit.

5.16 If a player chooses gold, he uses the Diplomacy Gold table to determine the number of Gold points awarded. (The conquistador's Diplomacy rating does not modify this roll.) Place Gold markers with the expedition.

5.161 The player must subtract one from the Diplomacy Gold roll for each previous attempt by any player in that same space in the same game turn. For example, if three other players have each made one roll, the modifier would be -3. The Gold Roll markers may be used to record previous attempts.

5.162 A city with a Plundered Out marker *(7.24)* cannot provide gold in a Diplomacy action.

5.17 Diplomacy results always apply to just the target city, even if it is part of an empire *(12.2)*.

5.2 Alliance

DESIGN NOTE: Cortés's alliance with the city of Tlaxcala, rivals of the Mexica, was fundamental to his success. The Tlaxcalans provided large numbers of auxiliary troops, supplies for his army, and a place to regroup in adversity.

Alliance is a result of Diplomacy actions.

5.21 When a Diplomacy action gives an Alliance result, do the following:

- Replace the city marker with one of your Allied City markers.
- If the city has combat units, place as many of those as you wish in your expedition *(5.24)*.

5.22 As with other types of markers, the number of Allied City markers provided with the game is a design limit. If a player has run out of markers, he may recycle an existing one by replacing it with a standard City marker and using the Allied City marker to denote a new alliance.

5.23 An allied city provides food *(8.0)* for any of your expeditions in the same or adjacent spaces.

5.24 Allied troops may be taken into your expeditions and move and fight with that expedition (including against other Indian units). These troops do not count against the expedition's troop limit. There must be at least one Spanish unit with the expedition; if all Spanish units are eliminated, the Indian strength points are also eliminated.

5.25 Note that "alliance" means the city is allied with a specific player, whereas the neutral and hostile conditions apply to all Spanish forces.

5.26 A player may conduct Diplomacy against a city allied with another player. All results are ignored except Alliance. In case of an Alliance result, the city changes its alliance, i.e., becomes allied with the player who performed the Diplomacy action. He removes the existing Allied City marker and replaces it with one of his own. The player with whom the city previously was allied removes from play any of its units embedded with his expeditions.

5.27 A player may conduct Diplomacy with a city with which he is already allied, in the hope of obtaining more gold or assets.

5.28. There is a special procedure *(7.26)* in the event a player decides to plunder a city with which he is allied.

EXAMPLE OF PLAY: An expedition commanded by Cortés is in a space with a imperial city it previously discovered, including the king of that empire. The city is not hostile. The player decides to activate the expedition and perform a Diplomacy action. He applies a +3 modifier for Cortés's Diplomacy rating and a -1 modifier because this is an imperial city. The Cortés expedition also has an Interpreter card, which gives an additional +1. Net modifiers are +3. Cortés decides to use a *Mano de Dios* card (which he must discard) to give him an additional +2 modifier. He rolls two dice and obtains a '10.' The modified dice roll is 15. The city becomes Allied with Cortés, and he replaces the City marker with one of his Allied City markers. The King is captured and the player places him on the Cortés expedition card. The Cortés player now gets to choose whether he will obtain some gold from the city or draw an Asset card. He decides he wants the gold. The Diplomacy result also specifies a +1 modifier for the gold roll. The player gets an additional +1 modifier because he now holds the king. He rolls one die, obtaining a 5 for a modified rolls of 7. He consults the City column of the Diplomacy Gold table, which yields twelve gold points. He draws these markers (any combination adding to twelve) and places them with his expedition.

6.0 COMBAT

DESIGN NOTE: Combat in the game reflects the unusual nature of fighting between utterly alien military systems. The conquistadors were far ahead of the Indians in military technology. In pitched battles on level ground, Spanish forces with their horses, cannon, and swords were unbeatable even in the face of enormous odds. But Indian armies, despite their primitive weapons, could still turn the tables if they had the advantages of surprise, encirclement, or terrain. These factors were all in play in the several disasters the Spanish suffered in the New World. The worst of these was Cortés's defeat in the 'noche triste' ('sad night') at Tenochtitlán, where about half the Spanish force was either killed outright or else captured and made victims of human sacrifice.

Combat can occur in land spaces between Spanish and Indian forces or between Spanish forces of opposing factions (including Indian allies).

6.1 Combat Actions

6.11 Combat occurs as the result of a Combat action. A Combat action can be performed in the same impulse as movement, following the movement. Combat always occurs between units in the same space.

6.12 Spanish forces may freely attack Indian units that are not part of an expedition, and vice versa.

6.121 Spanish expeditions can attack other expeditions only as a result of *Arrest Warrant* cards.

6.13 When Indian units not part of an expedition attack or are attacked, all Indian units in the space participate, i.e., the Spanish must fight them as a unitary whole.

6.14 Any player may use an Indian force in any hostile city to attack an expedition in the same city. The player does this instead of moving one of his own expeditions in that impulse. (In effect, units in all hostile cities are forces available to every player.)

6.15 When an expedition attacks, only that expedition (including any conquistadors embedded with it and their units) take part. Likewise when an expedition is attacked, only its units defend. Other expeditions in the same space do not take part.

6.16 Combat is not permitted in sea spaces, nor in Santiago de Cuba or Panama.

6.2 Combat Resolution

6.21 Combat is resolved in a series of battle rounds. In each round, the units of each side attack each other and inflict losses.

6.22 To resolve each attack, proceed as follows:

1. Each player (Indian side first) totals his number of combat factors, playing cards as desired to increase the values.

2. A player controlling Spanish forces may then decide to use a *Mano de Dios* card to modify his die roll.

3. Each player locates the highest column on the Combat Results Table not exceeding his combat value. He rolls two dice, applies modifiers (*6.23-6.26*), and cross references with the column to obtain a result. These rolls are considered simultaneous; both players roll before losses are removed.

4. A player controlling Spanish forces may decide to use a *Mano de Dios* card to re-roll his dice roll.

Note: In a combat where Spanish units attack a non-allied Indian force, any other player may roll the dice for the Indian force.

6.221 Combat values of Spanish units are:

Foot	2
Horse	8
Cannon	3

Combat values of Indian units are as printed on the counter and can vary widely.

6.23 The Spanish player adds to his die roll the combat rating of any one conquistador with the expedition. The conquistador used is subject to leader casualty (*6.4*). The Spanish player must select one conquistador for this purpose, i..e, he cannot forgo the die-roll modifier to avoid the leader casualty roll.

6.24 A Spanish expedition which possesses any artillery adds +1 to its roll. The modifier is +1 no matter how many artillery units are present.

6.241 An expedition with two morale hits suffers a -1 modifier to its combat die rolls. If the expedition has three or four morale hits, the modifier is -2. There is no modifier for a single hit.

6.25 Cards can be played to modify combat values and other aspects of a combat action. In combat involving an all-Indian force, any player may play cards on behalf of that force. Only the player controlling a Spanish expedition may play cards on behalf of that expedition.

6.26 Only one card of each type can be played in the same combat. However, any number of different cards can be played. Effects are cumulative. If more than one card doubling Indian values are played in the same combat, each card above one adds another multiple to Indian values, e.g., two doubling cards triples the value.

6.27 Every combat lasts a minimum of two rounds. If an Encirclement card is played, the combat lasts a minimum of four rounds.

EXAMPLE OF PLAY: Player A decides to play an Indian Ambush card to attack Player B's expedition. This card has the effect of doubling the Indian combat values. Player C could play a Painted Warriors card, which would triple the values. Only one Painted Warriors card could be used. However, Player A (or C or some other) could also play a Bolas card to give a +1 modifier in addition to the doubling.

6.3 Combat Results

6.31 The result of a combat die-roll is either a number (e.g., "2") or the letter "M."

6.32 A numerical result indicates that the enemy force suffers that number of loss points. Loss points can be satisfied by flipping or eliminating units, as follows:

- Flipping a face-up Spanish unit to its reverse side absorbs one loss point.
- Eliminating a face-down unit also absorbs one point.
- If an Indian unit has a reverse side, then flipping it over satisfies one loss point.
- Eliminating either a flipped Indian unit or an Indian unit with no backprinting also satisfies one point.

6.321 A flipped Spanish unit continues to fight with its full combat value until it is eliminated. At the end of a combat, all surviving Spanish units are flipped right side up.

6.322 Once an Indian unit is flipped, it can never be unflipped and it fights with the reduced value shown on its reverse side. Indian units are not unflipped at the end of the combat.

