

LORDS OF THE SPANISH MAIN

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Part A OVERVIEW

(A1) The Spanish Main in the 17th century

It is the year 1600, and the Spanish crown rules undisputed in the Americas. The competing European nations have yet to establish a single settlement. The Caribbean colonies, collectively known as the Spanish Main,¹ are already a century old and are particularly wealthy. Each year, the four largest hold a trade fair to mark the coming of the great fleet of galleons known as the *flota*. This convoy returns to Spain laden with treasures from the Far East, Perú, and México worth 20 million ducats. Unless God or man intervenes.

Meanwhile, the Protestant Reformation is sweeping Europe. Boatloads of persecuted Protestant refugees will soon set foot in the Catholic New World. Spanish governors are ordered to quash the infidel squatters, as well as the infernal pirates, but funding for these efforts has been bankrupted by the fundamental unsoundness of Spain's mercantilist policies. More often than not, these governors collaborate with the foreigners to bypass Spanish shipping monopolies. The recent defeat of the Spanish Armada is a harbinger of a slow decline from which the imperial superpower will not recover, allowing other cultures and religions to make their landfall in the Spanish Main.

(A2) Ending the game

The game ends when any one of three conditions occurs:

- All players agree to end the game.
- The 1649 game turn is reached and completed.
- An Event Card is drawn during or after the 1620 game turn. This card ends the game instantly.

Note: Players may agree to end the game on a predetermined year.

(A3) Determining the winner

The winner is the player with the most gold pieces at the end of the game. Each treasure tent held counts as 25 gold (2.5 million ducats). **Only gold in coffers counts toward victory.**

- Ties. In the event of a tie, the player with the card of the lowest crown value wins.

(A4) Late arrival

A player wishing to join a game in progress is assigned a character card and sets up as per B8. He receives his five gold plus one gold for each year in the game he has missed.

Note: The late player is allowed to buy (for one gold each) any unit or mordida² cards in the discard pile.

(A5) Early departure

If a player wishes to leave a game in progress, then his gold is counted and recorded as his final score.

His privateers surrender their location cards. He may direct his colonies to trade only with a particular player(s), or open them up to free trade. Or he may shut them down.

Note: The departing player is disallowed from giving any gold or cards to other players.

Part B SETUP

(B1) Separate the white starting cards from the deck

Punch out the 120 playing cards. Separate the 21 cards that have white borders. There are four kinds of white-bordered cards: Character Cards, the *Casa de la Contratación* Card, Location Cards, and Sea Battle Cards.

(B2) Card Nationality

Most cards have a flag in the upper left corner to indicate nationality.

(B3) Card Religion

Many cards have a religion icon in the upper left corner: Catholic, Protestant, or heathen.

(B4) Crown Number

Each character and mordida card has a crown number, from 1-99, contained within a blue crown. This determines order of play, see B12, and is also used in skullduggery and auctions.³

(B5) Profit Orientation

All players simultaneously rotate their units to zero profit during phase C5, after all unit actions are concluded during C4. Gold is added to the coffers for each profit thus zeroed out. [Correction, the example at the bottom of page 2 should reference in the first sentence a player's C5 stage, not his C4a stage.]

- Profit level. The doubloon icon indicates profit level. The four profit levels are shown below.

Character cards start oriented for profit zero, i.e., “upside-down”. If a unit increases in profit, through trade or piracy, its orientation is changed. Each profit confers one gold, see C4b.

- Size and hold space. A unit's size, as indicated by the calendar size column that it is stored in, indicates how much profit and soldiers a unit can hold. Thus, a colony or fleet in the size three column of the calendar has a hold space of three, which can hold up to three soldiers, plus accept up to three profit.

Note: The maximum size for all fleets is three ships. The maximum size for colonies is listed in parentheses on the map or the unit card (in the location banner). Thus some colonies, such as those located on desert islands, have only two or three orientations possible.⁴

- Barques and Galleons.⁵ All fleets are comprised of barques, unless they say “galleon” in their upper right corner. Barques have a reduced hold space: they can carry EITHER soldiers or profit up to their size. Thus a size one barque can carry either one profit or one soldier. Galleons, on account of their deep draft, are disallowed from entering the two sea zones on the map that contain shoals (north and south of Cuba).

EXAMPLE: During a player's C5 stage, he resets each of his units to zero profit, as shown in the “profit

0” diagram at right. If it gains a profit through one trade, see C4b, it is twisted counterclockwise as shown in the “profit 1” diagram. Simultaneously, the player takes one gold piece from the treasury. If the unit is a size one unit, this fills its hold space and it can take no further profit this year.

(B6) Assign one character card to each player

Each player chooses one character card, either randomly, or by some agreement. This is the historical individual that the player will represent throughout the game. All character cards are galleon fleet cards, except for the Marqués de Guadalcazar, which is a colony card. Unused character cards are discarded and will not be used.

