

## Various & Sundry, mainly Lloyd Krassner

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# The WarpSpawn Second Big Book O'Games

## Tome 6 Historical Games Part 2/3

Various & Sundry, mainly Lloyd Krassner  
December 2020

- First edition, Sep 2004, compiled by P. Cobcroft (curufea@yahoo.com). Authors: Various & Sundry, mainly Lloyd Krassner. The Big Book has been compiled by Peter Cobcroft the official Warpspawn Librarian and keeper of Arcane Tomes.
- Second edition Dec 2020, compiled by C. Rocchini. Send comments to claudio@rockini.name. Authors: Various & Sundry, mainly Lloyd Krassner; so main contains some error and omissis.

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Florence (Italy), december 2020

# **Part I**

## **Intro**

# *Introduction to Warpspawn Games*

Article by Tom Higgins (tom@wsmf.org), Main editor of Countermoves.

There are many ways to game as there are gamers to play them. There are focused gamers who pick a theme and stick with it most of their lives. There are die hard role players, hard dice roll players and anti dice hard tech players. There are board game aficionados and card game fanatics. There are folks who like to move around the hexes and those who wont map the territory of their playing.

Then there are those who like to mix it all up.

Precious few resources exist for this type of gamer, one such resource though is Warp Spawn Games (<http://www.angelfire.com/games2/warpspawn/index.html>) Warp Spawn is home to a motley crew of game developers and players who revel in creating games as much as they do in playing them. The lead mad scientist in this laboratory of gamming is Lloyd Krassner who has been running this site since.

## **1997**

The site itself is spartan but what it lacks in graphics it makes up for in game rules. Lloyd and the Warp Spawn regulars have been churning out game rules at a break neck speed for the last few years, the count for 2001 is now over 200 and climbing. Game types range from your pure card game to your roll and move board games to hex game to role-playing to combinations of all of the above. There are lots of different types of game mechanics to choose from as well. The rule sets are broken into thematic sections; there are sections for SF, Fantasy, Historical and the infamous Other as well as a place of Universal Game Systems. More on this last one in another article. Each of these sections is further broken down by time period of subtype.

Many of the rule sets you will find are mostly straight text files. Very few have any sort of graphics, maps or unit counters. These are left for others to work on. In some cases there are graphics available either as image files or as Thoth game sets. The big advantage to a Thoth game set in this case is that the individual graphical items are not hidden in the gamebox, they are available to be manipulated and customized in directories.

The good news is that over time and with more people using Warp Spawn games the more ready-made graphics there are to play with. If you cant find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing. Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing games is a powerful tool in the developmental cycle of a game.

The act of making a game has become a game for the Warp Spawn game makers. Trying out combinations of types, tweaking rules sets, merging different mechanics and methods all are evident in the rules sets found here. You can get a glimpse of what goes on in one game developers mind on Llyod's Brainstroming page. There is also an open channel of discussion between the users and developers. This comes in the form of a message board. It's a simple text only web message board but it works to get the conversation and critiques flowing.

A Review and Essays page gives players and developers alike a place to work out the workings of the games; the good, the bad and the ugly. Often what doesn't work can be has helpful to making a better game as what does work. Hearing from the developer and the players is a great way to get a look into some of the games.

The biggest strengths Warp Spawn has going for it is not its flashy graphics (there are none) or its professional publication ready games (these games are as raw as they come, rivaling even CheapAss Games) or even its detailed rule sets (some of these games are as abstracted from their source material as a Pollack canvas). What Warp Spawn has is a down in the muck attitude where the game comes before the detail and the developing is as much fun as the playing. It's a schloberknocker no holds barred game development site that offers as wide a range of game styles as I have seen represented in any one place.

It has a core group of members who are quick to help and very into the idea that everyone is a game developer just looking for a chance to come out and play.

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# **Part II**

# **Games**



# *African Empires*

## **Introduction**

Board Game for 3-6 players. Theme: Rise and fall of various Native Empires in Western and Sub-Saharan Africa circa 1100-1700 AD.

## **Victory**

The game ends when one or more players have accumulated over 100 Victory Tokens. The winner is the player with the most Victory Tokens (VT). If players are tied, use possession of the Kings Marker going clockwise as the tiebreaker.

## **Components**

Kingdom Mats Africa Deck Victory Tokens Player Control Counter Sets Chits Kings Marker

## **Kingdom Mats**

Each one of these oversize cards represents one historic African Empire. Each simply has the name of the Empire written on it. (An image representative of that Empire would be appropriate)

## **Africa Deck**

This is a common deck. Card Types include: Government, Economy, Religion, Migrants, Disasters

## **Victory Tokens**

These come in Denominations of 1, 5, 10, 25.

## **Player Control Counter Sets**

Each player gets a set of a unique color.

## **Chits**

These come in 4 types: Government, Economy, Religion, Disasters The Government, Economy, and Religion chits are Resource Chits. Disasters are not Resource chits.

## **Kings Marker**

This should be a small sculpture with an African theme/origin. The current holder of the marker goes first in play phase.

## **Setup**

Shuffle the Africa Deck. Keep Tokens and Chits handy. Randomly select X Kingdom Mats. X = the number of Players.

Place these Mats face up in the middle of the Table. Each player picks a Control Counter Set. One player at random is given the Kings Marker.

## **Turn Sequence**

Each turn has 6 Phases:

1. Draw Phase
2. First Play Phase
3. Second Play Phase
4. Event Phase
5. Score Phase
6. End Phase

## **Draw Phase**

Each player is dealt 3 random cards from the top of the Africa deck. If the deck ever runs out, shuffle the discard and draw from it.

## **First Play Phase**

Each player takes a turn starting with the holder of the Kings Marker and then going clockwise. One your turn play (reveal) one of your cards and have it target one of the available Kingdom Mats. Place one of your control counters on the target Mat.

Place a chit on the Mat corresponding to the type of card you played. (Example: If an Economy card is played, place an Economy Chit) (Note: that Migrant cards produce no Chit) Discard the Card.

## **Collapse Rule**

When a fifth Disaster chit is placed on a Kingdom, the Kingdom is destroyed. Discard it and all Chits and Counters on it. Immediately draw another random Kingdom Mat to replace it.

## **Second Play Phase**

Each player takes a turn starting with the holder of the Kings Marker and then going clockwise. One your turn play (reveal) one of your cards and have it target one of the available Kingdom Mats. Place one of your control counters on the target Mat.

Place a chit on the Mat corresponding to the type of card you played. (Note that Migrant cards produce no Chit) Discard the Card.

## Melds & Resources

A Meld is all the resource chits of one type on a target Kingdom Mat. For instance if there were 3 Government Chits on Yoruba the Government Meld of Yoruba would be 3. Remember that Disasters do not count as resources.

## Event Phase

Each player takes a turn starting with the holder of the Kings Marker and then going clockwise. On your turn play (reveal) your remaining Africa card: If you play a Government Card, move a Resource chit from one Kingdom Mat to another. If you play a Migrant Card, move a Control Marker from one Kingdom Mat to another.

If you play a Disaster Card, discard a Resource chit from one Kingdom Mat. If you play a Religion Card, gain 2 Victory Tokens. If you play an Economy Card, place 1 Resource Chit of any type onto one Kingdom Mat.

Discard the Africa Cards.

## Score Phase

Score each Kingdom Mat in turn. The player with the most control counters on the Mat gets a number of Victory Tokens equal to the largest Meld on the Mat.

## Africa Deck Card List

Name:	Type:
Dominance	G
Hegemony	G
Medieval Empire	G
Dynasty	G
Monarchy	G
Capitol City	G
Association of Small States	G
Vassal States Submission	G
Great King	G
Secret Societies	G
Council of Elders	G
Royal Bloodline	G
Institutions	G
Great Assembly	G
Hierarchy	G
Caste System	G
Nobility	G
Queen Mother	G
Complex Political System	G
Autocratic Government	G
Strong Army	G
City-States	G
Divine Kings	G

The player with the second most control counters on the Mat gets a number of Victory Tokens equal to the second largest Meld on the Mat. (or zero if there is not a second meld) The player with the third most control counters on the Mat gets a number of Victory Tokens equal to the smallest Meld on the Mat. (or zero if there is not a third meld) If players are tied for Control Counters, use possession of the Kings Marker going clockwise as the tiebreaker.

Each Player keeps their accumulated Victory Tokens in a pile in front of them.

## End Phase

Check for Victory Conditions. The current holder of the Kings Marker passes it to the player to his left.

## Kingdom Mat List

Yoruba Ghana Bornu Kanem Songhai Mali Makuria  
Ethiopia Wolof Axum Benin Oyo

## Africa Deck Card List Notation

**G** Government

**E** Economy

**R** Religion

**M** Migrant

**D** Disaster

Name:	Type:
Cattle, Sheep, Goats	E
Livestock	E
Markets	E
Salt Trade	E
Caravans	E
Manufacturing	E
Copper & Tin Mines	E
Gold Fields	E
Gold Dust	E
Trans-Saharan Trade	E
Center of Trade	E
Major River	E
Commerce	E
Urbanization	E
Industry	E
Walled Towns	E
Large Cities	E
Rich Material Culture	E
Iron Working	E
Duties	E
Wells & Oases	E
Kola Nuts	E
Emporium	E

Name:	Type:
Ruling Establishment	G
Literacy in Administration	G
Peak of Expansion	G
Energetic Reign	G
Diplomatic Exchanges	G
Period of Conquest	G
Clan Loyalties	G
Annexations	G
Governors & Provinces	G
Consolidation	G
Treaties	G
Code of Law	G
Checks & Balances	G
Administrative Reforms	G
Sworn Allegiance	G
Political Marriages	G
Fortifications	G
Orisa Pantheon of Gods	R
Central Creator Deity	R
Tombs	R
Center of Learning	R
Timbuktu	R
Legends	R
Myths	R
Traditional Beliefs	R
Prophecies	R
Priests	R
Oracles	R
Great Magician	R
Oral Tradition	R
Griot Poet Bards	R
Customs	R
Religious Tolerance	R
Cults	R
Suicide Rites	R
Mosques	R
Muslim Scholars	R
Divination	R
Earth Mother	R
Devout Muslims	R
Ceremonies	R
Celebrations	R
Traditional Musicians	R
Ritual	R
Rich Culture	R
Artistic Achievement	R
Eunuchs	R
Sculpture	R
Christianity	R
Muslim Clerics	R
Animism	R
Ancestor Worship	R
Islamic Expansion	R

Name:	Type:
Leather, Horses, Cloth	E
Ivory Trade	E
Moroccan Trade	E
Arts and Trades	E
Portuguese Traders	E
Villages and Farms	E
Access to Coastal Ports	E
Tribute Payments	E
Taxmen	E
Imperial Revenue	E
Great Wealth	E
Fertile Lands	E
North African Traders	E
Arab Traders	E
Treachery	D
Succession Dispute	D
Collapse	D
Decline	D
Invasion	D
Internal Feuds	D
Overextended	D
Military Rivalries	D
Armed Conflict	D
Rebellions	D
Revolts	D
Breakup	D
Vassals gain Independence	D
Constant Raids	D
Crumbling Empire	D
Holy War	D
Seeds of Destruction	D
Forced to Move	D
Military Defeats	D
Famine	D
Weakness	D
Incursions	D
Bankruptcy	D
Severe Drought	D
Political Instability	D
Poor Leadership	D
Desiccation	D
Desertification	D
Jihad	D
Fragmentation	D
Warring Factions	D
Civil War	D
Wars and Battles	D
Dynastic Intrigues	D
Vulnerable	D
Fading Power	D
Disorganization	D
Disruption	D
Ethnic Groups	M

Name:	Type:	Name:	Type:
Destiny	R	Tuareg Nomads	M
Sacrifices	R	Fulani Herders	M
Islamization	R	Zaghawa	M
Pilgrimages	R	Berbers	M
Slave Trade	E	Hausa Peoples	M
Black Gold	E	Bedouins	M
Muslim Merchants	E	Shuwa Arabs	M

## Links

Mali Empire Wikipedia





# Age Of Enlightenment

## Introduction

Card game for 2-4+ players. Theme: Age of Reason 18th Century. Players try to claim the most/best people and ideas from The Age of Enlightenment.