6.33 An 'M' result inflicts a morale hit (*9.1*). 'M' results have no effect on Indian forces.

6.34 The player who rolled the die decides which units will absorb losses, subject to the following restrictions:

- No unit can be given a second loss in the same round until every enemy unit has one. This applies only within the same round, not across rounds (e.g., a unit can be hit in one round and then be eliminated in the next, even if there are other units that have taken no losses).
- If an expedition includes both Indian and Spanish units, the first hit against it in any round must always be used to eliminate an Indian unit. The second must be assigned to a Spanish unit, the third to an Indian unit, and so on.

6.35 As soon as the minimum number of combat rounds (*6.27*) has been completed, Spanish forces (including Indian allies) may retreat if they have an eligible adjacent space (*6.5*). Indian forces fighting on their own never retreat.

6.36 At the conclusion of any combat, check for leader casualties *(6.4)*.

6.37 If all Indian strength points in a battle are eliminated and the king is in the same space, he is captured. A captured Indian king may be carried around with an expedition just like gold.

6.371 If a Spanish unit in the battle is eliminated in a battle against an Indian force, the player's Governor Index is affected *(11.13)*. If all Spanish combat units in an expedition are eliminated, the following effects also apply:

- Any Indian units with that same expedition are also eliminated.
- Any gold with the expedition is lost.
- Any morale hit marker is removed.
- If the victorious force is all Indian units, then any conquistadors with the defeated expedition are killed (eliminated). If the victorious force includes Spanish units, then any remaining defeated conquistadors, if they survive the leader casualty roll, are captured. A captured conquistador may either be ransomed back to the original owner for gold at any terms the the two players can work out, or eliminated, at the capturing player's option.

COMPREHENSIVE EXAMPLE OF PLAY: An expedition under Hernan Cortés is defending against a force of three Indian units, having values 40, 30, and 20. Cortés has two horse, three foot, and one cannon. The attacking player uses a Painted Warriors card to double all his units. He can only play one Painted Warriors per combat, as two identical cards cannot be used in the same action; but he could play some other card which also doubled his values, in which case the total would be tripled.

The Cortés player wishes he had available a Desertion card, which could have been used at this point to eliminate the 40-strength unit. If Standard Game rule 17.1 (Horse Units in Combat) is being used, then at least his horse units get a first round of combat (which they would not get if this battle were the result of an Ambush card). The Cortés player uses the '16' column, rolls 6 on two dice, and adds 2 for Cortés's combat rating. There is no modifier for the artillery because only the horse units participate in this initial attack. The net dice roll is 8 which eliminates one Indian unit; the Cortés player chooses the 40, of course.

Now the players proceed to regular combat rounds. The remaining units have a doubled value of 100, so the attacking player uses the 60+ column. He rolls a 7 and inflicts hits on each horse unit, flipping them both over. (He cannot put the two losses on the same unit.) The Cortés player has a combat value of 33: two horse units at 8 each, three foot units at 2 each, and one cannon unit at 3. His dice rolls modifiers are +1 for the cannon and +2 for Cortés. Using the 30 column, he rolls a 3, which is shockingly bad luck: no losses to the Indians. The Cortés player produces a *Mano de Dios* card and re-rolls. This time he gets a 6. The modified roll of 9 destroys one Indian unit (the 30).

The players then proceed to the second combat round. There is just one Indian unit left, a 20, still doubled, so the attacking player uses the 36 column. He rolls a 6 on two dice. This inflicts a second hit on one of the horse units that was flipped in the previous round, eliminating it. Cortés has the same values and modifiers as before and rolls a 7, which eliminates the last Indian unit. The Governor Index marker is shifted one box left for the Cortés player because he lost a unit *(11.13)*. The Cortés player must now check for leader casualty *(6.4)*. He rolls an 11, which would result in the death of Cortés, but luckily he has available another *Mano de Dios* card which he immediately expends to let him re-roll. This time he

gets an 8 and Cortés escapes unwounded.

6.4 Leader Casualties and Replacement

Following any battle, check for possible leader casualty for a conquistador whose modifier was applied to the battle *(6.23)*. To check for casualty, the owning player rolls two dice.

6.41 On a roll of 9 or 10 (no modifiers apply), the conquistador is wounded. Flip his counter over. It cannot be activated for the rest of the game-turn.

6.42 On a roll of 11 or 12, the conquistador is dead. His expedition immediately suffers one morale hit.

6.43 The affected player may use a *Mano de Dios* card, if he has one, to force a re-roll of the leader casualty roll. *Mano de Dios* may not be used to modify the casualty roll.

6.44 If a conquistador is killed, but not all his combat units are eliminated, he is replaced by one of the five specially coded replacement conquistadors. These cards and units are set aside at the start of play and reserved for this purpose. When a replacement is needed, draw at random from the available cards. Then replace the dead conquistador's unit counter with the counter for the replacement.

6.441 If a replacement conquistador is killed, he is replaced by another replacement and the dead replacement is added back to the pool; he could appear in the game again if necessary.

6.45 The provisions of *6.44* apply also when a conquistador is killed through assassination or by poison darts, or by a Legends result (standard game only).

6.46 If all Spanish combat units in a battle are eliminated, any conquistador with them is eliminated as well.

6.5 Retreat after Combat

6.51 A force that elects to retreat from a combat must adhere to the following restrictions and priorities. Within these restrictions, players retreat their own units to the space of their choice.

6.511 Attacking units, if they moved into the space in that same impulse, must retreat to the space they entered from.

6.512 All other units must retreat, if possible, to a space which is discovered and is neither hostile nor allied with another player.

6.513 In the case in which attacking units entered the space in that same impulse, the defenders may not retreat to the space from which the attackers entered the battle.

6.514 If a unit has no option but to retreat into undiscovered spaces, it may do so, but must retreat to the lowest level space available – for example, a Level 1 space rather than a Level 2 space. The retreating player immediately conducts discovery in this space.

6.515 A unit that has no option but to retreat into a space which is either hostile or allied with another player may do so, but may not stop in that space. It continues retreating until it reaches a legal space. The retreating force suffers one morale hit for each hostile/allied space retreated through.

6.52 Reaction cards (e.g., Indian Ambush) cannot be used against a retreating force. Retreat is not considered movement.

6.53 Retreating units suffer the following effects:

- A Spanish force that retreats immediately suffers a morale hit *(9.1)*. It may suffer additional hits in accordance with *6.515*.

- If a Spanish force that possesses artillery retreats, the player rolls one die. On a roll of 1-3 the artillery is lost. If the enemy force is a Spanish expedition, it captures the artillery unit (i.e, the artillery unit becomes part of the victorious expedition and is controlled by that player). If the enemy force is all Indian units, the artillery is eliminated (removed from play) instead.

- A retreating force loses one-half (rounded up) of any gold points it is carrying.

7.0 PLUNDER

DESIGN NOTE: Plunder is the fast way to great riches. But, like clearcutting, it quickly despoils the spaces in which it is practiced. Players must balance the desire to get rich quick with the desire to amass more riches in the end. In each city, the Indians initially were compliant with Spanish demands for gold, but this changed quickly once the Spaniards had revealed their intent. The more brutal and obvious the intent, the quicker the gold would vanish.

Players may plunder towns and cities in order to obtain gold.

7.1 Plunder Requirements

7.11 Plunder is an action, like movement or diplomacy, that can be performed when an expedition is activated.

7.12 Plunder can be performed in city (including imperial city/capital) or town spaces, only. Villages cannot be plundered.

7.13 A city can be plundered if it is occupied by one of the player's expeditions containing at least one Spanish combat unit.

7.131 If the plundered city was not already Hostile, it becomes hostile at the moment the player declares the Plunder action. If it has no troops at that moment, generate troops *(12.3)*. The player must destroy these units before completing the Plunder action.

7.14 A space can be plundered in multiple impulses of the same turn, but there is an adverse die-roll modifier for each successive attempt in a turn.

7.2 Plunder Procedure

7.21 To plunder a space (after destroying any troop units there), roll one die and consult the Plunder Gold Table, applying the die-roll modifiers listed. Use the column for the type of space occupied. If the Plunder Table indicates gold points, place that number of gold points with the expedition.