Important (treasure player): One player should choose the Marqués de Guadalcazar character card, a Spanish hacendado.⁶ This player starts with a second card, the *Casa de la Contratación*⁷ mordida card. Let’s call this the Casa card for short. The player (if any) holding the Casa card is called the treasure player, since he designates the treasure fleets. The Marqués de Guadalcazar is the first treasure player! (It is possible to play the game without a treasure player. If so, shuffle the Casa card into the deck. The consequence is that no treasure fleet will sail until the Casa card appears and is awarded in auction to some player.)

(B7) Cut out and fold the tents

There are 78 tent-markers to be cut out and folded to stand upright like a pup tent. These include depletion tents, fort and mill upgrades, pirate and treasure tents, turn indicator tents, and a weather vane tent. Give each player the turn indicator tent corresponding to his character.

(B8) Layout each player’s calendar

Each player receives one calendar. Place the player’s starting card(s), turn indicator tent, and gold pieces as shown below.

- Capitalization track. The ten slots on the calendar labeled from “16X0” to “16X9” is a timeline that keeps track of the current year, as well as the year when the player’s colonies, galleons, forts, and mills under construction mature as per C5.

(B9) Place the pirate and treasure decks

After laying out the map, place the 6 pirate location cards facedown in the slot on the map labeled “Pirate Deck”. Place the 4 treasure location cards facedown in the slot labeled “Treasure Deck”. The slot labeled “Mercenary Deck” is left empty for now.

(B10) Shuffle and place the decade decks

There are 99 non-starting cards, distinguished by a black spot icon in the lower right corner. Shuffle these and place ten facedown on each of the five decade slots above the map, starting with “1600-1609”. These five decks comprise the decade decks.

Note: The remaining 49 non-starting cards will not be used in this game.

Note: In a six-player game, an extra card appears on years having the parrot icon (see D2). In a seven-player game, an extra card appears on monkey years. In an eight-player game, an extra card appears on parrot and monkey years. Therefore, each decade deck for six, seven, and eight player games should

contain 13, 15, and 18 cards respectively.

(B11) Treasury

A pile of pennies, poker chips, or other objects comprises the treasury.⁸ Each penny represents one gold piece (if in the coffers) or one soldier (if on a unit card).⁹ About a dozen pennies per player are required.

(B12) Determining the order of play within each stage

Each game year is comprised of six stages from C1 to C6. During all stages but C4, the players may act simultaneously. During stage C4, however, the players must act in "low crown order". Each player secretly selects the mordida or character card that he wishes to be his crown for the year, and everyone reveals simultaneously. The player with the lowest moves first, followed by the second lowest, etc. The treasure player, however, must move last.

Note: Stage C4 ends when the player with the highest crown number has moved (which will be the treasure player, since the Casa crown of 99 is the highest).

You are now ready to begin play! See C1 for the first stage.

The first turn is likely to consist of checking the Black Spot, auctioning the first card, and finally players sending their fleets to trade with the treasure player's colony; see the sample game on page 10.

Part C Game Stages

Each game year follows the following sequence of six stages:

(C1) Reveal card and resolve the Black Spot¹⁰

Reveal the topmost card of the decade deck and look for the black spot, an icon in the lower right corner of each card. It reveals where in the Caribbean the year's calamity occurs. Refer to the black spot diagram on the map for instructions on which units are affected.

Note (locusts): Locusts only affect sugar plantations, which are any cotton, spice, or tobacco colonies that have been upgraded with a mill per C5.¹¹

Note: In games with more than five players, an extra card is revealed on some years per B10. The Black Spot of this card is not applied.

(C2) Capitalization and skullduggery

During this stage, each player makes his expenditures:

- Capitalization. A player spends one gold for every immature card or tent on his capitalization track. Failure to pay requires the player to discard the affected card or tent. If this is the final payment, the card or tent "matures" later in the turn during C5.

Note: If a war event card for any nation is active, capitalization costs are doubled for all players (except players holding **Wisselbank**, princess, cardinalship, or knighthood mordida cards, see D4).

Note: Cards and upgrades on the capitalization track are under construction, and cannot be utilized or attacked. They are susceptible, however, to mutinies and the "Spanish Attack" Casa skullduggery.

- **Skullduggery.** A player paying the gold required may perform the skullduggery listed on any of his mordida cards. **Players may accomplish as many skullduggery as they can afford.** The number of gold required is shown as one to six red dots. See D4 for details.

Note: If a player wishes to perform skullduggery, he should announce the mordida crown number, to allow others to react with their own skullduggery, if they wish. Should multiple players perform skullduggery, then the effects are applied in high crown order, that is, from the mordida with the highest influence to the lowest. See B12.