## Victory

The game ends when both decks have been used up. The player with the most Enlightenment points wins.

## The Decks

There are 2 common decks:  
1. The Personage Deck  
2. The Discovery Deck  
Only Personage cards go into players hands.

## Setup

The most enlightened player goes first. Failing that, roll high on 1D6. Every player is dealt 1 card from the Personage Deck.

## Turn Sequence

Players take turns. Each turn has 4 phases:  
1. Draw Phase  
2. Person Phase  
3. Discovery Phase  
4. End Phase

## Draw Phase

Draw 3 Person cards. Keep 1. Discard 1. Pass 1 to the player to your left. If the Personage deck is down to 2 or less cards, it is considered to be "used up": skip this phase.

## Person Phase

You may put one Person card from your hand into play face up in front of you. You are said to control this person. If you play a Benefactor, draw 2 Person cards and put them in your hand.

## Personages Deck Card List

Name:	Nation	Type
Sir Isaac Newton	E	S
Francis Bacon	E	S

## Discovery Phase

For each person you control in turn flip over 1 Discovery card. Musicians get to flip over 4 cards. If the type Discovery card drawn is that of the Person, you get to keep it.

(Science for Scientists, Philosophy for Philosophers, Music for Musicians) Idea cards count as both Philosophy and Science cards. Benefactors may only discover Idea cards. Put discovery cards you control face up in front of you.

When the Discovery deck runs out, shuffle the discard and draw from it. If no cards remain in the discard, the game ends. If you play an Idea card, you may immediately put another Person card from your hand into play (that person does not draw this phase).

## End Phase

Max hand size is 3 cards. Discard excess cards.

## End Of Game Final Scoring

Each Discovery card has an Enlightenment Point (EP) value. The player with the most English Persons gets 50 EP. The player with the most French Persons gets 50 EP.

The player with the most German Persons gets 50 EP. The player with the most Scientists gets 50 EP. The player with the most Philosophers gets 50 EP.

The player with the most Musicians gets 50 EP.

## Personages Deck Card List Notation

- E** English/Scottish/American Personality/Group
- F** French Personality/Group
- G** German/Dutch/Scandinavian Personality/Group
- X** Personality/Group from other Nation
- S** Scientist
- P** Philosopher
- M** Musician
- B** Benefactor

Name:	Nation	Type
Immanuel Kant	G	P
Johann Wolfgang Goethe	G	P



Name:	Nation	Type
Robert Boyle	E	S
Benjamin Franklin	E	S
William Herschel	E	S
Robert Hooke	E	S
William Harvey	E	S
Rene Descartes	F	S
Antoine Lavoisier	F	S
Johannes Kepler	G	S
Gottfried Wilhelm Leibniz	G	S
Carl Linnaeus	G	S
Rousseau	F	P
Voltaire	F	P
Denis Diderot	F	P
Michel de Montaigne	F	P
Baron d'Holbach	F	P
David Hume	E	P
John Locke	E	P
Adam Smith	E	P

### Discoveries Deck Card List Notation

**I** Idea

### Discoveries Deck Card List

Name:	Type	Score
Age of Reason	I	5
Age of Optimism	I	5
Faith in Progress	I	5
Intellectual Ferment	I	5
Secular Spirit	I	5
Systematic Thinking	I	5
Birth of the Modern	I	5
Reject Religious Orthodoxy	I	5
Empiricism	I	5
Cosmic Watchmaker	I	5
Scientific Method	S	10
Cartesian Thought	S	10
Observation	S	10
Experimentation	S	10
Principia Mathematica	S	10
Telescopes	S	10
Microscopes	S	10
Discovery of Galaxies	S	10
Scientific Revolution	S	10
Law of Gasses	S	10
Conservation of Matter	S	10
Doctrine of Oxidation	S	10
Composition of Water	S	10
Theories of Electricity	S	10
Circulation of Blood	S	10
Orbits of the Planets	S	10

Name:	Nation	Type
Gotthold Ephraim Lessing	G	P
Baruch Spinoza	G	P
Christoph Gluck	G	M
Franz Joseph Haydan	G	M
Wolfgang Amadeus Mozart	G	M
Louis XIV the Sun King	F	B
Coffee Houses	X	B
Radical Men of Letters	X	P
Royal Society of London	E	S
Gifted Amateurs	X	S
Naturalists	X	S
Salons of Paris	F	B
Philosophes	F	P
Order of the Illuminati	G	B
Freemasons	X	B
Minor Composers	X	M
Symphony Orchestras	X	M

**S** Science

**P** Philosophy

**M** Music

Name:	Type	Score
Candide	P	10
Rationalism	P	10
Deism	P	10
Supreme Being	P	10
Absolutism	P	10
Utopianism	P	10
Epistemology	P	10
Laissez-faire	P	10
Pantheism	P	10
Ethics	P	10
Reductionism	P	10
Toleration	P	10
Encyclopedia	P	10
Liberalism	P	10
Physiocracy	P	10
Social Contract	P	10
Pragmatism	P	10
Rights of Man	P	10
Skepticism	P	10
Atheism	P	10
The Spirit of the Laws	P	10
Social Criticism	P	10
Sentimentalism	P	10
Utilitarianism	P	10
Nathan the Wise	P	10
Faust	P	10

Name:	Type	Score
Analytical Geometry	S	10
Theory of Inertia	S	10
Classification of the Species	S	10
Natural Philosophy	S	10
Law of Gravitation	S	10
Calculus	S	10
Opticks	S	10
Industrial Revolution	S	10

Name:	Type	Score
Orfero	M	10
Alceste	M	10
The Creation	M	10
The Seasons	M	10
The Magic Flute	M	10
The Marriage of Figaro	M	10
Public Concerts	M	10
Piano Forte	M	10

## Links

Wikipedia





# Age Of Industry

## Introduction

Card game for 2-4+ players. Each player controls a country during the First Industrial Revolution. Players try to develop their economies as quickly as possible.

## Victory

The first player to have a combined score of 100+ in Guns and Luxury Goods wins. If more than 1 person gets 100+ on the same turn, the Player with the higher score wins. If it is still tied, use transportation, and then Population, as tie-breakers.

## Resources

There are 7 types of Resources:

1. Food (Agriculture: Crops, Grains, Livestock, Fisheries)
2. Population (Skilled and Unskilled Labor)
3. Fossil Fuels (Coal, Oil, Gas)
4. Steel (Production Capacity)
5. Transportation (Trains, Shipping, Roads)
6. Guns (Military Weapons, Ammunition, and Vehicles)
7. Luxury Goods (Peacetime Consumption)

Each player has a score in each of the seven resources. As the game progresses, these scores will go up and down. Use paper and pencil (or a scoring track) to record your scores.

## The Decks

There are 2 common decks:

1. The Industry Deck
2. The Event Deck

## The Industry Deck

The industry deck contains 10 cards for each of the 7 resources. These cards are used in Development phase to increase your scores. The deck has 2 copies of each card.

## Starting Resource Scores

Each player has the following starting scores. 20 Food 10 Population 5 Fossil Fuels 5 Steel 5 Transportation 5 Guns 5 Luxury Goods One random player is given the Initiative marker. The Initiative marker determines who goes first in each phase during the turn.

## Resource Limit Chart

## Turn Sequence

Each turn has 8 phases:

1. Resource Phase
2. Transport Phase
3. Trade Phase
4. Event Phase
5. Development Phase
6. War Phase
7. Peace Phase
8. Initiative Phase

## Resource Phase

Each player draws 7 cards from the Industry deck. If the deck runs out, shuffle the discard and draw from it.

## Transport Phase

Each player may discard up to 3 cards to the Industry deck and Draw replacement cards. If the deck runs out, shuffle the discard and draw from it.

## Trade Phase

Players may freely trade Industry cards, resources, and promises. Promises are non-binding.

## Event Phase

Each player draws one card from the Event deck. Resolve and discard the Events as they are drawn. If any player draws a War card, there will be a War in War phase.

Note that event cards target the player who draws them. If unstated, Events only last the current turn. Event cards may cause Resources to be increased past their regular limits.

## Development Phase

Each player may play (discard) up to 3 Industry cards. A played card increases a players score in the indicated Resource by The indicated amount. Note that most Resources are limited in score to the score of one or more Of your other Resources. If a card would bring your score above this limit, the Card may not be played.

Resource:	Limit:
Food	There is no Limit to your Food score
Population	Your Population score can be no higher than your Food score
Fossil Fuels	There is no Limit to your Fossil Fuel score
Steel	Steel cannot be higher than your Fuel score
Transportation	Transport cannot exceed your Steel or your Fuel scores
Guns	Gun score cannot be greater than Steel or Population scores
Luxury Goods	You cannot have more Luxury goods than Population

Note: If a score goes down for some reason, it does not cause scores that Depend on it to also go down.

## War Phase

If one or more War Event cards were revealed in War phase, there is a War. The player with the highest Gun score wins the war. (Players may take turns discarding gun cards from their hands to temporarily increase their Gun scores for the purpose of this contest.) If tied, use Transport, and then Population scores as tie-breakers.

The winner steals 2 random cards next turn from any other player in Resource Phase. The losers immediately lose 2 points from their scores in all their Resources.

## Industry Deck

Card:	Score Increase:
Food	1
Food	2
Food	3
Food	4
Food	5
Population	1
Population	2
Population	3
Population	4
Population	5
Fuel	1
Fuel	2
Fuel	3
Fuel	4
Fuel	5
Steel	1
Steel	2
Steel	3

## Peace Phase

If there was no War this turn, the player with the highest Luxury Goods score Draws an extra 2 cards next turn in Resource Phase. If tied use Transport, and then Food as Tie-breakers.

## Initiative Phase

The player with the Initiative marker passes it to the player to his left. Max hand size is 3 cards. Players discard excess cards.