7.22 The following modifiers apply to Plunder Gold Table die rolls:

- +1 if plundering an imperial city or capital and the expedition holds the king captive

- +1 for playing a Hostage card

- -1 for each previous plunder attempt by any player in that same game turn against that city. This modifier applies regardless of who did the

plundering, i.e., one player's plunder attempt suffers an adverse modifier for another player's previous one. The Plunder Attempts markers can be used to record previous plunder attempts.

DESIGN NOTE: A modifier is given for a captured king because it is presumed that he is being held for ransom (as happened with the Inca, Atahualpa) or at least to help keep his people compliant (as with the Mexican king, Montezuma). The risk is that there are special cards ("Free the King") which can be played in this situation. Atahualpa's execution occurred because Pizarro incorrectly believed that Inca troops were coming to free the king. The modifiers for previous plunder attempts reflect the tendency of the Indians to hide their gold when plundering Spaniards were around.

7.23 A plundered city automatically becomes hostile. Flip it to the Hostile side. This will entail a die-roll modifier in future turns.

7.24 Following the Plunder roll, make a second die roll and consult the Plunder Exhaustion Table to determine if a Plundered Out marker is to be placed on the city. If a Plundered Out marker results, then no further Plunder attempts may be undertaken against that city for the rest of the game.

7.25 The modifier for previous plunder attempts in the same turn also applies to Plunder Exhaustion Table die rolls. This is the only modifier to these rolls.

7.26 If a player announces a Plunder action against a city with which he is currently allied, the alliance is immediately dissolved. Any of the city's troops currently with his expedition are immediately eliminated. Then repeat the troop generation procedure *(12.14)* to place new units in the city. The Plunder action is converted to a Combat action in which the player must attack the units. If he destroys them, then he can undertake the Plunder action in a later impulse.

8.0 SUBSISTENCE

DESIGN NOTE: The Spaniards came to the Indies for gold, but they had to eat in the mean time. Expeditions which lack food can suffer starvation, which lowers morale, which opens them up to many card plays with adverse effects.

8.1 Food

In the Subsistence phase, a player must check whether each of his expeditions needs food, and if so, either expend a food point or else suffer starvation.

8.11 An expedition containing one or more Spanish troop units requires food unless it is:

- Located in or adjacent to an allied city, or

- Located in Santiago de Cuba or Panama, or

- Located in a sea space (i.e., using sea movement)

8.12 To feed an expedition a player expends one food point. Separate expeditions always need separate food points. In the case of an expedition containing another conquistador *(1.43)*, all the units in the whole expedition are fed with one point.

8.13 Expeditions obtain food markers through Diplomacy actions *(5.14)*.

8.131 An expedition can carry food points. An expedition can carry no

more than three food points and cannot carry more food points than it has foot units.In all cases an expedition that has a Bearer card can carry more, as stated on the card.

8.14 Players can gift or sell food to each other at any time between expeditions in the same space. Payment may be either in pesos (immediately recorded on the Records Track) or gold (which must be shifted from the receiving expedition to the giving expedition).

8.2 Starvation

8.21 An expedition that receives no food in the Subsistence Phase suffers starvation. An expedition suffering starvation must perform a morale check (9.12).

8.22 If a unit is eliminated as a result of starvation, the player's Governor Index is shifted one space left.

8.23 A player may not voluntarily withhold food from an expedition.

9.0 MORALE AND RALLY

9.1 Morale Hits

9.11 Expeditions suffer morale hits as a result of combat, retreating from combat, the death of a conquistador, or as a result of morale checks (9.12).

9.12 Morale Checks: Morale checks must be performed for starvation (8.2), for malaria (21.0), and every time the expedition ends its move in a rain forest or desert space (3.131). Roll one die and consult the Morale Check Table.

9.121 A -1 die-roll modifier applies if the expedition is in any space labelled with a "-1".

9.13 Morale hits are recorded using morale hit markers, which may be placed either on top of the expedition counter or on the card. Markers are provided for one to four morale hits. Hits are cumulative to a maximum of four.

9.14 If an expedition with four morale hits suffers another hit, it must instead eliminate one unit of the owning player's choice. If this occurs through starvation or malaria (Subsistence Phase), immediately decrease the owning player's Governor Index by one.

9.15 Morale hits remain until removed by Rally (9.2).

9.2 Rally

9.21 An expedition may attempt to remove morale hits using a Rally action. Rally is an action undertaken when activated, like movement or combat.

9.22 The Rally action is resolved using the Rally Table. Roll two dice, apply modifiers listed with the table, and look up the result. The result can be no change, removal of morale hits, or in some cases, adding a morale hit (i.e., the rally attempt backfires).

9.23 The following die roll modifiers apply to the Rally action:

- Add the Rally value of any one conquistador with the expedition.
- Subtract 1 if the expedition is located in a space with a Mosquito marker. (Printed "-1" values in spaces do not affect Rally.)

- The player may play Strategy cards to affect the die roll.
- A +1 modifier applies if the expedition's units received a division of gold (18.0) in the current impulse. (Note that division can be done at any time, therefore it could be done in the current impulse prior to the rally attempt.) This modifier applies only in the Standard Game.
- The player may expend a food point (from that same expedition or another one in the same space) and receive a +1 modifier. Simply being in or adjacent to an allied city does not give this modifier. Only one food point can be expended for this purpose per rally attempt.

9.24 The Ultimatum card can be used to remove all morale hits on an expedition, but the player must roll one die, and on a roll of 1-3 must eliminate any one combat unit.

DESIGN NOTE: This card represents the famous action of Pizarro at Gallo, where he supposedly drew a line in the sand with his sword and challenged his followers to either return home, or else step across the line, continue with him, and stop grumbling.

9.25 If a player combines two expeditions, the combined expedition is assigned the higher number of morale hits possessed by either of the original two. If a player transfers units from one expedition possesing morale hits to another expedition possessing zero hits or fewer than the transferring expedition, the second expedition is assigned the same number as the first.

EXAMPLE OF PLAY: Cortés has two morale hits and De León has three. If these two expeditions are combined (no matter under whose command), the combined force will have three morale hits. If units are transferred from De León to Cortés, Cortés must be given a third morale hit.

9.26 If all combat units in an expedition are eliminated, morale hits on the expedition are removed.

10.0 GOLD AND VICTORY POINTS

Gold is acquired by an expedition as a result of that expedition's diplomacy and plunder actions.

10.1 Gold Points

10.11 Gold is represented by markers with point values. Markers can be exchanged in any denominations.

10.12 Gold markers are kept on expedition cards. The gold moves around with the expedition.

10.13 Gold points cannot voluntarily be transferred from one expedition to another. If one Spanish expedition attacks another and destroys its combat units, it captures any gold that expedition had. If an Indian force destroys a Spanish expedition, any gold with that expedition is lost.

10.14 Gold can remain indefinitely with an expedition, but is subject to certain hazards (such as theft) while there.

10.2 Basic Game Gold

10.21 In the Basic Game, gold can be converted to Victory Points at any time on a one-for-one basis. Remove the Gold points from the expedition and record the Victory points on the Records Track. In the Standard Game, the conversion is not so simple: instead, the player uses a process

called Division of Gold. Conversion to Victory Points by either method is permanent; you cannot convert from VPs back to gold.

10.22 In the Basic Game the only thing to do with gold other than convert it to VPs is to give it as gifts to the Governor. In the Standard Game, gold can also be converted to spendable money, called "pesos," and used to buy new units.

11.0 THE GOVERNOR

DESIGN NOTE: At the time the game begins, the Caribbean area was settled and organized, having been colonized in the initial wave of exploration that began with Columbus. In these areas the King's authority was represented by colonial governors. The area of play in the game was an unorganized, largely lawless frontier area much like the Old West. The governors tried with mixed success to exert authority over it. Manipulating the governor and exploiting his favor is important for success in the game. Having him on your side will make it easier to get reinforcements and money from the colonial areas. Being out of favor with him will make those things harder to get, and can also result in nastier problems like a warrant being issued for your arrest. The governor likes it when you give him gold. He doesn't like it when Spaniards get killed by Indians, die of starvation or malaria, or get captured and offered as human sacrifices.

11.1 Governor Index

11.11 At all times each player (i.e., each faction) has a value called the Governor Index. This index measures whether the faction is currently "in favor" or "out of favor" with the colonial Governor (a non-player figure). The index is per faction and applies to all activities by that faction.

11.12 Each faction has a marker to record its index on the Governor's Favor Track. A faction's Governor Index starts at 0. The index can move rightwards (better) or leftwards (worse) as a result of card play, losses *(11.13, 11.14)*, or gifts of gold *(11.3)*.