Important: If the red dots contain a white star, then activation of that skullduggery disrupts the mordida card per D2. For instance, the *lettres de cachet* skullduggery, found on the court spy card, costs three gold to activate. This action allows the holder to disrupt a French card held by an opponent, but also disrupts the court spy card.¹²

(C3a) Card auction

An open auction is held to determine the owner of the card(s) revealed during stage C1. Also auctioned are cards in the mercenary slot, see D2. Any cards not bid on are discarded and out of the game.

- **Auction Procedure.** Any player can initiate the auction by designating an initial bid of one or more gold. He may increase this later, if others exceed his bid. He may not withdraw his bid, unless another player has a winning bid. Others may add their gold to his bid, if he is agreeable. If nobody is willing to go higher, the high bidder spends the gold and gets the card. Losers get their gold back. After this auction is concluded, another auction can be initiated by any player.

- **Heirs.** A disrupted character card may only be bid upon by the player who started with that personality. In effect, he simply pays a gold to undisrupt his starting card, which must naturally be recapitalized. If a player can't afford the auction or capitalization of his character, it is paid for him out of the treasury, to keep him in the game.

- **Wartime bidding.** If a card in an auction is of a nationality at war, it may only be bid upon by players of that nationality. If a player's nationality is at war, he may not bid upon cards of other nationalities.

- **Bidding ties.** If two or more players have bid the same amount and are unwilling or unable to bid higher, then use the following tie-breaking procedure to see who gets the card:

- (1) If one or more bidders have the same religion (see B3) as the card being bid upon, they win the tie and the others are disqualified.

- (2) Bidders having the same nationality (see B2) as the card being bid upon win the tie and the others are disqualified.

- (3) If the tie still can't be resolved, the player with the highest crown number (see B4) wins the tie.

Note (agnostics): The Courlander player, who has no religious affinities, has no religious advantage when bidding upon cards that also have no religious affinities.

EXAMPLE: Suppose two players, Peter Stuyvesant and Sir Walter Raleigh, each bid one gold on a Catholic Spanish card, the Inquisition. Neither of the bidders has a religion or a nationality in common with the card under auction. Walter has the winning bid so far, since his crown of 86 beats Peter's of 22.

But now the Duke of Lerma decides to put in a bid of one gold also. His bid would win, since his religion matches that of the Inquisition. But Peter really wants the card, so he goes to two gold. If nobody matches this, Peter gets the Inquisition.

- Immature card placement. Acquired cards are placed into the capitalization track a number of years into the future as specified in the card's capitalization shield. If it has no shield, or has a capitalization period of zero, it matures this year and is placed per C5 (last bullet).

EXAMPLE: A card with a capitalization period of three purchased in 1600 would be put into the "16X3" slot on the purchaser's calendar.

(C3b) Event card

If an event card is revealed, this card is not auctioned. Instead, do one of the following:

- Demand. A demand event card doubles the amount of gold received for the named commodity, for both fleets and colonies, from now until the demand is ended. The appearance of another event card in a future year will instantly discard the demand card, ending the demand.

Note: Both war and demand event cards are "persistent", i.e., remaining in force, face-up alongside the map, until canceled.

- Comet. The calamitous appearance of a comet triggers a global wave of mysticism which disrupts all mordida cards, and cancels stage C4 (no unit actions this stage).
- War. The outbreak of war disrupts mature & immature cards of the nationality at war unless held by players of that nationality. All undisrupted units of the nation at war are immediately filled with as many soldiers as their holds can carry; the necessary coins are taken from the treasury. Wars never end, but may be made inactive by a truce, see D4.

Note: Any war increases the capitalization costs from one to two for all players. But see C2 for the exception.

Note: Units of a nation at war are free to attack any other units. See E5 for exceptions due to patriotism. Warring units, or units that attack warring units, are exempt from receiving a pirate tent, see E2.

- Thirty Years' War. This war was fought largely along religious lines. Any Catholic character has all its Protestant cards disrupted, and vice versa. Catholic and Protestant units can attack each other, even if they are the same nationality. Undisrupted Catholic and Protestant units are filled with soldiers. The Thirty Years' War can be halted, see D4.

(C4a) Unit Actions (basing, outfitting, & disbanding)

Each player, in low crown order, performs actions with his units. This is done in two steps (C4a and C4b). In the first step, he decides if his fleets will be merchantmen or privateers,¹³ and assigns soldiers.

- Basing privateers fleets. A player assigns a fleet to privateering by basing it. To do this, he examines the appropriate location deck (the treasure deck, for the treasure player, or the pirate deck, for all other

players that have privateers) and secretly selects an available card to be placed (facedown) beneath the fleet being outfitted as a privateer. A fleet is assigned as a merchantman by returning its location card (if it has one) to the deck. All fleets reset their orientation to zero profit.

Note: The treasure player (see B6) is not allowed to base privateers in pirate havens, nor can he examine the pirate deck. Instead, each of his privateers are secretly based in one of the four treasure cities.

Note: Only one fleet is allowed per location. If all locations are taken, no more privateers can enter the game.