## Transportation Advantage

The player with the highest Transport Score gets several advantages:

1. He draws 8 cards in Resource phase.
2. He may discard and re-draw up to 4 cards in Transport Phase
3. His max hand size is 4 cards in Initiative Phase

Card:	Score Increase:
Steel	4
Steel	5
Transport	1
Transport	2
Transport	3
Transport	4
Transport	5
Guns	1
Guns	2
Guns	3
Guns	4
Guns	5
Luxuries	1
Luxuries	2
Luxuries	3
Luxuries	4
Luxuries	5

## Event Deck

Card:	Effect:
Territorial Dispute	War
Great War	War
World War	War
Imperial Ambitions	War
Old Rivalries	War
The Great Game	War
Balance of Power	No Wars this or Next Turn
League of Nations	No Wars this or Next Turn
Declare Neutrality	You are not affected by the next War
Natural Disaster	-3 Population
Invention	Draw 2 Industry cards
Nationalism	+2 Guns and draw 1 Industry card
Import Surplus	Steal 1 random card from target players hand
Export Surplus	Cards you play in Development phase are +1
Assassination	Discard hand at end of turn
Civil War	Lose 2 points in each Resource
Great Depression	Discard 2 random Industry cards
Guns & Butter	+2 Guns and +2 Food
Revolution	Play 2 max cards in development phase
Colonial Rebellion	-3 Population
Gunboat Diplomacy	+1 Population +1 Food +1 Guns
Expansionism	+2 Population +2 Guns
Dust Bowl	-3 Food
Enterprise	You may play a 4th card in development Phase
5 Year Plan	You may play a 4th card in development Phase
Baby Boom	+3 Population
Peasant Uprising	-2 Population and -2 Food
Chicken in every Pot	+3 Food
New Deal	You may play a 4th card in development Phase
Stock Market Crash	Discard 2 random Industry cards
Immigration	Steal 3 Population from target opponent
Dam Building	+3 Fuel
Shipping Magnate	+3 Transport
Bourgeois	+3 Luxuries
Arms Race	+3 Guns
Science & Industry	Draw 2 Industry cards
Oil Barons	+3 Fuel
Ocean Liners	+1 Transport +1 Population +1 Luxuries
Railroad Tycoons	+3 Transport
Industrial Giant	Draw 2 Industry cards
Monopoly	Steal 1 random card from target players hand
Gilded Age	Draw 2 Industry cards
Mass Production	Draw 2 Industry cards
Corruption	Discard 2 random Industry cards
Militarism	+3 Guns
Aristocracy	+3 Luxuries





# Alamo

## Introduction

Card game. Simulates the siege of the Alamo in 1836.

## Cards

Players will have to make their own sets of cards. The Texians and Mexicans have their own unique decks. On the Deck lists, # = number of that card in the deck.

Notice that most cards have a force value.

## Set Up

Shuffle both decks. The Texian player draws 4 cards. The Mexican player draws 4 cards.

## Turn Sequence

The turn is divided into 4 phases: Draw Phase Bombardment Phase Discard Phase Mexican Attack Phase

## Draw Phase

Both players draw 1 card from their respective decks.

## Bombardment Phase

Players may discard 1 or more Artillery cards. The recipient must discard the top card of their deck, or cards from their hands with a combined Force equal or greater than that of the Artillery card.

## Discard Phase

If the Mexican player has more than 7 cards he must discard the excess. If the Texian player has more than 7 cards he must shuffle the excess into his deck.

## Mexican Attack Phase

The Mexican player may decide not to attack. If so, the turn ends. To attack the Mexican player places

cards from his hand to the table. The Mexican must attack with at least one Leader or Reserve card.

The Mexican player may play up to 1 equipment card, 1 tactics card, 1 Artillery card, 1 Leader card, 2 Reserve cards, and any number of non-reserve Troop cards. Troop cards get a bonus of +10 Force, if they are played with their matching Leader. Add up the force value of all of these cards and multiply by 2 if a Breach card is used.

This number is the Total Mexican Force Value. The Texians may defend by playing cards to the table. The Texian player may play up to 2 equipment cards, 1 tactics card, 2 Artillery cards, 1 Leader card, 1 morale card, 1 standing defense, and any number of Troop cards.

Add up the force value of all of these cards and multiply by 2 if a Texian Fire card is used. This number is the Total Texian Force Value. Compare the Total Force Values of Both Sides.

The winner is the higher total. If tied, both players discard all their cards played. The winner shuffles the surviving cards into his deck.

The loser discards all cards played. The loser must discard cards from his hand or drawn from the top of his deck with a combined Force value equal to or greater than the difference between the Total values. Doubler cards are considered to be Force = 50 for this purpose.

The winner may keep played cards with a combined Force value equal to or less than the difference between the Total values.

## Mexican Victory

If the Texian player goes to draw a card and there are no cards left in his deck, than the Mexicans are able to take the Fortress with fewer casualties than they did in historical fact.

## Texian Victory

If the Mexican player goes to draw a card and there are no cards left in his deck, than the Mexicans take more casualties than historical fact.

## Mexican Deck Card List

#	CARD	FORCE	NOTES
1	General Cos	30	1st Column, Leader



#	CARD	FORCE	NOTES
5	Aldama Battalion	20	1st Column, Troops
3	San Luis Companies	20	1st Column, Troops
1	Colonel Duque	10	2nd Column, Leader
1	General Castrillion	10	2nd Column, Leader
5	Toluca Battallion	20	2nd Column, Troops
2	San Luis Companies	20	2nd Column, Troops
1	Colonel Romero	10	3rd Column, Leader
5	Matamoros Companies	20	3rd Column, Troops
5	Jiminez Fusiliers	20	3rd Column, Troops
1	Colonel Juan Morales	10	4th Column, Leader
3	Light Companies	10	4th Column, Troops
1	Santa Anna	50	Reserves, Leader
5	Zapadores Battalion	30	Reserves, Troops
5	Grenadier Companies	30	Reserves, Troops
5	Mexican Batteries	30	Artillery
1	Battery at 250 yards	50	Artillery
1	Mexican Sharpshooters	10	Artillery
1	Scaling Ladders	10	Equipment
1	Muskets	10	Equipment
1	Carbines	10	Equipment
6	Breach	–	Tactics; Doubler
1	Encirclement	30	Tactics

## Texian Deck Card List

#	CARD	FORCE	NOTES
1	William B. Travis	40	Leader
1	Davy Crockett	50	Leader
1	James Bowie	30	Leader
1	James Bonham	10	Leader
1	Captain Baugh	10	Leader
1	Lt. George Kimball	10	Leader
1	Captain Dickinson	10	Leader, +10 to artillery cards played with
5	Texian Volunteers	20	Troops, +10 if played with Bowie
2	Gonzales Ranging Co.	30	Troops, +10 if played with Kimball
3	Texian Cavalry	30	Troops; +10 if played with Travis
1	New Orleans Greys	30	Troops
1	Alabama Red Rovers	30	Troops
1	Volunteer, ex-US Army	30	Troops
1	San Antonio Greys	30	Troops
1	Mobile Greys	30	Troops
2	Tennesseans	30	Troops; +10 if played with Crockett
1	"Victory or Death"	40	Morale
1	"Never Surrender"	40	Morale
1	Waiting for Fannin	40	Morale
1	"Post of Honor"	40	Morale
1	Line in the Dust	40	Morale
1	McGregors Bagpipes	10	Morale
1	Stockade	10	Standing Defense
1	Long Barracks	10	Standing Defense

#	CARD	FORCE	NOTES
1	Low Barracks	10	Standing Defense
1	Trenches	10	Standing Defense
1	Earthwork Ramparts	10	Standing Defense
3	12 Foot High Wall	20	Standing Defense
1	Mission Church	10	Standing Defense
1	Hospital	10	Standing Defense
3	Kentucky Rifles	20	Equipment
2	Grapeshot	20	Equipment
1	Blunderbusses	10	Equipment
1	Raid	40	Tactics
6	Texian Fire	–	Tactics; Doubler
1	18-pdr. Cannon	30	Artillery
2	Lunette Artillery	20	Artillery
2	Chapel Artillery	20	Artillery
2	Cannons	20	Artillery





# Alaska

## Introduction

Card and Dice game for 2-5 players. Alaska Theme. Each player controls 1 town in Alaska.

Build up your town and score the most points.

## Victory

The player with the most Victory Points at the end of the game wins.

## Money

Currency in the form of Dollars is used.

## The Common Deck

Players share a common deck. Before play it must be stacked: Shuffle all the Early cards to make the top third of the deck. Shuffle all the Late cards to make the bottom third of the deck.

## Card Types

There are Resource (Investment) Cards and Event Cards.

## Resource Cards

There are 13 Resource card types: Indians, Mines, Fish, Wood, Ships, Ground, Air, Government, Military, Oil, Agriculture, Service, and Tourism

## Event Cards

Event cards are mixed into the deck just like resource cards. They effect the player who draws them. If a card allows a free buy, it must be of a card set aside or drawn this turn; if There are no candidates, it has no effect.

Event cards once drawn and played are removed from the game.

## The Dice

Six sided dice are used.

## Common Deck Card List

## Setup

Each player starts with 2 Dollars. The strangest player goes first. Stack the Deck as described above in The Decks Section.

## Turn Sequence

Players take turns. Each turn is divided into 2 phases:

1. Revenue Phase
2. Investment Phase

## Revenue Phase

Gain 1 Dollar for free. Roll 1D6 or 2D6 Gain Revenue from every one of your Resources whose score matches your roll. If your roll did not match any of your cards gain a second Dollar for free.

Dollars come from the Bank. If a Resource has the ticket Property, then 1 Dollar comes from an opponent Instead of the Bank.

## Investment Phase

Have the top 3 cards of the deck face up. You may buy one card for its face value. You may buy a second card for double its cost.

You may buy the third card for triple its cost. You may buy a fourth card for quadruple the cost and so on. Cards not bought are set aside and can be bought later by any player on their Turn in addition to and/or instead of the top 3 that are always revealed.

## Game End

The Game ends when there are no more cards left to draw: All players in order may spend the last of their Dollars.

## End Game Scoring

Score 1 Victory Point for every Card you own. Score 2 VP for every Government and Military Card. Score 3 VP for every Oil and Tourism Card.

Score 2 VP if you have the most cards of a type (Check for all 13 types)

Card Name:	Type	Cost	Score	Revenue	Notes:
Tlingit Tribe	Early Indian	1	1-2	1	X = Wood
Aleut Village	Early Indian	1	1-2	1 +X	X = Fish
Reservation	Early Indian	1	1-2	1 +X	X = Govs
Eskimo Land	Early Indian	1	1-2	1	X = Oil
Haida People	Early Indian	1	1-2	1	+1 VP
Fur Trapping	Early Agri	1	1-2	1 +X	X = Wood
Old Fort	Early Milit	1	3-4	1	+1 VP
Courthouse	Early Gov	3	6	1	-
Salmon	Early Fish	2	3-4	1 +X	X = Indians
Herring	Early Fish	2	6	1 +X	X = Ships
Whaling	Early Fish	4	6-7	1 +X	X = Ships
Canneries	Early Fish	5	6-7	X	X = Fish
Trading Post	Early Serv	3	5	1 +X	X = Mines
Lumber Jacks	Early Wood	1	5	1	+1 VP
Docks	Early Ship	3	6-7	1	Ticket
Boats	Early Ship	2	5-6	1	Ticket
Steamers	Early Ship	4	6	2	-
Gold Mine	Early Mine	3	2-3	1D6	Mined out on 6
Gold Panning	Early Mine	1	2-3	1D6 -3	+1 VP
Rich Vein	Early Mine	2	3-4	1D6	Mined out on 6
Gold Prospectors	Early Mine	2	2-3	1D6	Mined out on 6
Gold Claim	Early Mine	2	2-3	1D6	Mined out on 6
Coal	Early mine	3	4	2	-
Copper Mines	Mine	5	4-5	2	-
Silver Mines	Mine	5	2-3	4	-
Zinc Mines	Mine	5	3-4	3	-
Crab	Fish	2	4-5	2	-
Halibut	Fish	2	5-6	1	-
Pollock	Fish	3	7	1 +X	X = Ships
Cod	Fish	3	7	1 +X	X = Ships
Shrimp	Fish	2	8	2	-
Lumbering	Wood	2	5-6	2	-
Spruce	Wood	2	6-7	1	-
Logging Camp	Wood	2	7	2	-
Saw Mills	Wood	3	7	1 +X	X = Wood
Wood Pulp	Wood	3	8	3	-
Port	Ship	3	9+	4 +X	X = Ground
Harbor	Ship	4	10+	4 +X	X = Ships
Shipping	Ship	3	11+	5	Ticket
Ferry	Ship	2	7	1	Ticket
Fishing Fleet	Ship	4	6-7	1 +X	X = Fish
Railroad	Ground	4	7-8	1	Ticket
Train	Ground	3	7	2	Ticket
Railway	Ground	4	8	3	Ticket; +1 VP
Highway	Ground	4	9	4	-
Tunnel	Ground	5	10	5	Ticket
Bridge	Ground	6	9-10	4	Ticket
Airfield	Air	2	10+	3	Ticket
Airport	Air	3	9	4	Ticket
Airlines	Air	4	10	6	Ticket; +1 VP