11.13 A player's Governor Index decreases by one if he fights a battle against Indians and loses a Spanish combat unit. If multiple units are lost in the same battle, the index decreases by just one, not one per unit. This does not apply when fighting against a Spanish expedition, even one that contains Indian allies.

11.14 The Governor Index also decreases by one if the player loses a unit due to suffering a fifth morale hit in a morale check *(9.12)*.

11.15 Printed in each box of the Governor's Favor Track are two values: a recruiting modifier and a Victory Point value.

- The recruiting modifier is added to all the player's die rolls for reinforcement funds *(15.0)*
- The Victory Point value is added to the player's Victory Points when checking victory

11.2 Arrest Warrants

DESIGN NOTE: The Governor of Cuba tried to arrest Cortés for exceeding his authority, but Cortés defeated and then took over the force he sent. The governor succeeded in arresting and condemning Balboa, whose only real offense had been to arouse the governor's suspicion.

11.21 When a faction is out of favor with the governor, Arrest Warrant cards (received from the Strategy deck) can be used against that faction. This allows other players to attack forces of the other faction and kill or capture its conquistadors.

11.22 An Arrest Warrant card is played as an action during rounds. Proceed as follows:

1. The player reveals the Arrest Warrant card and designates a target faction. The target player must be out of favor with the Governor at that time.

2. The Arrest Warrant card is placed face-up in front of the affected player and remains there as long as the warrant is in force.

3. While the warrant is in force, any player may attack forces of the target faction. That player may likewise attack any other factions.

11.23 The Arrest Warrant is removed when any of the following occur:

- Any conquistador of the target faction is killed or captured
- The target player cancels it with a Letter from the Crown card
- The target faction's Governor Index becomes positive (greater than zero).

11.24 A player who is the victim of an Arrest Warrant can choose to give up one of his conquistadors in battle when one of his factions is attacked by a Spanish expedition. That conquistador is eliminated from play (replaced, if necessary, by a replacement conquistador *(6.4))*. The warrant is then removed, and the battle immediately ends. This option applies only to an attack by a Spanish expedition, not an attack by an Indian force.

11.25 When a warrant is removed, the affected player's Governor Index is reset to zero. In other words, removal of the warrant clears up all the governor's issues with this player.

11.26 Once a warrant has been removed, another Arrest Warrant cannot be played against the same player until one complete game turn has elapsed. For example, if the first warrant were removed some time during turn 4, a new warrant could not be issued before turn 6.

11.27 The Arrest Warrant card can be played in a different way against a player with a zero or positive Governor Index. In this case, it simply shifts the Governor Index one place left. (In effect, the governor has suspicions, but not enough yet to issue an actual warrant.) The warrant card is placed in the discard pile.

11.3 Gifts of Gold

A player can attempt to improve his Governor Index (or reduce someone else's) by giving a gift of gold to the Governor. He can do this in any impulse, but can make only one gift per impulse.

11.31 To give a gift, the player deducts a number of gold points from any of his expeditions (more than one expedition can contribute). He must spend at least three gold points. For every additional three points spent, there is a dice roll modifier of +1 (e.g., if he spends nine points then he gets a modifier of +2).

11.32 The player consults the Governor Gift table, rolling two dice and applying all modifiers listed, and applies the result. Note that a successful result can be used either to increase your index, or reduce someone else's.

11.33 Gifts to the Governor can be made only with gold, not pesos (Standard Game).

12.0 INDIAN TROOPS, CITIES AND EMPIRES

12.1 Cities

12.11 A city is placed on the map when called for by a discovery result.

12.12 When a city is placed, it is friendly to all players. It becomes hostile as a result of game actions. When hostile, it is hostile to all players.

12.13 A hostile city can become friendly again as a result of a Diplomacy action. *Note: eliminating all troop units in a hostile city does not cause the city to cease being hostile.*

12.14 Indian units in a friendly city do not block expedition movement. If the city becomes hostile, they do block movement; any expedition entering the city must cease movement there. A hostile city with no troops does not block movement.

12.2 Empires

DESIGN NOTE: Empires represent the largest and richest Indian civilizations, such as the Mexica ('Aztecs') or Incans, who had holdings extending over an area of several mapboard spaces. Finding and looting these empires is the quickest path to wealth in the game. The Indian empires did not have the same degree of political unity and coordination as later European "empires," a fact reflected in the game.

12.21 An empire's pieces are placed on the map when an "Empire" result is obtained on the Discovery table.

12.22 The empire consists of a capital city, two other cities, and a king. Any available set of empire pieces can be used for any empire.

12.221 The number of sets of empire counters is a design limit. Once all sets are in play, further "empire" results are treated as just "city."

12.23 Imperial cities are always placed in Level 4 spaces, as follows:

- One city will be placed in the space where the discovery result occurred.
- The second city will be placed in the nearest unoccupied Level 4 space that is no more than five spaces away, counting distance through land connections only. Choose randomly in case of ties.
- The third city will be placed in the unoccupied Level 4 space that is closest to either of the first two, again no more than five spaces away. Choose randomly in case of ties.

Take the three cities (one capital and two others), put them in a cup, and draw them one by one, putting each one in one of the chosen spaces, to give a random choice.

12.231 It is possible to have an empire that consists of only two cities if no others are within five spaces. It is not permitted to have an empire of only one city. If there are no other eligible spaces within five spaces of where the discovery was made, ignore the Empire result and treat it as city.

12.24 Once in play, the cities of an empire function the same as other cities, albeit they use different columns on some tables and some special modifiers and card options exist for certain actions (in many cases revolving around the king).

12.25 The king is placed in the capital city.

EXAMPLE OF PLAY: Cortés discovered an Empire in space **A**. One city is placed there. Spaces **B** and **C** are both two spaces away, but **C** is already occupied by a city (one allied to another player, in fact), so **B** is chosen. Spaces **D** and **E** are both four spaces away from **A**, but **D** is only two spaces away from **B**, so it is chosen for the third city. A random draw of the three city markers puts the capital in space **B** and the other two cities in spaces **A** and **D**.

12.251 A king can be captured either through a Diplomacy action or battle. This gives benefits in Plunder and Diplomacy actions.

12.252 If a king is with a force that is eliminated in battle, he is captured by the victorious force. If he is with a force that loses its last unit from non-battle causes (e.g., starvation or malaria), he is returned to the nearest city of that empire. This city cannot be Spanish occupied at the time. If no city is available, the king is eliminated.

12.26 A player may attempt Diplomacy actions versus the cities of an empire. A -1 die roll modifier applies. All results, including alliance, apply the same as for other cities.

12.3 Indian Forces

12.31 Indian forces arrive at towns and cities, and through play of certain cards.

12.32 Units are deployed at the following times:

- In a city, when the city becomes hostile for any reason (including when a player decides to plunder it)

- In a city, when the city becomes allied with a player as a result of diplomacy.

- In a town or city, if a player uses an Indian Uprising card on that space. These cards can even be used with spaces that already contain units; additional units are drawn and added to those that were already there.

- In any space, if a player plays an Indian Ambush in reaction to a player conducting discovery in that space.

12.33 There is no limit to the number of times troops can be drawn for any space.

12.34 Indian troops units are drawn blindly from a cup. Draw one unit for a town, 2 units for a non-imperial city, and 3 units for any imperial city or capital. Draw 2 units for any Indian Ambush in an undiscovered space.

12.341 For an Indian Uprising, draw one additional unit for each plunder attempt that has been made against the town or city that game turn. If the town or city has been plundered out, draw two additional units.

12.35 Once placed in a space, Indian troops remain there until either they are eliminated, or the city becomes allied with a player and the troop units join an expedition.

13.0 VICTORY

DESIGN NOTE: The main objective of The Conquistadors, as was true historically, is to get rich. The sixteenth-century Spaniards equated "riches" with "gold." Thus, a player's basic victory point award is the amount of gold he has secured (in the Standard Game, minus a cost for any outstanding debts). There are also point awards for the prestige of making famous discoveries. Finally, there are points for control of cities as well as for the governor's favor, both of which would have improved the faction's position for land grants as the conquered territory transitioned to a colonial system.

Players win the game by amassing victory points.