- **Outfitting soldiers.** A player may spend one gold for each soldier that he wishes to man his units (merchantmen, privateers, or colonies). Each gold piece placed on top of a unit card indicates a soldier. The number can't exceed the unit size, and each reduces hold space per B5.

Note: At least one soldier is required to perform raids or interdictions.

Note: The treasure player may outfit treasure cities with soldiers, to prevent raids against them. These coins are placed directly upon the map, to a maximum of three. These soldiers are vulnerable to malaria if the treasure city is in a malarial jungle.

- **Disbanding soldiers.** A player may disband soldiers, taking the gold piece off the unit card or city and placing it in his coffers.

Note: Soldiers in heathen colonies or pirate fleets can't be disbanded.

- **Combining Fleets.** As part of his C4a preliminary actions, a player can combine two or more fleets for fleet cards that he holds. Two size one fleet cards can be coalesced to form a size two fleet, for instance. The maximum fleet size is three. A combined fleet may be split up again during preliminary actions. When combining fleets, one card is chosen to be the leader; the other card(s) are placed off to the side. The fleet assumes the nationality and religion of the leader. *Note: Only fleets from the same player may be combined. If a fleet card is given or sold to another player, for the purposes of a combined fleet, this is done as a deal per D1. The fleet in question cannot be given back to the original owner, or to any player, until the following year.*

(C4b) Unit Actions (trading, raids, & interdictions)

Immediately after a phasing player bases and outfits all of his units, he may operate them in any order. Each unit may perform multiple actions during its turn. When it is done, the next unit is moved.

- **Merchant route selection.** A player moving a merchantman announces its map route if an interdiction is possible. This is unnecessary if there are no opposing privateers that can interdict. The route starts using the red entry arrow,¹⁴ moves from zone to zone, and leaves by one of the four red exit arrows for the return to Europe. It may trade at each colony it visits. The move can be temporarily interrupted by interdictions, see next bullet.

Note: The route is not allowed to sail against trade wind arrows. Galleons (see B5) are not allowed to enter sea zones with shoals.

Note: Unless they carry treasure, privateers do not make route selections and are immune from interdiction.

- Privateer interdiction. This action interrupts the move of an opponent. A player who owns a privateer may announce interdiction if a merchantman fleet moves into a zone it is secretly located at. This interdiction is resolved immediately as a raid per E1.
- Trading. A trade can occur whenever a merchantman enters a sea zone with a colony, and both have hold space. Each trade gives both parties equal profit, reorienting both cards to reflect their higher profit (and lower hold space, see B5). Each player receives gold equal to the profit gain, taken from the treasury and put into his coffers **during C5**.

Note (mule trails): If a colony is not a port, a trail is shown to indicate which Spanish port or ports ships must call at to trade with that colony.

Note: New World products in this game include silver¹⁵, horses, salt,¹⁶ dyes,¹⁷ pearls, cocoa,¹⁸ cotton, tobacco, and spices. The last three commodities named are considered to have converted to sugar, if the colony has been upgraded with a mill.

Important: Colonies with a mill upgrade per C5, or colonies that have commodities in demand per C3b, double the gold received for each profit level. For example, a fleet trading with a size one colony with a sugar mill would orient to profit one and receive one gold, while the sugar colony would also orient to profit one yet receives two gold.

Note: Trade can occur between units of the same player, or two different players, and even between units at war.¹⁹ Trading is always voluntary. Heathen colonies cannot trade except as per D3.

- Slaves, quicksilver, smuggler, and treasure fleets. Certain skullduggery gives merchantmen special capacities per D5.
- Land raids. Colonies may send soldiers to raid other colonies or treasure cities in the same district per E1 or E3.
- Sea Raids. Privateers may raid colonies or pirate havens per E1, or besiege treasure cities per E3.

(C5) Initiating upgrades, and maturing cards and upgrades

Each player chooses to initiate any mills or forts, and automatically matures cards and upgrades that have been completed this year.

- Initiate Upgrades. If a player chooses to initiate a fort or mill, he places its tent on his capitalization track three years into the future. Upgrades are free the year they are issued, but they must be capitalized for the next three years, per C2.
- Maturation (upgrades). If the turn indicator is on the year that a fort or mill is due to mature, then remove its tent from the capitalization track and place it on top of any appropriate colony card, either one's own, or an opponent's (presumably for a price). If there is no place to put it, it is discarded.

Note: Only colonies with red capitalization shields in their upper right corner can be upgraded with a

mill. Any colony (including heathen) can be upgraded with a fort.

Note: Colonies upgraded with a mill double their trade revenues per C4b. Colonies upgraded with a fort are immune from sacking per E3. Forts can only be destroyed if the colony is disrupted.²⁰

- **Maturation (cards).** If the turn indicator tent is in the same year as an immature card, then that card is moved off the capitalization track and put elsewhere on the calendar. Mature colonies and fleets are placed anywhere in the “size one units” column. Mature heathen colonies are placed anywhere in the “size three units” column. Mature mordida cards are placed in one of the two mordida slots.

