

## LORDS of the SPANISH MAIN ERRATA 23 January 2008

**(A3) Determining the winner** *(adds new sentence)*  
Only gold in coffers counts toward victory.

**(B5) Profit Orientation** *[Important Rules Change]* 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.]*

**(B12) Determining the order of play within each stage** *[completely replaces the 1<sup>st</sup> paragraph]*  
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 all reveal simultaneously. The player with the lowest moves first, followed by the second lowest, etc. The treasure player, however, must move last.

**(C2) Capitalization & skullduggery** *[Clarification to the 1<sup>st</sup> note]* *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).* *[Add to 2<sup>nd</sup> bullet]* *Players may accomplish as many skullduggery as they can afford.*

**(C3a) Card auction** *[clarification to the 4<sup>th</sup> bullet, bidding ties]*

• **Agnostics.** The Courlander player, who has no religious affinities, has no religious advantage when bidding upon cards that also have no religious affinities.

**(C3b) Event Card** *[Replace the first sentence]* If an event card is revealed, this card is not auctioned.

**(C4a) Unit actions** *[adds optional rule]*

• **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)** *[the final sentence of the 4<sup>th</sup> bullet should read]:* Each player receives gold equal to the profit gain, taken from the treasury and

put into his coffers during C5.

**(D1) Treasure Tents** *[adds optional rule]*

• **Alternate treasure years.** 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.)

**(D6) Treasure Flota** *[additional rule]*

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 pirate locations for treasure interdiction.]*

**(D6) Treasure Flota** *[adds optional rule]*

• **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 2<sup>nd</sup> bullet of E3 (i.e., if the raider has soldiers leftover, he transfers the stolen tent to his own coffers. Note that, 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.

• **Foreign treasure flotas.** *[adds additional sentence]* Unlike the terms of other deals in this game, the terms between the treasure player and the treasure carrier are binding.

**(E3) Sieges** *[revises the final note to read]:*

*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).*

**(E4) Sea battles** *[clarification]*

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.

*[add note]* **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.*  
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See Rick Heli's commentary and rapid set-up at:  
<http://spotlightongames.com/summary/spanish-setup.html>

Mike Siggins has given LotSM the coveted **Yokozuna Sumo Award for 2006**, see his review at:  
<http://www.funagain.com/control/viewblogpost?contentBlogPostId=14574&contentBlogId=1>

Share your ideas for improving the game at:  
**www.TheSpanishMain@YahooGroups.com**

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