13.1 Victory Point Awards

13.11 Players score permanent victory points for the following:

- In the Basic Game, gold converted to VPs

- In the Standard Game, gold which has been divided *(18.0)*

- Legends *(19.0)*

- One-time 5 VP award to the first player to find an Empire *(4.16)*

13.12 Permanent victory points are recorded as they accrue using the Records Track.

13.13 Note that gold still with expeditions does not contribute to victory, and neither do pesos. Gold contributes to victory only if it has been converted (Basic Game) or divided (Standard Game).

13.2 Victory Determination Phase

13.21 Each player's victory point total is checked in the Victory Determination Phase. A player's total at this time his total of permanent victory points recorded on the Records Track, plus modifiers for the following:

- Bonus points for cities currently allied/controlled *(13.22)*

- Bonus points for Governor's favor *(13.23)*

- Deductions for debt *(13.24)* (Standard game only).

13.211 Bonuses and deductions are not permanent. They are computed afresh in each Victory Determination Phase according to the situation then existing. The net victory point total equals the permanent victory point total modified by all bonuses and deductions.

13.22 In each Victory Determination Phase, a player receives points for imperial cities he controls, and for any type of city to which he is allied. A player has control if he has an expedition with at least one combat unit in the space and no Indian units or Spanish units belonging to another player occupy the space.

13.221 Point awards are: Four VPs for each non-imperial allied city, six VPs for each imperial city controlled or allied, and eight VPs for an imperial capital controlled or allied. Note that there are no points for controlling non-imperial cities, only points for alliance.

13.23 In the Victory Determination Phase, each player also adds (or subtracts) the victory point modifier shown for his current Governor Index on the Governor's Favor Track.

13.24 In the Standard Game, if a player has outstanding debt, he deducts two victory points per point of debt when computing his current victory total.

13.25 The game is won by the first player to reach a required net victory point total as specified by scenario *(14.4, 22.4)*. The game ends if any player has met the required total in a Victory Determination Phase. If more than one has done so, the player with the highest total wins. If there is a tie, the game continues for one more turn (and conceivably some other player could win). Note that victory is checked only in the Victory Determination Phase, not mid-turn.

14.0 BASIC GAME SCENARIO

The Basic Game can be played by two, three, or four players. If playing with only two players it is recommended to choose one of the two maps and play with only that map. For three or four players, the use of both maps is recommended.

14.1 Basic Game Starting Units and Cards

14.11 Certain cards are used in the Standard Game only. These are labelled with the letter S. Players may either remove these from the decks prior to play, or else discard them as they are revealed. Shuffle the remaining Strategy cards and place the deck in the Strategy Deck space of the South map (if not using the South map, just place it alongside the North map). Also shuffle the asset cards and place them face-down in the Asset Cards box, or alongside the map.

14.12 Each player receives the following:

- A set of player markers (Victory Points, Governor Index, etc.)

- Two Asset cards.

- Two Village markers and one Town marker.

- Two conquistadors *(14.14)*

- Seven foot units, three horse units, and one cannon unit, which he may divide between his two conquistadors however he wishes.

14.13 The initial hands of Strategy cards are dealt in the first turn, according to the sequence of play. As no player has any Strategy cards initially, each player will receive ten (of which he must discard two).

14.14 Place all the red-printed conquistador counters face-down in the center of the table and mix them up. Each player draws two of these counters randomly. If by chance one player gets both Hernan Cortés and Francisco Pizarro at this time, then do a repeat draw as this would unbalance the game unacceptably.

14.2 Basic Game Setup

14.21 Each player places his Allied City markers in front of him, places his Governor Index marker on the track in the 0 space, and his VP markers in the 0 space of the Records Track. Set aside the Pesos and Debt markers, which are not used in the Basic Game. Place the Impulse marker in the "1" space of the Impulse Track.

14.22 Players then roll for setup order, each player rolling two dice and rolling again to break ties. Setup proceeds in order of high to low roll.

14.23 Each player in turn places one Village marker in any coastal (Level 0) space, anywhere on either map. Each player (proceeding in the same order) then places a second Village marker, which may be in any coastal space or in any L1 space adjacent to the first marker placed. Each player then places a Town marker in any space adjacent to one of his two settlement markers.

14.24 Each player then places one of his expeditions in any of the three spaces in which he placed markers or in Santiago de Cuba or Panama. Proceeding in the same order, each player then places his second expedition under the same restrictions. Play then commences with the first turn.

14.3 Basic Game Reinforcements

14.31 At the start of the second game-turn, shuffle the cards for any remaining red-printed conquistadors into the deck. If there are three or more players, also shuffle in the cards for the brown-printed conquistadors. These then enter play as described in *2.2*.

14.32 Each reinforcing conquistador, when he arrives through card draw, can have either two foot plus one cannon unit or two horse units at the player's option.

14.4 Basic Game Victory

Victory is determined per section *13.0*. There are no deductions for debt, as this rule *16.2* is not used. The basic game victory requirement is 75 victory points.

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STANDARD GAME RULES

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The Standard Game rules provide players with greater realism and a richer set of options. It is recommended that all of them be used together, except that the rule for Legends can be used or not according to players' taste.

15.0 RECRUITING

DESIGN *NOTE: The Spanish expeditions were bands of adventurers accompanying a particular leader (conquistador). All combat units arrive in this way. The recruitment process represents drumming up more participants and financial support for your expeditions from among the settled areas of the Caribbean. Having the Governor on your side to put in a good word with investors will help. Like other businessmen, you can take loans and run into debt -- but the loans must be paid off, and you run a risk of the creditors demanding their payment early.*

In the Standard game, players do not receive any initial allotment of combat units. Instead, players recruit units at the start of the game and each time they bring a new conquistador into play.

15.1 Recruiting Procedure

To recruit units, a player must spend pesos *(16.1)*. Each time he recruits, he receives some pesos to spend via the Funds Table. He can also use pesos he has previously acquired, and he can receive additional pesos by taking out a loan *(15.12)*. He spends these pesos to buy units.

15.11 Each time a player recruits, he receives an additional allotment of pesos from the Funds Table. He rolls the die, adds applicable modifiers *(15.111)*, and reads the result, using the "Initial Setup" column for his starting conquistador (at the beginning of the game) and the "Reinforcement" column for all later conquistadors. The result is the number of pesos received.

15.111 The funds die-roll is modified as follows:

- Add any value shown on the Governor's Favor track for the player's current Governor Index *(11.15)*
- The player may play any applicable cards (Powerful Patron, Support of the Church) to give die-roll modifiers.

These modifiers are cumulative.

15.12 The player can add to his funds by taking out loans from 'the bank'. He can borrow an amount equal to the amount received from the Funds Table (i.e. doubling his total). Record the amount borrowed using the Debt markers on the Records Track.

15.13 Players pay for units using the costs shown on the Recruitment Costs chart. This money is paid from the pesos on the Records Track. A player can buy any units he can afford, but no more than three horse units per turn.

15.14 For the conquistadors in the initial setup and arriving on the second turn *(22.31)*, carry out the purchase of units at the start of the game turn. For conquistadors arriving as a result of card draw and placed at Santiago de Cuba or Panama, buy units when the conquistador is placed on the map. All units are placed with the arriving conquistador. This is the only way new combat units enter play.

15.15 The number of combat units provided with the game is a design limit. Players may buy units only from the counters available.

EXAMPLE OF PLAY: A player has received Balboa as his first conquistador. He consults the "Initial Setup" column of the Funds Table and rolls a 3. This gives him twelve pesos. He decides to borrow to the maximum allowed. He places his Debt marker in the "12" space of the Records Track and his Pesos marker in the "24" space. He buys two horses for ten pesos, one cannon for four pesos, and three foot for six pesos. This exhausts his pesos so he puts that marker in the "0" space. He places all the units on Balboa's card and puts the Balboa piece in the Panama space.

DESIGN NOTE: It is estimated that at least 50% of the money for Cortés's expedition to Mexico was borrowed, all of it loaned by wealthy people in Cuba against the hope of discovering gold. He took a large number of men, which gave him ample force to work with but made for more loans to pay off and more people with whom to divide gold. Pizarro, in contrast, went off to conquer the Incan empire with a force which, at its lowest point, totalled just thirteen men. (That force proved insufficient; he later succeeded with a larger force that was still only about one-tenth the size of Cortés's.)