Note: If both of a player’s mordida slots are full, he must disrupt one to make room for a new mordida card.

Note: All unit cards start oriented for profit zero, see B5.

(C6) Advance each turn indicator

- **Advance Turn Marker.** All players advance the turn indicator on their capitalization track one step to the next year. If the end of the track is reached, start over with the “16X0” year of the next decade.

- **Population growth.** During the final year of each decade (“16X9”), each colony grows one in size (except for colonies already at their maximum).

Part D ECONOMICS

(D1) Deals

Players may exchange coffer gold, treasure tents, trade deals, promises for goods or services, or pacts at any time during any stage. Promises and deals made are not binding.

Note: Soldiers may not be traded or sold.

- **Card buying and selling.** Cards can be bought or traded, whether mature or immature. Such cards must be shifted from one player's calendar to the another's, preserving profit, size, soldiers, and tents.

Note: A player’s character card cannot be bought or sold.

- **Lending money.** Gold may be borrowed from the coffers of other players, and paid back at whatever usurious terms that are agreed upon. Players may ask other players to pay capitalization costs, see C2.

- **Blackmail.** Any player is allowed to blackmail for any reason convincing to his opponents, but naturally the most credible threats are heathen soldiers, privateers, or applicable mordida. Players with such units are encouraged to make vulnerable players pay periodically for immunity from pillaging, sacking, scuttling, or piracy.

- **Monkeys and parrots.** Blackmail or repayment terms are whatever is negotiated. It may be a lump sum, or may be a regular payment. The payment may be a gold piece each year, or a gold piece every other year (years indicated in the capitalization track with a monkey icon), or three times per decade

(years indicated with a parrot icon).²¹

- **Commissions.** A merchant, slave, or quicksilver fleet can charge a fee for the privilege of doing business with them. A person holding a mordida card can charge a commission for performing a skullduggery. Commissions are normally paid in gold.

Note: By default, commissions for trading are specified to be paid at the same time as services are rendered. But commissions for skullduggery are paid in advance, giving the mordida holder the option to treacherously renege on the deal.

- **Intelligence.** With the exception of the treasure player, any player with at least one privateer may examine the pirate deck at any time, to get an indication to where the enemy privateers are located. He may sell this information to the treasure player. This information does not have to be true.
- **Treasure tents.** These tents are worth 25 gold at the end of the game. They cannot be exchanged for gold during the game, nor used during auctions. They may, however, be freely bought or sold between players. They are stored in the coffers.
- **Alternate treasure years. (optional)** Each treasure tent is worth 10 instead of 25, and the treasure fleet sails every parrot year. (Historically, it is worth noting that the treasure fleets sailed yearly, and were worth the game equivalent of 50 gold.)

(D2) Disruption

Cards (both units and mordida) that become disrupted become disloyal with their current bosses and go mercenary. Cards may be disrupted as the result of disasters, skullduggery, sea battles, sacking, war declaration, or comets. Disrupted cards lose all their profit, soldiers, and tents (including pirate tents).

- **Mercenary deck.** A disrupted card with no capitalization shield is discarded and removed from the game. A disrupted card with a capitalization shield is moved into the “Mercenary Deck” slot on the map. This indicates that it is available to all players (including the previous owner) at the next auction, just as if it were a freshly revealed card. If purchased, it must be recapitalized. If it is not repurchased at the next auction, it is discarded and out of the game.

Note: Units being capitalized are immune from disruption.

Important: Disrupted character cards may only be bid upon by the players who started the game with them.

(D3) Heathen colonies

Certain colonies are made up of Indians²² or Maroons²³ and have the following special rules:

- **Palenque maturation.**²⁴ Heathen colonies are not capitalized and enter immediately at size three.
- **Protector of the Indians.** Heathen colonies cannot trade except to the player holding the Dominican missionary card.²⁵ If ships owned by the Dominican player trades with a heathen colony, the colony takes its share of profit as soldiers.

- Heathen Soldiers. As with other colonies, gold may be transferred to the heathen colony to produce soldiers. These soldiers may be used to raid during C4b per E1. Heathen soldiers cannot be disbanded.

Note: Heathen colonies, like pirates, are considered to be at war with all units, even other heathen colonies.

SKULLDUGGERY EXAMPLE: A player holding the Parliament Roundheads card decides to activate skullduggery. He targets the character card of his opponent, Sir Raleigh, with the English Civil War. This costs six gold, and disrupts both the Parliament, and Raleigh's fleet. But if Raleigh has a defensive mordida with a higher crown, say knighthood, he may activate first and prevent this skullduggery from occurring.

(D4) Skullduggery

Skullduggery is activated as per C2. There are many kinds, including:

- Truce.²⁶ If a war card for a nation is active, a truce skullduggery for that nation will inactivate it. To show this, the war event card is turned upside down. War effects cease, see C2 and C3b.