Card Name:	Type	Cost	Score	Revenue	Notes:
Float planes	Air	2	9+	2	Ticket
Rural Subsistence	Agriculture	1	1-2	1	-
Dairy Livestock	Agriculture	4	8	2	-
Fur Seals	Agriculture	2	9	3	-
Oil Well	Oil	3	10	4	-
Trade & Services	Service	5	7	1	Ticket
University of Alaska	Service	6	7	1	+1 VP
Construction	Service	4	7	-	Investments cost 1 less
Military Base	Military	6	6-7	1	-
Air Force Base	Military	5	8	1 +X	X = Air
Naval Base	Military	6	8-9	1 +X	X = Ships
Coastguard	Military	4	6	1 +X	X = Ships
Army Base	Military	3	5	2	-
Regional Capital	Government	4	8	3	-
Mail Service	Government	5	6	2	-
State Capital	Government	9	9	5	+1 VP
Customs	Late Gov	5	6-7	1	Ticket
Native Corporation	Late Indian	4	7	1 +X	X = Oil
Air Cargo	Late Air	6	8-9	2	Ticket
Sand & Gravel	Late Mine	4	8	2	-
Greenhouses	Late Agri	5	6	2	-
Nurseries	Late Agri	4	8-9	1 +X	X = Wood
Tankers	Late Ship	7	9	4 +X	X = Oil
Cruise Ships	Late Ship	8	7	2 +X	X = Tour
Oil Reserves	Late Oil	8	12	4X	X = Wood
Petroleum	Late Oil	6	8-10	5	-
Crude Oil	Late Oil	6	8	8	-
Drills	Late Oil	5	9	10	-
Alaskan Pipeline	Late Oil	10	7	2 +X	X = Oil
Oil Rigs	Late Oil	9	10+	12	-
Oil Fields	Late Oil	7	8-9	6	-
Recreation	Late Tour	2	7-8	1 +X	X = Wood
Eco Tourism	Late Tour	2	8	3	-
Passenger Train	Late Tour	5	8-9	1 +X	X = Ground
Glaciers	Late Tour	4	9	3	+1 VP
National Park	Late Tour	7	8-9	2 +X	X = Gov
State Park	Late Tour	5	8	3 +X	X = Gov
Hotels	Late Tour	4	7	1	Ticket
Inside Passage	Late Tour	4	8	2 +X	X = Ships
Sport Fishing	Late Tour	3	8	2 +X	X = Fish

## Event Card List

Event:	Notes:
Seward's Folly	Early; Lose 4 Dollars but gain 1 VP
Gold Rush	Early; Buy a Mine card for free
Boom	Early; Gain 5 Dollars
Avalanche	Early; Lose 1 Dollar
Bust	Early; Lose 3 Dollars

Event:	Notes:
Exploration	Early; Gain 1 VP
Con Men	Early; Gain 1D6 -2 Dollars

Depression	Lose 6 Dollars
Alaskan Air Expedition	Buy an Air card for Free
Fire	Lose 2 Dollars
Ghost Towns	Lose 4 Dollars
Alaska Railroad	Buy a Ground card for Free
Homestead Act	Gain 5 Dollars
Iditarod	Gain 1 VP
Statehood	Buy a Government card for Free
WWII	Buy a Military card for Free
Alaska Highway	Buy a Ground card for Free

Earthquake	Late; Lose 5 Dollars
Cold War Build-Up	Late; Buy a Military card for Free
Oil Spill	Late; Lose 4 Dollars and 1 VP in end game scoring
Oil Price Spike	Late; Gain 7 Dollars
Oil Price Crash	Late; Lose 6 Dollars
State Spending	Late; Gain 5 Dollars
Recession	Late; Lose 3 Dollars
Settlement Act	Late; Gain 1 VP
Volcanic Eruption	Late; No Effect
Conservation Act	Late; Buy a Tourism Card for Free
Discovery	Late; Buy an Oil Card for Free
Fish Farms	Late; Lose 2 Dollars per Fish Resource
Permanent Fund	Late; Lose 6 Dollars but gain 1 VP







# *Altun Ha*

## **Introduction**

Card Bidding & Building Game for 2-4+ players. Theme based on the Belize Mayan Ruins of Altun Ha, occupied and built up between 200 BC and 900 AD before it was abandoned, probably due to a combination of overpopulation, drought, famine, social unrest, and civil war.

## **Winning**

The player with the most Scoring points at the end of the game wins.

## **Scoring Points**

Use paper and pencil to keep track of scoring.

## **Game End**

The game ends immediately in any turn in which the Priest King is unable to Feed his people in Farming Phase.

## **Population**

Use paper and pencil to keep track of the current Population Level.

## **Calendar Token**

This is used to keep track of Turn order within a round.

## **Priest King Token**

This is awarded to the player who won the most recent bid.

## **The Deck**

Players share a common deck. There are 3 types of cards:

1. Bid Cards (also used for Building)
2. Trade Cards
3. Maya God Cards (Wild Cards)

## **Setup**

Shuffle the deck. Each player is dealt 5 cards. One random player is given the Calendar Token.

Population Level starts at 2. No one starts in possession of the Priest King Token.

## **Round Sequence**

Each Round is divided into 8 Phases: Calendar Phase Population Phase Draw Phase Trade Phase Bid Phase Farm Phase Build Phase Cycle Phase

## **Calendar Phase**

The player with the Calendar token passes it to the player to his right.

## **Population Phase**

The Population Level increases by 1. Record the new Level.

## **Draw Phase**

Each player is dealt 2 Cards from the deck. If the deck runs out, shuffle the discard and draw from it.

## **Trade Phase**

Each player may play one Trade card from his hand. The player with the Calendar Token plays first and then proceed Clockwise.

## **Bid Phase**

All players must bid zero to two Bid cards from their hands. God cards can be used as Bid cards with a value of 7. Bidding is simultaneous: Players reveal their Bid cards at the same time.

The player with the highest value bid (combined value if 2 cards played) wins the bid and takes possession of the Priest King Token. All bid cards are discarded. If there is a tie, the next lowest bid wins.

If there is no next lowest bid card the player with fewer Scoring Points wins. If still tied, the turn ends immediately and start a new turn.

## **Farming Phase**

The Priest King must discard 1 or 2 Bid cards with a combined value equaling or exceeding the Population level. If unable to do so, the game ends immediately and the current Priest King loses 13 Scoring Points. God Cards can be used as Bid Cards with a value = 7.

## Build Phase

The Priest King may play up to 2 Bid cards: Bid cards used in this way are referred to as Build cards. A Bid card of value 1 is placed by itself face-up in the middle of the table and is considered the first Stage of a new Temple. Higher level Bid cards can be added onto already existing Temples. They are placed staggered on the top of a Temple with a level 1 less than the card being placed.

Examples: a level 2 card is placed on top of a level 1 card; or a level 6 card is placed on top of a level 5 card. The Priest King gains Scoring points equal to the value of the cards he places. If unable to build, he loses 7

Scoring Points.

God cards can be used as Wild Build cards with a value of 1-8 as the Priest King Desires.

## Cycle Phase

Max hand is 5 cards. Players discard excess cards.

## Card List Notation

**B** Bid Cards

**T** Trade Cards

**M** Maya God Cards

## Altun Ha Common Deck Card List

Name:	Type:	Count	Value:	Notes:
Plaza	B	13	1	-
Base	B	13	2	-
Stage	B	11	3	-
Stairs	B	9	4	-
Façade	B	7	5	-
Steps	B	5	6	-
Platform	B	3	7	-
Altar	B	1	8	-
Stone	T	1	-	Draw 3 Cards
Salt	T	1	-	Draw 1 Card & Look at Opponents Hand
Maize	T	1	-	Use to Pay any amount in Farm Phase
Cocoa	T	1	-	Steal 1 Random card from Opponents Hand
Ceramics	T	1	-	Look at next 5 cards in deck & take one
Honey	T	1	-	Opponent must Discard 2 Random Cards
Feathers	T	1	-	Target Opponent loses 5 Scoring Points
Textiles	T	1	-	All Opponents lose 1 Scoring Point Each
Pyrite	T	1	-	Steal 3 Scoring Points from target Opponent
Obsidian	T	1	-	Gain 5 Scoring Points
Jade	T	1	-	Use to automatically Win in Bid Phase
Codex	T	1	-	Look at next 10 Cards in Deck
Sun God	M	1	-	-
Moon Goddess	M	1	-	-
Hero Twins	M	1	-	-
Maize God	M	1	-	-
Death Gods	M	1	-	-
Rain Gods	M	1	-	-





# American Revolution

## Introduction

Two player Card game of the American Revolution. One player is the Americans, the other is the British.

## The Deck

Players share a common deck. The card list has 120+ cards. The deck has 1 of each card on the list.

## Strategic Turns

The game is played in 7 Strategic turns corresponding to the 7 years of the war: 1775, 1776, 1777, 1778, 1779, 1780, 1781.

## Victory

The winner is the first player to win 3 turns in a row, or if this does not occur, the player to win turn 1781. (Its not how many battles you won, its who won the last battle)

## Setup

The Americans are dealt 1/3 of the deck. The British are dealt 1/3 of the deck. The remaining 1/3

is set aside (and not used).

## Strategic Turn Sequence

Pronounce which year this turn corresponds to. Both players go through their deck and take out which cards they want to play this turn. Both players play these cards face to the table simultaneously.

Cards that specify a year must be the same as the current Strategic turn. Note: Cards of Year = X can be used in any turn. Only the American player can use American cards.

Only the British player can use British cards. Both players can use cards of the "Either" type. Add up the force of all cards played.

Compare the Force totals of both players. The higher Force total wins the turn. Americans win ties.

All played cards are discarded face up. Keep track of which player won which years.