16.0 PESOS AND DEBT

Players have two types of financial assets in the Standard Game: gold and pesos.
- Pesos represent spendable money. They are recorded for each faction on the Records Track and can be used to buy new units.
- Gold represents raw treasure acquired or looted from the Indians. It is carried around with a faction and may be lost or stolen. It is of no value in itself. It becomes valuable only when converted to pesos for spending, or when converted to victory points to help win the game.

16.1 Pesos

Pesos represent money available to a faction for spending.

16.11 Pesos belong to a faction, not to an expedition. A faction's pesos total is recorded on the Records Track.

16.12 Players may convert gold points to pesos. The exchange rate is 1 to 1: one gold point for one peso. Remove the gold points from the expedition and adjust the pesos markers for that faction accordingly. This may be done in any impulse, in addition to activation and card play.

16.13 The conversion of gold into pesos is one way. Pesos cannot be converted back to gold, nor to victory points.

16.2 Debt

DESIGN NOTE: The military expeditions to the New World were business enterprises, intended to make money. An age in which mercenaries and privateers were common did not find this odd. Like other businesses, they used loans and debt to finance operations. Note that debt does not mean running a negative balance of pesos. It just means you owe investors in the Caribbean some money. You can have a positive balance of pesos and also be carrying some debt, just like you might have money in a bank account and also owe money on a car or home loan. You can never have a negative balance of pesos. Players may incur debt as a way of obtaining more pesos to work with.

16.21 Players incur debt as a result of taking out loans during recruitment *(15.12)*.

16.22 The amount of a player's debt is recorded using the Debt markers on the Records track.

16.23 A player may pay off debt at any time using pesos at the rate of one peso for one point of debt.

16.24 When determining his current net victory point total in the Victory Determination Phase, a player must subtract twice his current amount of debt, in addition to other modifiers *(13.21)*.

16.25 The Creditors Demand Payment card can be used against a player who has both a positive permanent Victory Point total (recorded on the Records Track) and outstanding debt. The target player must use any remaining pesos he has to pay off as much of his outstanding debt as possible. If he cannot pay it all off, then he immediately reduces his permanent Victory Point total by the amount of the outstanding debt (but never to less than 0). This reduction is permanent. The player then sets his Debt back to 0 (in other words, the loss of victory points cancels the debt).

17.0 STANDARD GAME COMBAT

DESIGN NOTE: The horse with armored rider was the decisive weapon system in the conquest of the Indies. The native forces simply had no means to resist. The Standard Game combat rules explore some of the special abilities of horse units in these campaigns.

17.1 Horse Units in Combat

17.11 When an expedition containing horse units fights an all-Indian force, the player may conduct an initial attack round using just the horse units unless a card is played which prevents it. Horse units have this option both when attacking and when defending. Any hits/losses are applied to the Indian force; the horse units suffer no losses. The combat then continues with normal battle rounds with both sides potentially suffering losses.

17.12 An expedition consisting only of horse units may retreat after just one round of combat, at the player's option, unless either a card prevents this, or it is fighting a Spanish force which also has horse units.

17.2 Sudden Shock Attack

"[The gunner] fired the shots, a novelty for [the Incas] and frightening, but even more so were the horses and the horsemen who loudly shouting 'Santiago! Santiago!' came charging out of the lodgings against the enemies, who were stunned and did not make use of the artifices they had planned. They did not fight; rather, they looked where they could flee. The horsemen entered among them, quickly defeating them. Many were killed and wounded."
– Pedro de Cieza de León, conquistador and historian, describing the attack against the Inca's troops at Cajamarca

17.21 Sudden Shock Attack is a special type of combat. A player can use the Sudden Shock Attack option whenever all the following requirements are met:
- The attack is only versus Indian troops;
- The attack is taking place in an Imperial city or Imperial capital;

- There are at least one artillery unit and two horse units in the attack;

- The force is commanded by a leader with combat rating greater than 0.

- No Sudden Shock Attack has yet been done against this empire in this game (17.25).

17.22 To resolve the attack, roll two dice. The attack succeeds on a dice roll of 9 or greater. No modifiers apply. *Mano de Dios* cards can be used to re-roll, but not to modify.

17.23 If the attack succeeds, ALL Indian strength points in the space are eliminated. If an Indian King is present, he is captured. The Spanish suffer no losses.

17.24 If the attack fails, the Indians suffer no losses. The combat then proceeds as follows:

- In the first two battle rounds, only horses and cannon may take part.

- In the first battle round, the Indian units add +1 to the combat die-roll.

- From that point, the combat proceeds as normal.

17.25 The Sudden Shock attack can be used only once per Indian Empire. Once it has been used against a given empire, it cannot be used against that empire by any player for the rest of the game.

18.0 DIVISION OF GOLD

DESIGN NOTE: The conquistadors had come to get rich; there was no subject more contentious than the division of the money. The gold looted from the Indies was all melted down and cast in bars so that it could be divided among the adventurers according to their rank and role in the expedition. The king's share, or "Royal Fifth," also had to be deducted. Gold which has been converted to victory points has become the private property of the leader of the faction, i.e., the player.

18.1 The Division of Gold rule replaces the Basic Game rule that gold may be converted for VPs at any time, one for one. Instead, if a player wishes to convert gold to VPs, he must perform a division.

18.2 A player may declare one division of gold at any time during his impulse, in addition to normal actions and card play.

18.3 The division always applies to a specific space and may include some or all of the gold held by any expeditions the player has in that space. Separate spaces must be divided in separate impulses.

18.4 Once gold has been converted to victory points, it can never be reconverted to gold or to pesos.

18.5 Division proceeds as follows:

1. Total the amount of gold points.

2. Deduct one-fifth, rounded up. (This is the Royal Fifth, the king's share.)

3. Deduct three points for each conquistador in the space, other than the expedition leader.

4. Deduct one point for every four foot or cannon units in the space, and one point for every two horse units. Round any fraction up.

5. The remaining number of gold points is recorded as victory points on the Victory Point track -- one VP per gold point. Adjust the Victory Point markers accordingly.

6. Remove all the divided gold markers from play.

18.6 A player may do a division only if he has the minimum gold points needed to satisfy steps (2), (3), and (4) of *18.5*. This rule can come into play if a player wishes to do a division to improve morale in an expedition (9.23).

EXAMPLE OF PLAY: A player has 30 gold points in an expedition commanded by Cortes. This expedition has two horse and four foot units. The same space also contains Diego de Ordaz, who has 20 gold points and three foot units, and Juan Velazquez de Leon, who controls three horse units and ten gold points. The division is calculated as follows:

1. The player decides to divide everything, so the total gold points being divided is 60.

2. Twelve points for the Royal Fifth (60 divided by five) leaves a net of 48.

3. Three points each for Ordaz and De Leon. This deducts six more points.

4. A total of two points for the seven foot units (7/4, rounded up).

5. A total of three more points for the five horse units (5/2, rounded up).

6. The net amount left over after the division is 60 - 12 - 6 - 2 -3, or 37 Victory Points.

19.0 LEGENDS

DESIGN NOTE: The Legends represent, for the most part, fanciful objectives such as the Cities of Cibola and El Dorado. These were largely fictive, but they were real enough in the minds of the conquistadors that many expeditions were undertaken -- and lives lost -- trying to find them. To simulate this mindset, there is a chance that these legendary wonders will actually appear in play. The Legends include the real objectives of discovering and descending the Amazon and Mississippi rivers, risky and difficult expeditions with uncertain reward.

19.1 Legend Markers

19.11 Legend markers enter the game through random events and through play of Strategy cards.

19.12 There are six Legends: Cities of Cibola, Prester John, the Fountain of Youth, El Dorado, the Amazon River, and the Mississippi River. The Amazon can enter play only on the South map and the Mississippi only on the North. The others can be on either map.

19.13 Legend marker represents information about where a legend may be located. In other words, it is the possibility of a legendary wonder. To determine the reality (if any) you must send an expedition there (19.4).

19.2 Legends and Random Events

19.21 When a "New Legend" random event occurs, carry out this procedure:

1. Randomly choose one Legend marker from those not in play.

2. If anything other than one of the two rivers was chosen, make a random choice of map, North or South. The Amazon automatically goes on the South map and the Mississippi on the North.

3. Choose a space randomly from the Legend spaces on the selected map. The Legend spaces on each map are numbered from 1 to 6. Roll one die and use the corresponding space. If that space is already occupied by a Legend (either a face-up one or a Found one) or is within three spaces of any expedition, re-roll. If no eligible space is available, ignore the result.