Note: Only the Westphalia peace can inactivate the Thirty Years' War.

- Break truce. This skullduggery is used to flip an inverted war card right side up again, restarting the war. A war card must be present for this action to have an effect. War effects are reinstated, see C2, C3b.
- Slaver and quicksilver fleets. Certain skullduggery allows a merchant fleet to deal in slaves or mercury per D5.
- Treasure flota. The flota skullduggery on the Casa card allows the designation of treasure fleets per D6.
- Smuggling.²⁷ Smuggling ports are indicated on the map by red lettering. A corrupt governor mordida card allows the holder to designate merchant fleets that are allowed to trade with the specified smuggling port. Profits collected by the smuggling port are converted into soldiers, and these coins are stored on the map. Once the port has received its full complement of three soldiers, it may no longer trade that year. These soldiers may raid or be disbanded for gold by the treasure player.
- Gubernatorial raid. Spend to goad the local Spanish governor into attacking a colony in the district he governs. The targeted colony cannot be Spanish. The governor is assumed to attack with overwhelming force, sufficient to kill any defending soldiers, pillage any mills, and reduce any profits to zero. The colony is sacked and dispersed, unless it has a fort.
- Ship building. Spend to increase the size of any cooperating undisrupted fleet. Fleets cannot increase beyond size three. Unless one takes a prize, this skullduggery is the only way to increase a fleet's size.
- Religious persecution. Spend to allow Reformation and Catholic units (see B3) to be enemies this year. This allows them to attack or sack each other without gaining the pirate tent as per E2.
- Letters of Marque. These allow the player to add or remove pirate tents from the fleets of friends or

foes.

- Rebels, assassins, and terrorists.²⁸ Some skullduggery causes disruption per D2. The targeted card can be a unit card, a mordida card, or either, as specified.²⁹
- Unit seizures.³⁰ Certain skullduggery allows seizure of cards from other players.³¹ Seized mordida or unit cards are transferred from one calendar to the other, in the same state and with the same upgrades.
- Princess. A princess mordida card has two skullduggery options: royal marriage, or regency. The former arranges the marriage of the princess to another nation, causing a truce with her nation (war card face-down), and the latter allows one to marry the princess himself, and seize an opponent's mordida card of the player's nationality. Capitalization costs are free for holders of a princess card, see C2.
- Cardinalship and Knighthood. Possession of these mordida cards makes the player a cardinal or a knight, respectively. This card cannot be loaned or sold to other players. During wartime, cardinals and knights pay only one gold piece per immature unit, instead of two.

Note: Becoming a cardinal changes a player's religion to Catholic.

(D5) Slave and quicksilver fleets

Certain mordida cards allow merchantman to carry special cargoes such as African slaves³² or Peruvian mercury. Those so designated act as other merchant fleets, except in exchange for every profit they collect, they raise the size of the colony they are trading with by one.

Note: Colony profits remain unchanged in a slave or quicksilver trade.

EXAMPLE. The Duke of Lerma controls the Asiento³³ mordida card and Sir Raleigh offers him five gold to make Raleigh's size two fleet into a slave fleet for the turn. Lerma agrees, and spends two gold to activate the required skullduggery. Raleigh's slave fleet visits a colony during Stage C4b to make a slave trade. The fleet increases in profit from zero to two, giving Raleigh two gold, while the colony increases population by moving from size one to size three (without changing its profit). If Raleigh is charging a commission, this is transferred from the buyer's coffers.

Important: Slaves or quicksilver cannot increase a colony to more than its maximum population.

Note: Slavers and quicksilver merchants cannot perform trading any year they are engaged in the slave or quicksilver trade.

Note: Quicksilver fleets can only increase the size of silver mines.³⁴

(D6) Treasure flota³⁵

Once per decade, in any year ending in a "5", the treasure player (i.e., the player holding the Casa card) can activate the treasure fleet skullduggery. This allows him to specify which cooperating fleet(s) will be part of the treasure flota. These fleet(s) can be any merchantman fleet(s), either his own or a cooperating ally's. *Any fleet designated as being a treasure carrier immediately returns any location cards it has to the deck, in preparation for being a merchantman. (This rule frees up pirate locations for treasure interdiction.)*

• **Raiding treasure cities for treasure.** At the beginning of the treasure year, one treasure tent is placed upon each of the four treasure cities. These tents may be raided by pirates per the 2nd bullet of E3 (i.e., if the raider has soldiers leftover, he transfers the stolen treasure tent to his own coffers. *Note: Just as for stealing gold, privateer and pirate fleets do not need hold space to transfer the plunder to the owner's coffers*). If a treasure tent is not stolen or picked up, it disappears by the next turn.

• Route selection. The treasure fleet moves and performs actions like other merchantmen (see C4), except that it may pick up one treasure tent for each treasure city visited. Each treasure fills one hold space.