## Card List Abbreviations

**Side** American (A), British (B), or Either (E)

**Type** Leader (L), Troops (T), Event (EV), Battle (BT)

## Card List

Card Name:	Side	Type	Force	Year
General George Washington	A	L	5	X
General Nathaniel Greene	A	L	3	X
General Benedict Arnold	A	L	3	1775-9
General Lincoln Benjamin	A	L	3	X
General Horatio Gates	A	L	3	X
General Charles Lee	A	L	3	X
General Daniel Morgan	A	L	3	X
General William Moultrie	A	L	3	X
Baron Von Stuben	A	L	3	1777+
Captain John Paul Jones	A	L	3	X
Thomas Jefferson	A	L	3	X
Francis Marion the Swamp Fox	A	L	3	X
Sam Adams	A	L	3	X
Marquis de Lafayette	A	L	3	1778+
Comte de Rochambeau	A	L	3	1778+
George Rogers Clarke	A	L	3	X
Don Bernardo Galvez	A	L	3	1779+
Benjamin Franklin	A	L	3	X
Continental Congress	A	L	3	X

Card Name:	Side	Type	Force	Year
General Carleton	B	L	3	X
General Sir William Howe	B	L	3	X
General John Burgoyne	B	L	3	X
General Sir Henry Clinton	B	L	3	X
General Lord Charles Cornwallis	B	L	3	X
General Augustine Prevost	B	L	3	X
General Gage	B	L	3	X
Banastre Tarleton	B	L	3	X
French Fleet	A	T	2	1778+
Continentalists	A	T	2	X
Minute Men	A	T	2	X
Militia	A	T	2	X
French Troops	A	T	2	1778+
Patriot Irregulars	A	T	2	X
Colonial Army	A	T	2	X
British Fleet	B	T	2	X
British Regulars	B	T	2	X
British Redcoats	B	T	2	X
Tories	B	T	2	X
Iroquois Indian Allies	B	T	2	X
Royalists	B	T	2	X
Mohawk Indian Allies	B	T	2	X
Hessian Mercenaries	B	T	2	X
Garrison	E	T	1	X
Siege	E	T	1	X
Bayonet Attack	E	T	1	X
Bombardment	E	T	1	X
Expeditionary Force	E	T	1	X
Wheel About	E	T	1	X
Outflank	E	T	1	X
Encircle	E	T	1	X
Counterattack	E	T	1	X
Rearguard Action	E	T	1	X
Lines of Communication Cut	E	T	1	X
Night March	E	T	1	X
Surprise	E	T	1	X
Enlistments	E	EV	1	X
A Shot Rang Out	A	EV	2	X
Spirit of Rebellion	A	EV	2	X
French Supplies	A	EV	2	X
Tory Uprising	B	EV	2	X
Indian Raids	B	EV	2	X
Lexington	B	BT	4	1775
Concord	A	BT	4	1775
Bunker Hill	A	BT	4	1775
Falmouth Maine Burned	B	BT	4	1775
Montgomery captures Montreal	A	BT	4	1775
Quebec	B	BT	4	1775
Fort Ticonderoga Captured	A	BT	4	1775
Saint Johns	A	BT	4	1775
Great Bridge	A	BT	4	1775
Moore's Creek Bridge	A	BT	4	1776
Charleston (Fort Moultrie)	A	BT	4	1776

Card Name:	Side	Type	Force	Year
Long Island	B	BT	4	1776
Valcour Island	B	BT	4	1776
Trenton	A	BT	4	1776
Crossing the Delaware	A	EV	4	1776
Siege of Boston	A	BT	4	1776
Fort Washington	B	BT	4	1776
White Plains	A	BT	4	1776
Nathan Hale	A	EV	4	1776
Common Sense by Thomas Paine	A	EV	5	1776
Declaration of Independence	A	EV	7	1776
Princeton	A	BT	4	1777
Danbury	A	BT	4	1777
Fort Ticonderoga Captured	B	BT	4	1777
Fort Stanwix	A	BT	4	1777
Bennington	A	BT	4	1777
Brandywine Creek	B	BT	4	1777
Freemans Farm	A	BT	4	1777
Paoli, Pennsylvania	B	BT	4	1777
Germantown	B	BT	4	1777
Fort Montgomery Captured	B	BT	4	1777
Fort Mercer & Fort Mifflin	B	BT	4	1777
Bemis Heights	A	BT	4	1777
Saratoga	A	BT	7	1777
Valley Forge Winter Retreat	B	EV	3	1777
France Declares War	A	BT	4	1778
Monmouth, New Jersey	A	BT	4	1778
Newport, Rhode Island	B	BT	4	1778
Savannah Captured	B	BT	4	1778
Vincennes	A	BT	4	1778
Stony Point	A	BT	4	1779
Spain Declares War	A	BT	4	1779
Paulus Hook	A	BT	4	1779
Kettle Creek	A	BT	4	1779
Newtown	A	BT	4	1779
Briar Creek	B	BT	4	1779
Spring Hill	B	BT	4	1779
Port Royal Island	A	BT	4	1779
Stono Ferry	B	BT	4	1779
Charleston Captured	B	BT	6	1780
Benedict Arnold Traitor	B	EV	4	1780
Waxhaw Creek Massacre	B	BT	4	1780
Camden	B	BT	6	1780
Kings Mountain	A	BT	4	1780
Morristown Winter Quarters	B	EV	3	1780
Chesapeake Capes	A	BT	4	1781
Holland Declares War	A	BT	4	1781
Cowpens	A	BT	4	1781
Guilford Court House	B	BT	4	1781
Mutinies	B	EV	4	1781
Hobkirks Hill	B	BT	4	1781
Ninety Six South Carolina	A	BT	4	1781
Eutaw Springs	A	BT	4	1781
Yorktown	A	BT	7	1781

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# Aztec Skirmish

## Introduction

Board & card game for 2 players. Battle between Aztecs & Conquistadors. Abstract skirmish level combat.

Each figure represents a single man (unit).

## Victory

You win if you kill the opposing Leader.

## The Map

Use an 8x8 chessboard.

## The Men

Use chits or miniatures to represent men.

## Aztec Unit Types

#	Type	Hits
1	War Leader	3
2	Jaguar Knight	2
2	Eagle Knight	2
19	Warrior	1

# Number of that type of man you start the game with.

**Hits** Number of Hits that type of unit has.

## Conquistador Unit Types

#	Type	Hits
1	Captain	3
8	Soldier	2
4	Horseman	2
2	Cannon	2

## Setup

The Aztec player places one unit on each square of his back three rows. The conquistador places one unit on each square of his back two rows. Units may not stack.

## The Cards

Players share a common deck.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase
3. Attack Phase

## Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

## Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

Horsemen can be moved up twice per turn. Cannons can move a max of 2 spaces per turn.

## Attack Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

You cannot attack through other units, except for Bows & Atlatl. Attacks can be diagonal or orthogonal. Attacks do one Hit of damage to the target.

Use Chits or coins to record damage. A man reduced to zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Cannons can only attack using cannon only cards. A canister shot has a range = 2. It does damage to that square, the two Squares on either side, and the square at range = 1. Roundshot travels in a straight line for unlimited range. It does damage to every Unit in every square it passes through.

## Card List Notation

- M** Movement
- A** Attack
- D** Defense
- K** as a Knight would move in Chess
- Type** Purpose of card
- User** Who can use the card
- Z** Aztec
- C** Conquistador
- E** Either



## Card List

Card Name:	#	User	Range	Type	Notes:
Dagger	2	E	1	A	
Blood Sacrifice	1	Z	-	-	Draw 2 cards
Spiked Clubs	2	Z	1	A	
Obsidian Spears	2	Z	1	A	
Atlatl	2	Z	2	A	
Slings	2	Z	2	A	
Bows & Arrows	2	Z	2	A	
Take Captive	1	Z	1	A	Vs unit with 1 hit only
Padded Armor	1	Z	-	D	
Battledress	1	Z	-	D	
Magic	1	Z	-	D	Lucky Talismans
Wooden Shields	1	Z	-	D	
Fighting Skill	1	Z	1	A	Knights only
Steel Swords	2	C	1	C	
Muskets	2	C	3	A	Soldiers only
Matchlocks	2	C	3	A	
Rapiers	2	C	1	A	
Steel Breastplates	2	C	-	D	
Steel Helmets	2	C	-	D	
Pistols	2	C	2	A	
Crossbows	2	C	2	A	Soldiers only
Canister Shot	2	C	x	A	Cannons only
Round Shot	2	C	x	A	Cannons only
Fear of Horses	1	C	1	A	Horsemen only
Lances	1	C	1	A	Horsemen only
Pikes	2	C	1	A	Soldiers only
Closed Ranks	2	C	-	D	
Veteran Soldiers	2	C	-	D	
Massacre	1	C	1	A	
Gold, God & Glory 1	C	-	-	-	Draw 2 cards
Maneuver	10	E	1	M	
Advance	8	E	2	M	
Charge	6	E	3	M	
Sprint	4	E	4	M	
Gallop	2	E	5	M	Horsemen only





# Baroque Masters

## Introduction

Card game for 2-4+ players. Each player is an Architect in Rome during the Baroque Era 1600's. Players try to increase their own reputation at the Expense of their Rivals.

## Victory

When the deck runs out a second time, the player with The most Reputation Points (RP) wins.

## Reputations

Use coins or pen & paper to keep track or Reputation Points (RP).

## The Deck

Players share a common deck. The deck has 5 card Types: Patrons, Commissions, Quality, Actions, and Events. Patrons, Commissions, and Quality cards are referred to as Permanents.

## Setup

Shuffle the deck. The most Baroque player goes first in the first Round

## Turn Sequence

Play proceeds in Rounds. A Round has 4 Phases:

1. Draw Phase
2. Option Phase
3. Scoring Phase
4. End Phase

## Draw Phase

Place the top six cards of the deck face up in a row visible to all. These are referred to as the Option cards.

## Option Phase

During a Round, players take turns (going clockwise (to the left)). The first player to go in a Round is the player to the left of The player who went first in the previous round. A player on his turn must take possession of one Option card.

If the card is an Event, it must be resolved immediately. Action cards are placed in the player's hand. Action cards can be used during any option phase.

## Card List

If it is a Permanent card, the player must put it in his hand, or Put it into play face up in front of him visible to all. A player may have a max of 3 different Patrons in play. A player may have 1 Commission for each Patron.

A Commission may have any number of Quality cards attached. You may put Permanents from your hand into play at any Time during your option segment. When used, event and action cards are removed from the game (not the discard).

When the deck runs out the first time, shuffle the discard and draw from it.

## Scoring Phase

Players may score Melds. All Permanents have a point (rank) value ranging from 1 to 5. A Meld must contain: 1 Patron card 1 Commission card 0 or any number of (differently ranked) Quality cards.

A player gains a number of RP = the total point value of the meld. A Meld with no Quality cards is worth -1 RP. Each Quality card after the first is worth +1 RP.

The Meld cards are removed from the game (not the discard). Note that you may wait to score a meld in hopes of adding Additional Quality cards, however, this leaves open the Possibility of the meld being stolen or discarded.

## End Phase

Max hand size is 3 cards. Discard excess cards.