4. Place the Legend marker face-up in the chosen space.

19.22 When a "Move Legend" occurs, randomly choose one Legend marker from those in play (both maps included). Then immediately proceed to step (3) of the New Legend procedure *(19.21)* to choose a new space for this legend on the same map. It must be moved to a different space, not placed back in the same one. A Legend is always moved to a different space on the same map, not to the other map.

19.23 If the "Move Legend" event occurs when no legend is in play, treat it instead as a "New Legend" event.

19.3 Legend Cards

DESIGN NOTE: The Legend cards represent rumors, claims, and secret information about the whereabouts of specific legends. Every Spanish port was rife with stories of the wondrous phenomena to be found in the lands over the horizon. The Move Legend event represents the story changing, new rumors supplanting old ones. Legends can also be 'found' to be nonexistent, but then pop back up again. Belief in these enduring stories was slow to die; as soon as one set of rumors proved false, a new set would start the cycle all over again.

19.31 The Strategy Deck has one card for each legend. A player receiving such a card may hold it in his hand until such time as he wishes to play it. It is played like other Action cards.

19.32 On playing the card, the player chooses which map, North or South. (The Mississippi can be played only on the North map and the Amazon only on the South.) He can place the legend in any space on that map which is at least three spaces away from any expedition, and in which no legend has been found up to that point in the game.

19.33 A card can be played only for a Legend marker which is not already on the map. If a player wishes, he can hold the card in his hand and wait for the marker to be removed from play. If a Legend marker has been permanently removed from play via the Discovery procedure *(19.43)* then cards cannot be played for it.

19.4 Discovery of Legends

19.41 When an expedition enters a space containing a Legend marker, do not use the normal Discovery Tables. Instead, use the Legends Table to determine the result. In many cases, the result is no effect (the legend was a false rumor). In some cases, gold or victory points may be awarded. The table includes text to help interpret what each result means.

19.42 Before a player rolls the dice for the Legends Table, other players may play cards first as they would against a normal Discovery attempt.

19.43 Some results cause the Legend marker to be removed from play permanently and set aside. Others cause it to remain on the map in its present location and be discovered again (this applies to the two rivers). Others cause it to be removed from the map and returned to the pool for re-use.

20.0 RANDOM EVENTS

Random events may occur in each game-turn after the first. The player who had the high roll for initiative rolls two dice and consults the Random Events Table.

20.1 If the result calls for a Legend to be placed or moved, carry out the procedures of *4.2* (Legends). Note: If all Legends have been found, these events can be ignored.

20.2 If the Governor dies in office, each player's Governor Index is moved one space closer to 0. Thus, negative governor index values will get one space better, and positive ones will get one space worse. A 0 value is not affected.

20.3 The Smallpox result requires a random check for all Indian units on one map to determine if they are eliminated from the game. Roll individually for each unit, kings included. Also roll one die for each *Indian Guide, Imperial Emissary*, or *Interpreter* card, returning it to the discard pile on 1 or 2.

20.4 There is no Random Event roll on the first turn of any scenario.

21.0 MALARIA

DESIGN NOTE: Malaria was common in wet or swampy tropical areas of the Americas at the time period of this game (and still today, unfortunately). The anti-malarial drug quinine was derived from a medicinal bark which the Spaniards learned about from the native peoples; this is represented by an Asset card. The game does not include yellow fever, later a very serious health problem in this region, because this disease did not appear in the Americas until the 17th Century.

21.1 During the Subsistence phase, any expedition located either in a rain forest space or in a space with a Mosquito marker must roll one die for effects of malaria.

21.2 To check malaria, roll one die and consult the Starvation and Malaria table, with the following modifiers:

- There is an automatic -1 modifier when checking effects of malaria.
- A player who has a Doctor card may play it and receive a +1 modifier.
- A player who has a Medicinal Bark card may play it and receive a +2 modifier.

21.3 If an expedition is without food and also in a mosquito or rain forest space, you check twice, once for each condition.

22.0 STANDARD GAME SCENARIO

This scenario can be played by two to five players. Each player begins with a single expedition for which he raises funds and buys units starting in either Santiago de Cuba or Panama. Players who wish a shorter game can use an alternative setup *(22.25)* which is largely the same as the Basic Game, except that the players still buy their units.

22.1 Initial Setup

22.11 Each player places his Allied City markers in front of him, places his Governor Index marker on the track in the 0 box, and places the VP, Pesos, and debt markers in the 0 box of the Records track. Place the Game Turn marker in the first box of the turn record track, and the Impulse marker in the "1" box of the Impulse Track.

22.12 Sort the Conquistador cards into three piles:

- Place all the cards for red-printed conquistadors into one face-up pile.
- Set all the replacement conquistadors aside until they are required.
- Place the cards for brown-printed conquistadors in a separate pile, face-down.

22.13 Each player chooses his starting conquistador (one each) from among those printed in red. Roll two dice as for initiative to determine order of selection. Each player in turn chooses one conquistador, places the card in front of himself, and places the conquistador's unit counter in a starting location either Santiago de Cuba, or one of the Panama spaces.

22.2 Purchasing Units

22.21 Each player then obtains money and purchases units as per the Recruiting rules *(15.0)*.

22.22 Each player may purchase at most three horse units per turn, no matter how many expeditions he is equipping. (This represents limits on the amount of horses available in the Indies at any one time.)

22.23 The number of pesos a player saves on the records track after outfitting the initial expedition cannot exceed the number he received originally from the Initial Funds Table. (In effect, loaned money cannot be saved.)

22.24 Quick Start Option: Players who wish to save some play time can simply use the Basic Game setup procedure. Instead of using the combat units specified for the Basic Game, each player receives 32 pesos to buy initial forces. They may divide the units between their two expeditions however they wish. The rest of the Basic Game setup procedure is used without change *(14.2)*. The Standard Game reinforcement rules apply.

22.3 Standard Game Reinforcements

22.31 At the start of the second game-turn, each player may choose one additional conquistador. Choice proceeds in the reverse of the initial order - the player who had last choice at the initial setup now chooses first, and the player who had first choice in the initial setup chooses last.

22.311 If there are four or fewer players, choose from the remaining red-printed conquistadors. If there are additional players, any of the remaining conquistadors may be used.

22.312 This conquistador may enter play with an existing expedition, or at Cuba, or at either Panama space.

22.32 Purchase units for this conquistador per the Recruiting rules *(15.0)* at the start of the turn.

22.33 A player may decline to take an additional conquistador at this time if he prefers.

22.34 At the start of the third game-turn, shuffle all the remaining non-replacement conquistadors into the Strategy Deck. These conquistadors arrive through card draw *(2.2)*. Reshuffle the Strategy Deck, including any discards, at this time.

22.36 Players who arrive after the game has started can be included by allowing them to choose one conquistador (or two, if they arrive on turn 2 or after) from those available. The player uses the "Initial Setup" funds column for one of the conquistadors and the "Reinforcement" column for the other.

22.4 Standard Game Victory

Victory is determined per section *13.0*. Include deductions for debt *(16.24)*. The Standard Game game victory requirement is 200 victory points. If players wish a shorter game, they can agree on a lower victory point objective befstarting. It is recommended that this be at least 50 points.

23.0 SOLITAIRE RULES

The Conquistadors can be played solitaire using the special rules in this section. Standard Game rules are in force except as modified here.

23.1 Solitaire Setup

The solitaire game can be played on either the North or South map.

23.11 The Strategy Card deck is divided into three separate decks for purposes of the solitaire game. Separate and shuffle these decks and place them alongside the map, as follows:

23.111 The Reaction Deck consists of all the "Reaction" cards and all the "Combat" cards.

23.112 The Enemy Action Deck consists of the following Action cards: Assassination (2), Arrest Warrant (4), City Has New Chief (2), Creditors Demand Payment (2), Disgruntled Soldiers (3), Free the KIng, (2), Indian Uprising (3), Suspicion of Treason (1), Theft (2).

23.113 The Action Deck consists of all remaining Action cards.

23.114 Each of these decks is reshuffled whenever it is exhausted, and can be reshuffled any number of times.

23.12 If using the North map, include the following conquistadors (only): Cortés, Alvarado, de León, Sandoval, Olid, Ordáz, Córdoba. If using the South map, include the following (only): F. Pizarro, Balboa, Almagro, de Candia, Orellana, Belalcázar.

23.13 When setting up the game, you may select any three conquistadors (from those listed above) at start. (For additional challenge, select just one and then draw the other two randomly from a cup.) Shuffle the remaining conquistadors into the Action Deck.