Note: In a treasure year, each of the four treasure cities can give one treasure tent to a visiting treasure fleet.

• Treasure piracy. If a fleet is actually carrying treasure, it can be attacked by any interdicting fleet, including fleets of the same nationality. Unless the attacker or victim is at war, the attacker is branded a pirate as per E2.

Note: Each ship lost in a treasure flota forfeits one treasure tent as well as reducing the size by one. If the lost ship sinks, the tent is lost from the game. If the lost ship is instead boarded by pirates, the tent is transferred to the victorious player's coffers (see E4).

• Foreign treasure flotas. The treasure player (see B6) may ask another player to pick up the treasure on a treasure year. The traditional fee for such a service is to split the treasure tents recovered 50-50. However, any terms whatsoever may be agreed upon. *Unlike the terms of other deals in this game, the terms between the treasure player and the treasure carrier are binding.* The fleet or fleets designated as part of the treasure flota move as specified by the treasure player during the treasure player's C4b stage. Given that the treasure player has the highest influence (of 99), it follows that all elements of the treasure flota will be the last to sail in stage C4b.

• Forfeiture. If no treasure is successfully transported, either because all the ships carrying it are lost in battle, or else because the treasure player fails to designate any fleets to be in the flota, then the Casa de la Contratación card is disrupted. Should the Casa card then go unbid and get discarded, the game will have no treasure player. No more flotas can sail, and no more treasure cities can be raided.

Part E BATTLES

(E1) Land and Sea Raids³⁶

A colony can be raided by land (by soldiers from colonies in the same district) or by sea (privateers). A merchantman fleet can be raided as an interdiction by a privateer (see C4b). In all three cases, the raider should first ask for one gold piece ransom, which the victim can either pay, or refuse to pay. (Being unable to pay is the same as a refusal).

• Ransom is paid. One gold is transferred from the coffers of the victim to those of the attacker. Except in times of war,³⁷ the raider should continue its move, perhaps to blackmail other victims.³⁸

• Ransom is refused. The raider has a choice. He can attack colonies per E3 or fleets per E4, but if neither he nor his victim is at war, then he suffers a pirate tent per E2. Or the raider may back down, and continue its move.

Note: A unit can perform multiple raids and interdictions each year, as long as it has at least one soldier. Raids and ransom can occur in peace or war, and even between units of the same nationality. The raid may not be followed by an attack if prohibited by patriotism, see E5.

Note: A raid against a pirate haven that has no fleet located has no effect. A raid against a treasure city initiates a siege per E3.

Note (districts): Land raids can only occur within a district. The nine districts are Puerto Rico, Española, Cuba, Yucatán, Honduras, Panamá, Nueva Granada, Venezuela, and Nova Andalusia. Note that the Puerto Rico district includes the Leeward Island archipelago of St. Thomas, Sint Maartin, St. Christopher, Antigua, Guadeloupe, and Dominica. Note further that the district of Nova Andalusia includes the Windward Island archipelago of Margarita, Trinidad, Tobago, Barbados, and Martinique.

(E2) Pirates³⁹

In general, any unit that attacks another unit per E3 (sieges) or E4 (sea battles), when neither the attacker nor the victim are at war, is awarded a pirate tent, placed upon the unit card. Such attacks are allowed only if the victim refuses ransom, or has treasure. The pirate tent persists for the rest of the game, unless removed by skullduggery or disruption.

Note: Pirates and heathens are considered to be ever at war with all units. Heathen colonies never receive pirate tents, since they are already pirates to begin with.

- Trading stigma. Pirate or heathen units (colonies or fleets) are allowed to trade only with units of the same nationality as themselves, or with Spanish smuggling ports (see D4).

Note: Soldiers on pirate or heathen units may not be disbanded.

(E3) Sieges

If a colony refuses ransom, and the raider does not back down (see E1), a siege ensues. Both the attacker and defender sacrifice an equal number of soldiers, until one or the other (or both) have none left. The winner is thus the side with the most soldiers.

Note: A unit must have at least one soldier to perform a raid or siege. Besieging brands the raider as a pirate (E2), unless either side is at war.

- Pillaging, plundering, and sacking. If the raider has at least one soldier remaining after a siege, he may destroy any mills of the loser (pillaging). If the losing unit has profits, each soldier may seize one, which is transferred from the loser's to the winner's coffers as gold (plundering). If the loser has no fort, the winner may disrupt it per D2 (sacking).

EXAMPLE: The Margarita colony sends soldiers to raid the undefended colony of Barbados, which refuses ransom. So Barbados' profit level, which was at two from trading performed earlier in the stage, drops to zero. The Margarita player plunders these two profits, transferred to his coffers. He then threatens to pillage and sack the city, but is dissuaded when the British player offers a bribe of one mordida card. This bribe is accepted, the mordida exchanges hands, and the colony is spared.