## Card List Notation

- # Copies of that card in the deck
- P** Patrons
- C** Commissions
- Q** Quality
- A** Actions (Keep in Hand)
- E** Events (Resolve Immediately)
- RPV** Reputation Point Value
- TO** Target Opponent
- DT** Discard Target
- RAP** Reveal them and Play them or Put them in your Hand
- OH** Opponents Hand
- AC** And attached Commission card (Discard attached Quality cards)

Card Name:	Type	#	RPV	Notes:
The Pope	P	4	5	
Noble Family	P	4	4	
Wealthy Family	P	4	3	
Church Order	P	4	2	
Minor Family	P	4	1	
Cathedral	C	1	5	
Restoration	C	1	5	
Basilica	C	1	5	
Major Project	C	1	5	
Reconstruction	C	1	4	
Church	C	1	4	
Centerpiece	C	1	4	
Palazzo	C	1	4	
Piazza	C	1	3	
School	C	1	3	
Renovations	C	1	3	
Oratory	C	1	3	
Bell Towers	C	1	2	
Shrine	C	1	2	
Villa	C	1	2	
Façade	C	1	2	
High Altar	C	1	1	
Bronze Doors	C	1	1	
Colonnades	C	1	1	
Sculpture	C	1	1	
Grandiose	Q	1	5	
Great	Q	1	5	
Grandeur	Q	1	5	
Magnificent	Q	1	5	
Beautiful	Q	1	4	
Brilliant	Q	1	4	
Astonishing	Q	1	4	
Revolutionary	Q	1	4	
Breathtaking	Q	1	3	
Splendid	Q	1	3	
Dazzling	Q	1	3	
Innovative	Q	1	3	
Sublime	Q	1	2	
Opulent	Q	1	2	
Inventive	Q	1	2	
Elegant	Q	1	2	
Graceful	Q	1	1	
Intricate	Q	1	1	
Elaborate	Q	1	1	
Noteworthy	Q	1	1	
Criticism	A	1	-	TO Loses 1 RP
Gothic	A	1	-	TO Loses 2 RP
Scandal	V	1	-	TO Loses 3 RP
Condemnation	A	1	-	TO Loses 4 RP
Public Disgrace	V	1	-	TO Loses 5 RP

Card Name:	Type	#	RPV	Notes:
Ambition	A	1	-	Draw 1 Cards RAP
Enterprise	A	1	-	Draw 2 Cards RAP
Virtuosity	A	1	-	Draw 3 Cards RAP
Passion	V	1	-	Draw 2 Cards RAP
Genius	V	1	-	Draw 3 Cards RAP
Madness	V	1	-	Discard your hand
Idiosyncrasies	V	1	-	Discard your hand
Tormented	V	1	-	TO must discard hand
Intrigue	A	1	-	TO must discard hand
Scheme	A	1	-	Steal Patron AC
Plot	A	1	-	Steal Patron AC
Fiery Temper	V	1	-	DT Patron Card
Dismissal	A	1	-	DT Patron Card
Celebrated	V	1	-	Gain 3 RP
Famous	V	1	-	Gain 5 RP

## Number Of Players

Use 6 Option cards for 2-3 players. Use 8 Option cards for 4 Players. Use 10 Option cards for 5 players.  
For 6+ players draw Option cards = number of play-

ers.

## Cardset Available!!!

Thanks Ron!





# *Battle Of The Three Emperors*

## **Introduction**

Card game for 2 Players. Simulation of the Battle of Austerlitz. One player is Napoleon.

The other player is the Third Coalition as represented by Austria & Russia.

## **Victory**

Control all 3 Fronts (Flanks) and reduce your opponents Morale to zero.

## **The Field**

There are 3 Strategic Fronts (Flanks): Stanton Hill (North) Pratzen Heights (Center) Telnitz (South)

## **The Deck**

Players share a common deck.

## **Setup**

Napoleon starts in possession of Stanton Hill and Telnitz. The Coalition starts in control of the Pratzen Heights. Each player starts with 20 Morale points.

## **Turn Sequence**

Players take turns. Each turn has 4 Phases. Strategy Phase Orders Phase Attack Phase End Phase

## **Strategy Phase**

Draw 5 cards from the Deck. If the deck runs out, the battle is a draw.

## **Orders Phase**

Put Leader and Unit cards into play. Leader & Units cards must be assigned to a specific Front. Some cards designate a Front, others allow you to choose.

## **Action Phase**

You may launch one attack on one target Front. You may attack from a Front even if you already control the Front. The Defender may play Defense cards at specific Fronts.

Players add up the Force of all their Units, Leaders, Attack, Defense, and Event cards played at the Front. If the Defender controls the Front he gets +4 Force. The higher total Force wins the Action.

The Winner gains control of the Front. The Winner gains 2 Morale Points. The loser loses 3 Morale Points.

## **End Phase**

Max hand size is 7 cards. Discard excess cards.

## **Victory Cards**

You can only play a Victory card if you have just won an Action. Draw 1 card when you play a Victory card.

## **Attack Cards**

You may Play an attack card to launch an extra attack on another Front. This is effectively an additional Action Phase. (Max one attack per Front per turn)

## **Reserve Cards**

Discard a Reserve card to Search the Deck for one of your Leader or Unit cards and put it in your hand.

## **March Cards**

Discard a March card to Draw 2 cards.

## **Maneuver Cards**

Discard a Maneuver card to Move one of your Leaders or Units to an Adjacent Front. Draw 1 card when you play a Maneuver card.

## **Standstill Cards**

Discard a Standstill card to cause opponent to discard 2 random cards from his hand.

## **Strategy Cards**

Discard a Strategy card to move 1 opposing Leader or Unit to an adjacent Flank. Draw 1 card when you play a Strategy card.

## **Deck Notation**

**L** Leader  
**U** Unit  
**A** Attack  
**D** Defense  
**E** Event  
**V** Victory  
**R** Reserve  
**S** Strategy  
**M** March  
**X** Maneuver  
**Y** Standstill  
**N** Napoleon

**C** Coalition**B** Both Napoleon & the Coalition

Casualties = Discard opposing Leader or Unit Assault

= You can only use this at a Front you do not control

**Deck Card List**

Card Name	Type	Force	Use	Notes
Decisive Defeat	V	-	B	Casualties
Carefully Timed Blow	A	7	N	Assault
Hold Ground	D	5	B	
Marshall Oudinot	L	4	N	
Marshall Davout	L	4	N	
Marshall Soult	L	4	N	
Marshall Lannes	L	4	N	
Marshall Bernadotte	L	4	N	
Marshall Murat	L	4	N	
Reinforcements	E	4	B	
Reserve	R	-	B	
Check Advance	D	5	B	
French Imperial Guard	U	7	N	
Hour of Glory	V	-	B	Gain 2 Morale
French Corps	U	5	N	
Sweeping Maneuver	X	-	N	
Confound Opponents	Y	-	N	
Confusion	Y	-	B	
Bavarian Allies	U	4	N	
Mamelukes	U	6	N	
Good Progress	M	-	B	
Lines of Advance	M	-	B	
Abandon the Field	V	-	B	Casualties
Converge	M	-	B	
Cross River	M	-	B	
Enveloping Force	A	7	B	
Careful Deployment	R	-	N	
All-Out Attack	A	6	B	
Concentrate Troops	X	-	B	
Center of Operations	M	-	B	
Defensive Flank	D	6	B	
Ensnare	S	-	N	
Trap Snaps Shut	V	-	N	Opponent loses 2 Morale
Hard Pursuit	V	-	N	Casualties
Feign Weakness	S	-	B	
Lure Opponents	S	-	B	
Duplicity	S	-	B	
Mist & Fog	S	-	B	
Storm Heights	A	5	B	Assault
Unleashed	R	-	B	
Repel	D	5	B	
Imperial Guard	U	7	N	
Shatter Center	V	-	B	Center Only: Gain 2 Morale
Wheel Forces	X	-	B	
Flee in Disorder	V	-	B	Casualties
Hard Fought Action	E	3	B	
Hold at all Costs	D	7	B	

Card Name	Type	Force	Use	Notes
Full Retreat	V	-	B	Opponent discards 2 cards
Exhaustion	Y	-	B	
Over-Extension	Y	-	B	
Forced March	R	-	B	
Link-Up	X	-	B	
Demoralized	V	-	B	Opponent loses 2 Morale
Tsar Alexander	L	5	C	
Emperor of Austria	L	4	C	
Marshall Kutusov	L	6	C	
Surrender	V	-	B	Casualties
Cut-Off	V	-	B	Opponent loses 2 Morale
General Buxhowden	L	4	C	
Encirclement	A	7	B	
Collapse	V	-	B	Casualties
General Bagration	L	4	C	
Desperate Battle	E	3	B	
Lichtenstein	L	4	C	
Recall Men	E	-	B	Gain 2 Morale
Russian Imperial Guard	U	7	C	
Repulse	D	7	B	
Chosen Ground	S	-	N	
Fortifications	D	7	B	North & South Flanks only
Regain Initiative	V	-	B	Draw an extra Card
Mass Attack	A	6	B	Assault
Hold the Line	D	5	B	
Congestion	Y	-	B	
General Langeron	L	3	C	
Split in Half	V	-	B	Opponent loses 2 Morale
Complete Surprise	A	7	N	
Full Scale Attack	A	5	B	Assault
Stolid Defense	D	6	B	
Bombardment	V	-	B	Casualties
Cavalry Charge	A	5	B	
Resist Bravely	D	5	B	
Charismatic Leadership	E	5	N	
Artillery Fire	E	3	B	
One Sharp Blow	A	7	N	Assault
Light Infantry	U	3	B	
Light Cavalry	U	3	B	
Heavy Cavalry	U	4	B	
Contested Village	E	6	B	
Skirmishing	E	3	B	
Bayonet Charge	E	5	B	
Support Flank	R	-	B	
Allied Column	U	4	C	
Diversionsary Attack	A	3	C	
Commit Reserve	R	-	B	
Furious Onslaught	A	7	B	Assault
Counter-Attack	A	5	B	







# Blown Away

## Introduction

Board & card game for 2 players. 18th Century Naval Combat Abstract skirmish level Ship combat. Each figure represents a single Ship (unit).

## Victory

You win if you Sink the opposing Flagship.

## The Map

Use an 8x8 chessboard.

## The Ships

Use chits or miniatures to represent Ships. Each Player has 4 types of Ships.

## Fleet Unit Table

#	Type	Hits
1	Flagship	4
2	Ship of the Line	3
2	Frigate	2
3	Sloop	1

# Number of that type of Ship you start the game with.

**Hits** Number of Hits that type of Ship has.

## Setup

Each player places one Ship on each square of his back row. Ships may not stack.

## The Cards

Players share a common deck.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Maneuver Phase

3. Fire Phase

## Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

## Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

## Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Every attack does 1 point of damage. Use Chits or coins to record damage.

A ship reduced to zero Hits sinks and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

## Card List Notation

**M** Movement

**A** Attack

**D** Defense

**X** Special

**K** As a Knight would move in chess

**Type** Purpose of card

**Dam** Damage (inflicted or prevented)

# Number of that card in the Deck.

## Card List

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Surrender	2	1	A	Only vs Ships with 1 Hit left

Card Name:	#	Range	Type	Notes
Canister	2	1	A	
Grapeshot	2	2	A	
Bow Rake	2	2	A	Only by ship that moved this turn
Broadsides	2	3	A	
Roundshot	2	4	A	
Chainshot: Dismasted	1	2	X	Target can no longer move
Barshot: Dismasted	1	3	X	Target can no longer move
Hot Shot: Fire	2	-	X	Attack does 1 extra damage
Breeze	5	1	M	
Winds	4	2	M	
Sail	3	3	M	
Break the Line	2	K	M	
Gust	2	4	M	
Reload	2	-	X	Draw 2 Cards
Rally	2	-	D	
Refuse Battle	2	-	D	





# Blue Vs Gray Combined Arms

## Introduction

Board game for 2 players. American Civil War theme. No dice or cards. Each unit represents a regiment.

## Victory

Occupy all Forts or destroy the enemy General.

## The Map

Use an 8x8 chessboard.