23.14 Place the three conquistadors on the board as a single expedition. If using the North map, you may start in Santiago de Cuba or Panama; on the South map, start in Panama.

23.15 Roll for initial funds and buy troops as in the Standard Game *(15.3)*. You may go into debt, just as in the Standard Game.

23.2 Solitaire Sequence of Play

23.21 A complete game-turn of the solitaire game proceeds as follows:

1. Discards: You may discard any number of unwanted cards from your hand.
2. Action card deal: Deal yourself cards from the Action Deck so that you have ten, and discard two, as in the Standard Game.
3. Random Events: If you wish to use Random Events, generate a Random Event *(20.0)*.
4. Action impulses: The turn then proceeds in a sequence of Action Impulses (23.21). Action impulses end by die roll the same as in the Standard Game.

23.22 The sequence for each Action Impulse is as follows:

1. Enemy Action: You draw up to two cards from the Enemy Action deck. Draw one card if there is any village or town in play, two cards if there is any city. Note this is 1 card or 2 cards total, not one per village, town, etc.
   - Any applicable card is resolved immediately.
   - If a card cannot immediately be applied, discard it.
   - If a card calls for an attack on the Spanish, any face-up combat cards are added to this attack, if possible.
2. Conduct movement and/or other actions with one expedition (or two if you play a *Buena Suerte a Ambos* card). These are conducted as in the Standard Game, except for reaction when you move into or undertake certain actions in undiscovered spaces *(23.32)*.

23.23 If any of the cards drawn are conquistadors, they may be retained and brought into play as in the Standard Game *(2.2)*.

23.3 Solitaire Card Play

23.31 Cards drawn from the Enemy Action Deck are applied immediately. If not immediately applicable, they are discarded. Cards are applied as printed except for the following modifications:

Assassination -- Randomly choose the conquistador to assassinate. All conquistadors in Level 1 or higher land spaces (not Cuba or Panama) are equally eligible.

Arrest Warrant -- Applies only if your Governor Index is negative. Roll 2D6 and subtract that number of Victory Points from your total. The total can not go below 0.

City Has New Chief -- If more than one city meets the requirements, choose randomly.

Creditors Demand Payment -- As written *(16.25)*. VP total cannot go below 0.

Disgruntled Soldiers - Choose randomly which unit or units to remove.

Free the King -- The Indian units immediately attack the Spaniards. If more than one city meets the requirements, choose randomly.

Indian Uprising -- If more than one space meets the requirements, choose randomly; but always choose a City rather than a Town if possible.

Suspicion of Treason - Reduce your Governor Index by one if you have any allied cty.

Theft - Roll one die and remove that amount of gold from your expeditions, if possible.

23.32 Reaction: Each time you move an expedition into an undiscovered Level 1 or higher space, or conduct Combat, Plunder, or Diplomacy in such a space, you draw cards from the Reaction deck. Draw 2 cards for a Level 1 or Level 2 space and 3 cards for a Level 3 or Level 4 space.

23.33 Any cards drawn from the Reaction Deck which are applicable against the action being undertaken are applied immediately.

23.34 If a combat card is drawn from the reaction deck, but cannot be used in that reaction, it is placed face-up beside the map. It can be used in future combats. There is no limit to the number of face-up cards accumulated in this way.

23.341 If you exhaust the deck and need to reshuffle, face-up combat cards remain in place; they are not shuffled back in.

23.35 If a combat occurs as a result of reaction, any combat cards drawn at this time may be used, as well as any face-up cards. Use as many cards as are applicable, bearing in mind that only one of each card can be applied to the same combat.

23.4 Solitaire Victory

Play ten full game turns. Track Victory Points as usual. At the end of the ten turns, you may assess your performance by the following chart:

Victory Points	Outcome
Less than 50	You vanish from history.
50-99	You live out your days as a laborer, having little to show for your attempts at conquest.
100-149	You purchase a tiny plot of land, six sheep, and two goats, and marry an Indian woman.
150-199	You become a hidalgo (gentleman) and your name shows up in footnotes of exhaustive histories of the Conquest,
200-249	You are recognized as a successful conquistador.
250-300	You are granted a large estate in the Americas and marry the daughter of a Spanish nobleman.
301-349	You will be remembered in history as a great conqueror of the Americas.
350+	You are granted a dukedom in Spain and become a trusted companion of His Majesty.

CREDITS

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Thomas, Hugh. *Conquest: Montezuma, Cortes, and the Fall of Old Mexico.* New York: Simon & Schuster, 1993. – The single most valuable reference for the game, the work of a first-class historian based on primary-source archival material.

DESIGN NOTES

I have wanted for almost 30 years to do a game on the compelling subject of the conquest of the New World. The vision was of a game that would replicate the process of expeditions feeling their way inland, encountering Indian civilizations, and using a combination of sword and silver tongue to overcome vast challenges. Many years ago I attempted to do a purely procedural game on these lines, but it failed to come together. It was only after playing Mark Herman's seminal *We the People* that I realized how the use of cards might finally allow this design to be accomplished.

There have been other games on this era, but this one takes a different point of view: that the interesting conflict was between the different groups of Spaniards, with the native Americans as both victims and accessories.   Attention is focused solely on the Spaniards because they are the ones who did the conquest; other European countries did not arrive on the scene until a later century.

One important insight that allowed the game finally to become reality was that the opening up of the New World is really three topics, not one. First there was an "Age of Reconnaissance" (J.H. Parry), pure discovery of an unknown world. A game about this would start with a blank map and have you fill it in. While this might be interesting, it would end up with a narrative unrecognizably different from history. Then there is conquest, and finally colonization. The colonization, while interesting, is also a different game: more a resource gathering exercise than a wargame. So we are left with the present game, in which the geography is historical -- you start with the approximate outline of the continents, which was known by 1520 -- and it's left to you to go find the empires and the gold, leading a small band of brave and determined men with swords in their hands.

The game accepts the point of view of these men as a given, and tries to

convey it to you as well as board and counters can. Cities and empires don't always appear in their historical locations because the Spaniards didn't know where those were. We have *Mano de Dios* ("Hand of God") cards because the Spaniards were convinced that their God was watching over them in tight places. Gold is the objective because that is what the Spaniards sought, even if we now know they would have done better, in the long run, to forget the gold and cultivate potatoes. (It has been observed that the value of the world's annual potato crop exceeds the value of all the gold ever taken from the Americas.) We call the native peoples "Indians," as the Spaniards did, instead of the various names those peoples used for themselves. And there is a chance, albeit a small one, of actually finding legendary places or people like *El Dorado* and *Prester John* because the Spaniards believed these were real possibilities.

Because both empires and conquistadors appear in the game randomly, the course of the game won't exactly replicate history. An empire may appear in the space corresponding to Tenochtitlan or it may appear somewhere else, and Cortes may or may not be present to conquer it. But the game narrative will always be a historically plausible one. Some of the alternatives for where empires might arrive represent the possibility that other pre-Columbian civilizations had lasted longer or grown to greater prominence than they actually did.

I have tried harder than usual to keep the complexity down, figuring that gamers would likely not accept the same complexity on this topic as on more mainstream subjects. This approach was also dictated by the source material, which is not as complete or detailed as for more recent periods (regular armies keep better records). The game presents a plausible narrative, with first hand accounts by Bernal Díaz and Pedro de Cieza de León providing invaluable basis for same, but I have taken good guesses where necessary, and I have worked above all to depict the conquistadors' decisions and options faithfully.

Games which emphasize the discovery aspect tend to have ship counters and rules for using them to get places. But the focus on the conquest and on the conquistadors led me to conclude that ships were not necessary here. From the conquistadors' point of view the ships were like taxis, just transport to the place the march started, at which point they disappear from the narrative. So we have just a sea movement rule, allowing for further simplification and better focus.

Like other games with hidden card hands, *The Conquistadors* suffers some limitations when playing solitaire, albeit we've given you a special solitaire option *(23.0)*. Balancing that out, it may be easier to find opponents for this game than for the more hardcore wargame titles in your collection.

Thirty years ago there was a feeling of finality and farewell for a designer in typing the last words of design notes. But with the advent of the Internet, these words are a beginning and not an end. I intend, of course, to support this game online and look forward to comments and questions and to meeting each of you there. In the meantime my best wishes to you for lots of fun gaming.