- Siege of a treasure city. Either Spain or the raiding nationality must be at war to besiege a treasure city. The besieging soldiers may attack from land (enemy colonies in the same district) or sea (enemy privateers). In either case, each side loses an equal number of soldiers until one or both sides has no more. If the raider has soldiers left, each soldier can plunder a gold, taken from the coffers of the treasure player. This plundering is not possible if the treasure player has no gold.

Note: Once a colony or treasure city is raided by ships, its inhabitants "take to the hills" and cannot be raided nor traded with again that year (except by heathen soldiers).

EXAMPLE: The Arabuco colony sends three heathen soldiers to raid Cartagena, defended by one soldier. The heathens first ask for ransom, which the treasure player imprudently pays. The heathens proceed with the attack anyway, allowable since they are ever at war. In the siege, each side loses a soldier, and the two surviving heathens each steal a gold piece from the coffers of the treasure player. One gold is spent to replace the lost soldier, and the other goes into the victor's coffers.

EXAMPLE (route selection, interdiction): Drake's merchantman enters at zone "A". It moves to "B" and asks permission to trade with Santo Domingo. It moves to "C" and asks permission to trade with Antigua. It then exits. Before or after the trade with Antigua, Le Vasseur's pirates located in Sint Maartin can announce interdiction.

(E4) Sea battles

A sea battle can occur as the result of either an interdiction (upon a merchant fleet) or a raid (against an pirate haven or treasure city occupied by an opposing fleet). If the victim refuses ransom and the attacker does not back down, then each player takes one of the two battle cards, and chooses one tactic. The choices are: boarding, broadside, seize weather vane, or flee. Each orients his card with his choice of tactic facing his opponent, concealing his choice with his hand. The two combatants simultaneously reveal their choices, and the results of both are simultaneously applied.

Note: Fleet size corresponds to the number of ships in the fleet. Thus, when interpreting sea battle results, a size three fleet has more ships than a size two fleet.

- Battle results. The Battle Chart, listed on each calendar, is consulted to see the results. Find the tactic chosen on the left side of the chart. If the attacking fleet has the weather vane, use the first column. If it has the better seamanship, use the second column. If the attacking fleet has neither a seamanship advantage nor the weather vane, use the final column. Results icons include: "X" (each side loses a soldier), "K" (the opponent loses a soldier), "gift" (capture an opponent's ship),
- Weather vane.⁴⁰ The battle begins with neither holding the vane advantage. If one player successfully seizes the vane, he holds an advantaged position for the next round of the battle (if there is one). To indicate this, he is given the tent labeled "Weather Vane".
- Seamanship. Each fleet has a seamanship rating as listed in the corner of their card: a letter from "A" to "Z". The best is "A". For instance, a "D" admiral has the seamanship advantage over a "G" admiral.
- Ship Losses. If a fleet is required to lose a soldier, but has no more men to lose, it must go down one in size.⁴¹ If it goes to size zero, its location card (if any) is returned to the deck, and the fleet card is disrupted per D2. The battle is over.

Note: If a fleet loses a ship: any profits, soldiers, or treasure tents that exceed the reduced hold space are lost.

Note: If the results of a sea battle indicate that both opposing fleets are sunk, then the results are modified to allow the fleet with the higher seamanship to survive with one ship and no soldiers.

- Prizes. Each ship captured as a prize increases the size of the winning fleet by one, unless it is already at its maximum size of three. Additionally, if the defending fleet had any profits or treasure, each captured ship transfers one profit (see B5) or treasure (see D6) from the loser to the winner (respecting hold space).
- End of Battle. If the battle did not end with the first round, the two contestants again select a tactic, and again reveal them at the same time. The battle ends if either player obtained a “star” result, or runs out of ships.

EXAMPLE: A privateer at size two and enjoying a seamanship advantage interdicts a treasure galleon of size three. Both fleets are fully manned with soldiers. On the first round, the privateer chooses to seize the weather vane, which automatically succeeds, while the galleon chooses to broadside, killing one of the privateer’s soldier coins. The weather vane tent is awarded to the privateer player. On the next round, both fleets attempt to seize the weather vane. The privateer gains a prize plus the treasure in it, and goes up one in size, while the galleon is reduced to size two, and loses a soldier due to insufficient hold space. On the next round, the privateer flees, which automatically succeeds since he still has the vane, while the galleon broadsides, killing a soldier from both sides. The privateer escapes the fight with a stolen treasure tent but with no soldiers left.

(E5) Patriotism

A unit may not attack (siege or sea battle) another unit of the same nationality except in three cases:

- Pirate Code. If a unit is already a pirate, he may freely attack, or be attacked, by units of his nationality.
- Religious persecution. This skullduggery allows attacks between Catholic and Protestant units during that year, even if they are the same nationality.
- Greed. A ship carrying a treasure tent may always be attacked. A pirate tent is awarded if there is no war.

Note: Heathen colonies have no nationality and may attack any units, even each other, see E2.