## Unit Master List

Unit Name:	Move	Range	Defense	Max/Min
General	4	1	4	1/1
Cavalry	4	1	4	6/2
Infantry	2	1	5	-/6

## Unit Special Abilities

All friendly units adjacent to the General get Defense +1 Infantry do 2 damage vs Cavalry Artillery do 2 damage vs Infantry Cavalry do 2 damage vs Artillery Mortars do 2 damage vs Units in Forts

## Army Creation

Each player designs an army before play starts. An army is composed of 16 units. The Master List gives the maximum & minimum numbers for each unit type

## Setup

Each player places one unit on each square of his back three rows. Units may not stack. Players take turns placing their units.

Determine who goes first in a non-random manner.

## Turn Sequence

Players take turns. Each turn has 2 phases:

1. Move Phase
2. Attack Phase

## Move Phase

You can move some, none, or all of your units in move phase. Units can move orthogonally or diagonally. Units can move up to a number of spaces equal to their Move Trait.

Units cannot move through other units.

## Units

Use chits or miniatures to represent units. There are 7 distinct unit types.

## Unit Attributes

Each unit has 3 Attributes or Traits: \*Move: the number of spaces the unit can move per turn. \*Range: the maximum number of spaces distant the unit can apply damage. \*Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities.

Unit Name:	Move	Range	Defense	Max/Min
Riflemen	2	2	4	4/-
Artillery	1	3	3	4/-
Mortar	1	2	3	2/-

## Attack Phase

Each of your units can attack one target enemy unit in Fire Phase. Different units may attack different targets. Each unit has a Range Trait (number of spaces out it can attack into) A unit can only attack a target that is within its range.

Units with ranges 2+ can attack over other units. An attack does 1 point of damage. As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.

(Combined Arms: you must concentrate force & combine attacks) A retreating unit must move laterally or back towards its side of the board 1 space. A retreating unit unable to move is destroyed and is removed from the board. Units that retreat off the board are destroyed.

A unit cannot move laterally if it will come in contact with an enemy unit.

## Double Whammy Rule

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

## Optional Rules

### Terrain

Distribute Hills & Forts. Units occupying Hills have a Defense bonus of +1. Units occupying Forts have a Defense bonus of +2.

### **Elite Units**

Each player may make 2 of his units Elite. Elite units get +1 to Defense & always do 2 Damage instead of 1.

### **Experienced Units**

A unit that helps destroy 5 enemy units becomes Elite.

### **Reinforcements**

Every third turn each player gets one additional non-general unit. Reinforcement Units start on a player's back row.

### **Campaign**

Use a Larger map with bigger armies. Use all the other optional rules.





# Boer War

## Introduction

2 player card game. Simulation of the Boer War 1899-1902. One player is the British Empire.

The other player is the Transvaal & Free Orange State Boers.

## Victory

Reduce your opponent to zero Blood Tokens.

## Blood Tokens

Each player starts the game with 20 Blood Tokens.

## The Decks

Each player has their own unique deck. Each deck contains 2 copies of each card in their respective card list. Each deck has 40 cards.

There are 2 card types:

**T** Troops

**S** Strategies

Each card has a Force value of 1 to 10.

## Turn Sequence

Each turn is divided into 4 phases:

1. Logistics Phase
2. Strategy Phase
3. Battle Phase
4. End Phase

## Logistics Phase

Each player fills their hand to 9 cards. If the deck ever runs out, shuffle the discard and draw from it.

## Strategy Phase

Each player may discard 1 card to activate its special ability. (Refer to card list for Special Abilities) The player with the fewest Blood points goes first. If tied, the Boer player decides who goes first.

Cards played in this turn are referred to as Event Cards.

## Boer Card List

## Battle Phase

Each player determines the total force value of their hand for the categories of Strategy and Troops. Up to 4 Troop cards may be played, and 4 Strategy cards. Duplicate cards may not be played.

The player with the higher score in a category wins it. The loser in a Category loses 1 Blood Token. If the loser's score is less than half the winners he loses an additional Blood Token.

In event of a Tie both players lose 1 BT. If a player wins both categories his opponent loses an additional Blood Token. Discard all played cards at the end of the phase.

## End Phase

Players must discard down to 2 or less cards.

## Course Of The War

The war had 3 stages:

1. The first stage saw major Boer successes vs Inept British Leadership.

The Boer player gets to draw an extra card for the first 5 hands of the game.

2. The second stage saw the British occupy the capitals of the Boers.

No one has an advantage in the second stage.

3. The third stage saw Boer Guerilla Warfare outdone by British Total Warfare.

The might of the British Empire allows them to draw an extra card every Turn starting with the eleventh turn.

## Card List Notation

**BP** Battle Phase

**BT** Blood Token

**F** Force

**OP** Opponent or Opponent's

**SC** Strategy Card

**TC** Tactics Card

**DC** Discarded

**PAN** Play another Event

**D1C** Draw 1 Card from the Deck and put it in your Hand

Card Name:	Force	Type	Special Ability:
Hit & Run Tactics	9	S	OP discards 2 random cards
Guerilla Warfare	10	S	D2C
Cunning Traps	8	S	OP TC are -3F this turn in BP
Ambushes	6	S	OP DC Strongest TC DC in BP
Entrenched Hills	5	S	Your SC are +3F this turn
Home Territory	3	S	Gain 1 BT
Inept British Commanders	7	S	OP DC Strongest SC DC in BP
Raids	4	S	LAOH then OP DC 1 random card
Camouflage	2	S	Negate Event just played by OP
Skirmishes	1	S	OP must DC 1 card of his choice
Small Mobile Forces	8	T	Negate Event just played by OP & D1C
Excellent Marksmen	6	T	Win all ties in BP
Light Artillery	1	T	OP loses 1 BT
Maxims & Mausers	2	T	Your TC are +3F this turn
Bitterenders	10	T	Gain 1 BT and OP loses 1 BT
Veteran Snipers	7	T	OP SC are -3F this turn in BP
Live in the Saddle	4	T	Each card you play in BP is +1F
Masters of Gun & Horse	5	T	D1C then PAN
Militia Riflemen	3	T	LAOH then D1C
Boer Commandos	9	T	OP loses 1 BT and D1C

## British Card List

Card Name	Force	Type	Special Ability:
Displays of Courage	2	S	Your TC are +3F this turn
Learn from Mistakes	1	S	Negate Event just played by OP
Break Siege	7	S	OP DC Strongest SC DC in BP
Railroads	3	S	Gain 1 BT
Imperial Reinforcements	9	S	D2C
Block Houses	8	S	Your SC are +3F this turn
Occupation	4	S	OP must DC 1 card of his choice
Scorched Earth Policy	6	S	LAOH then OP DC 1 random card
Concentration Camps	5	S	OP loses 1 BT
Total War	10	S	OP discards 2 random cards
Garrisons	1	T	D1C then PAN
Infantry	2	T	Your TC are +1F this turn then D1C
Brigades	3	T	Each card you play in BP is +1F
British Regulars	7	T	D3C then discard 2 then PAN
Field Artillery	4	T	Win all ties in BP
Vickers Machine Guns	6	T	OP TC are -3F this turn in BP
Naval Gun Batteries	5	T	OP DC Strongest TC DC in BP
Cavalry	8	T	OP SC are -3F this turn in BP
Relief Columns	9	T	Negate Event just played by OP & D1C
Expeditionary Force	10	T	Gain 1 BT and OP loses 1 BT

## Card Set Available

: Ludi Popina

## Links

Essay Boer War Boers







# Boom Town

## Introduction

Players are rival Business Bosses in an old west boomtown. Hire Gunslingers to do your Dirty Work. The first player to acquire \$100 becomes the new Mayor.

## Deck, Dice & Dollars

Six sided dice are needed. Use change to keep track of money. Players share a common deck.

## Setup

Shuffle the deck. Each player is dealt a hand of 5 cards. Roll high on 1D6 to determine turn order.

## Object

Be the first player to collect \$100.

## Turn Sequence

Players take turns. Each turn has 9 Phases:

1. Draw Phase
2. Collection Phase
3. Recruit Phase
4. Claim Phase
5. Dirty Deeds Phase
6. Holdup Phase
7. Showdown Phase
8. Posse Phase
9. Discard Phase

## Draw Phase

All players fill their hands to 5 cards. If the deck runs out, reshuffle the discard and draw from it.

## Collection Phase

Collect revenue from each Establishment in play you control. Revenue generated is per that listed on the card.

## Recruit Phase

Place one Gunslinger card into play face up. Gunslingers remain in play until killed.

## Claim Phase

Place one Establishment card into play from your hand.

## Dirty Deeds Phase

Play one Dirty Deed card. Resolve the effects as written on the card. If you play the range war card you may keep playing showdown phases this turn until you capture an establishment, or you run out of gunslingers.

## Holdup Phase

Assign a holdup card to one of your Bad gunslingers. Any opponent may try to stop the holdup with one of his Good gunslingers. Both players may play up to 1 Guts, 1 Gang, and 1 Gun card each simultaneously.

Each player rolls 3D6. A player may reroll one die or add one to the total for each Shootout card played, the player with the lower total first. The gunslinger with the higher total wins.

The other gunslinger is discarded. Discard all shootout cards. If there is a tie neither gunslinger is killed.

If the bad gunslinger wins he gets the amount of money on the holdup card. The holdup card is discarded.

## Showdown Phase

If you did not play a holdup card last phase, you may lay claim to an opponents establishment with one of your bad or ugly gunslingers. Your opponent may intervene with one of his good or ugly gunslingers. Both players may play up to 1 Guts, 1 Gang, and 1 Gun card each simultaneously.

Each player rolls 3D6. A player may reroll one die or add one to the total for each Shootout card played, the player with the lower total first. The gunslinger with the higher total wins.

The other gunslinger is discarded. Discard all shootout cards. The winner gets to keep the establishment card.

If there is a tie both gunslingers are killed and the defender keeps the Establishment.

## Posse Phase

If you did not play a holdup card or lay claim this turn, you may assign a posse card to one of your good gunslingers. Your gunslinger may attack a target opponent's bad gunslinger. Both players may play up to 1 Guts, 1 Gang, and 1 Gun card each simultaneously.

Each player rolls 3D6. A player may reroll one die or add one to the total for each Shootout card played, the player with the lower total first. The gunslinger with the higher total wins.

The other gunslinger is discarded. Discard all shootout cards. If there is a tie both gunslingers are killed.

If the good gunslinger wins he gets the reward

money on the posse card. The posse card is discarded.

### Discard Phase

Discard one or more cards from your hand.

### Gunslinger List

Name:	Side:
Pick Axe Pete	Ugly
Geronimo	Ugly
Crazy Horse	Ugly
Sitting Bull	Ugly
John Doc Holiday	Ugly
Cowboy Kyle	Ugly
The Old Timer	Ugly
The Klondike Kid	Ugly

Name:	Side:
Trapper John	Ugly
Buckaroo	Ugly
Calamity Jane	Ugly
The Sheriff	Good
The Deputy	Good
Wild Bill Hickock	Good
Davie Crockett	Good
Texas Ranger	Good

Federal Marshall Good

Wyatt Earp	Good
Bat Masterson	Good
Buffalo Bill	Good
Colonel Custer	Good
Pinkerton Detective	Good
Butch Cassidy	Bad
The Sundance Kid	Bad
The Dalton Gang	Bad
Billy the Kid	Bad

Wyatt Earp	Good
Johnny Reb	Bad
The Shootist	Bad
Big Bad Bart	Bad
The Frio Bandito	Bad
The James Gang	Bad
Jesse James	Bad
The Regulators	Bad

### Shootout Card List

Name:	Type:
Double Barrel Shotgun	Gun
Winchester Rifle	Gun
Six shooter	Gun
Scattergun	Gun
Derringer	Gun
Tomahawk	Gun
Bowie Knife	Gun
Smith & Wesson	Gun
Frontier Revolver	Gun

Name:	Type:
Colt Revolver	Gun
Peacemaker	Gun
Beechers Bible	Gun
Remington Double Action	Gun
Sharps Breech Loader	Gun
Buffalo Rifle	Gun
Deadwood Posse	Gang
Lynch Mob	Gang
Missouri Border Ruffians	Gang

Doge City Peace Commission Gang

Miners	Gang
Sioux Indian Braves	Gang
Mexican Bandits	Gang
Outlaws	Gang
Soldiers	Gang
Cavalry	Gang
Ranchers	Gang
Townsfolk of Tombstone	Gang

Miners	Gang
Quick Draw	Guts
Ambush	Guts
Dead Drunk	Guts
Killer Instinct	Guts
High Noon	Guts
Out of Bullets	Guts
Yellow Bellied	Guts

Miners	Gang
Mountain Men	Gang
Sun in your eyes	Guts

Miners	Gang
Ricochet	Guts

Fanning the Hammer Guts Got the drop on him  
Guts

Hipshooting	Guts
Stampede	Guts
Misfire	Guts

## Dirty Deeds Card List

Card Name:	Notes
Dynamite	Destroy target Establishment
Claim Jumping	Take control of target Establishment
Hang em High	Destroy target Bad Gunslinger
Arson	Destroy target Establishment
Shot in the Back	Destroy target Good Gunslinger
Pony Express	Search the deck for 1 card & put it in your hand
Range War	See rules

## Holdup Cards

Card Name:	Notes
Bank Robbery	\$15
Train Robbery	\$10
Cattle Rustling	\$5

Card Name:	Notes
Stagecoach Robbery	\$5
Wells Fargo Holdup	\$10

## Posse Cards

Card Name:	Notes
Reward Notice	\$5
Tracker	\$5
Apache Indian Guide	\$5

Card Name:	Notes
Bounty Hunters	\$5
Box Canyon	\$5

## Establishment Card List

Card Name:	Revenue	Notes
Acme Saloon	\$X	X = Gunslingers in play/3 round up
Red Light Brothel	\$X	X = Ugly Gunslingers in play
Gambling Hall	\$X	X = 1D6-1; Roll each turn
Horse Trader	\$X	X = Good Gunslingers in play
Trading Post	\$X	X = Bad Gunslingers in play
Railroad Station	\$2	
McSween's Store	\$2	
Gold Mine	\$X	X = 1D6; Roll each turn; discard if roll = 1
First National Bank	\$X	X = Establishments in play/3 round up
Cattle Ranch	\$3	
OK Corral	\$3	
Coal Mine	\$1	
Boot Hill Cemetery	-	Get \$1 every time a Gunslinger dies
Cotton Mill	\$1	

Card Name:	Revenue	Notes
Telegraph Office	\$X	X = Players in game

**Cardset Available!!!**

Thanks Kapt! [Click Here](#)

**Game Designers Notes**

For a shorter game play to \$50.





# Bourgeoisie

## Introduction

Card game for 2-4+ players. Theme: Social Advancement in 17th Century France. By means of purchase of ennobling offices players advance their Bourgeoisie Families into the Aristocracy.

## Victory

The player with the most Prestige Points at the end of the game wins. The game ends when a turn ends and there are no cards left in the deck.

## Families

Each player builds up 1 Family at a time. Once a Family has been ennobled and has an income of 30+ silver per turn from investments, it is retired and the player must start a new family.

## The Deck

Players share a common deck. There are 6 card types: Families, Trade, Bonds, Land, Offices, and Events. The Land, Bond, and Office types are collectively called Investments.

## Markers

There are 4 different types of Common Markers: Silver Coins (100 Livres) Gold Coins (1,000 Livres) Upgrade Markers Opportunity Tokens

## Dice

Six and Ten sided Dice are needed.

## The Opportunity Track

This has a place for the Deck and 10 cards to be laid out: Discard | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | Deck A cards position on the track is the cost in Opportunity Tokens to take it.

## Setup

Shuffle the Deck. Each player starts with 1 random Family card in play. Lay out 10 cards randomly to each of the 10 spaces on the Opportunity Track.

Each player starts with 1D10 Silver.

## Turn Sequence

Players take turns. Each turn is divided into 9 Phases: Family Phase Revenue Phase Fate Phase Opportunity Phase Capital Phase Conversion Phase Investment Phase Noblement Phase End Phase

## Family Phase

If you have no Family card in play you may put one in play from your hand at no cost. You may not put a Trade card or any investment card into play if you don't have a family card in play. You may have a max of 1 non-retired Family card in play at a time. You may put a Trade card in play for Gold equal to its value.

A Family may have a max of 1 Profession card in play at a time. Cards in play are placed face up in front of you.

## Revenue Phase

Gain Silver equal to the combined value of every card you have in play for your most current family.

## Fate Phase

Gain 1D6 Opportunity Tokens (OT). OT can be saved from turn to turn.

## Opportunity Phase

You may buy cards on the Opportunity Track using your OT. Place these cards into your hand. A cards position on the track is the cost in OT to take it.

Some Event cards are resolved as soon as you buy them.

## Capital Phase

You may discard one or more cards from your hand. Gain Silver equal to the value of the discarded cards.

## Conversion Phase

Convert Silver to Gold. Every 10 Silver converts into 1 Gold. Keep the Change.

## Investment Phase

If you have a Trade card in play with your current family, you may buy Land and/or Bond cards from your hand. These cost Gold equal to their value. A family may have multiple Land and Bond cards in play.

If your current family has at least one Land in play, you may buy an Office card for Gold equal to its value.

A Family may not have more Office cards in play than land cards.

### Noblement Phase

If your current family has at least 1 office and is making 30+ Silver per turn, it may retire. If it is making 50+ Silver per turn, you must retire it, even if it has no office. Set the retired Family aside in its own stack.

When retiring, you must discard all your Gold. Next turn you may start a new family.

### End Phase

Max hand size is 7 cards. Discard excess cards. If there is a card in the #1 spot on the Opportunity track discard it. Next slide all the remaining cards down from 10 to 1 filling in all empty spaces on the Track. Flip over cards from the deck to fill in a vacated #10 spot. Continue until all 10 Spaces are full.

### Common Deck Card List

Name	Type	Value	Notes:
Paupers	F	1	
Serfs	F	1	
Peasants	F	2	
Refugees	F	2	
Migrants	F	3	
Porters	F	3	
Servants	F	4	
Hired Hands	F	4	
Commoners	F	5	
Country Folk	F	5	
Provincials	F	6	
Workers	F	6	
Laborers	F	7	
Freemen	F	7	
Sailors	F	8	
Townsfolk	F	8	
Burghers	F	9	
Tradesmen	F	9	
Craftsmen	F	10	
Artisans	F	10	
Physicians	T	1	
Lawyers	T	1	
Woad Trade	T	2	
Wool Trade	T	2	
Charcoal Trade	T	3	
Brick & Tile Trade	T	3	
Horticulture	T	4	
Sugar Refining	T	4	
Grain Trade	T	5	
Textile Industry	T	5	

### End Game Scoring

Score Prestige Points (PP) for each of your families. A family gets PP equal to the value of its Lands and Offices. If a retired family has no Offices it gets -5 PP.

Get an extra +5 PP for each retired family you have after the first.

### Upgrade Tokens

Each Upgrade Token (UT) on a card increases its value by 1.

### Card List Notation

**F** Family  
**T** Trade  
**B** Bonds  
**L** Land  
**O** Offices  
**E** Events  
**UT** Upgrade Tokens

Name	Type	Value	Notes:
Metallurgy	T	6	
Manufacturing	T	6	
Linen Merchant	T	7	
West Indies Trade	T	7	
Spice Trade	T	8	
Luxury Merchant	T	8	
Silk Business	T	9	
Ship Building	T	9	
Bankers	T	10	
Financiers	T	10	
Securities	B	1	
Securities	B	2	
Securities	B	3	
Securities	B	4	
Bonds	B	1	
Bonds	B	2	
Bonds	B	3	
Bonds	B	4	
Annuities	B	1	
Annuities	B	2	
Annuities	B	3	
Annuities	B	4	
Joint Stock Shares	B	1	
Joint Stock Shares	B	2	
Joint Stock Shares	B	3	
Joint Stock Shares	B	4	
Mortgages	B	1	
Mortgages	B	2	
Mortgages	B	3	
Mortgages	B	4	
Plots	L	1	
Parcels	L	1	
Fields	L	2	
Pasture	L	2	
Countryside	L	3	
Hinterland	L	3	
Farmland	L	4	
Grounds	L	4	
Tracts	L	5	
Acreage	L	5	
Range	L	6	
Agricultural Land	L	6	+1 PP
Small Estate	L	7	+1 PP
Expanse	L	7	+2 PP
Holdings	L	8	+2 PP
Vineyard	L	8	+3 PP
Villa	L	9	+3 PP
Urban Property	L	9	+3 PP
Manor	L	10	+4 PP
Large Estate	L	10	+5 PP
Courtier	O	3	
Registrar	O	3	
Lesser Official	O	4	

Name	Type	Value	Notes:
Municipal Officer	O	4	
Military Office	O	5	
Clergy	O	5	
Dowry	O	6	
University Dean	O	6	
Tax Assessor	O	7	
Fiscal Officer	O	7	
Administrator	O	8	+1 PP
Tax Collector	O	8	+1 PP
Abbott	O	9	+2 PP
Marriage	O	9	+2 PP
Tax Farmer	O	10	+3 PP
High Functionary	O	10	+3 PP
Dignitary	O	11	+4 PP
Judgeship	O	11	+4 PP
Bishop	O	12	+5 PP
Mayor	O	12	+5 PP
Plague	E	-	All players lose 1D6 OP
Famine	E	-	All players lose 1D6 Gold
Nepotism	E	-	Counts as 5 Gold for buying Office
Patronage	E	-	Counts as 4 Gold for buying Office
Corruption	E	-	Steal 2 Silver from all other Players
Innovators	E	-	Place 3 UT on target Trade
Professionals	E	-	Place 2 UT on target Trade
Reputable	E	-	Place 3 UT on target Family
Cunning	E	-	Gain 2D6 Silver
Fine Vista	E	-	Place 2 UT on target Land
Legitimacy	E	-	Place 3 UT on target Office
Crisis	E	-	Counts as 5 Gold for buying Land
Feudal Tenures	E	-	Counts as 4 Gold for buying Land
Default	E	-	Discard target Bond
Reinvest	E	-	Cost 3 Gold. Place 5 UT on target Trade
Capital	E	-	Counts as 5 Gold for buying Trade
Recognition Fees	E	-	Counts as 3 Gold for buying Office
War	E	-	Discard target Land
Taxes	E	-	All players lose 1D6 Silver
Diversify Portfolio	E	-	Gain 1D6 OP

## Links

Bourgeoisie







# Boxer Rebellion

## Introduction

Historical War game for 4 players. Hex-map, unit counters, dice, random deployment of common enemy, race for victory conditions.

## Players

Each player takes control of one of the 4 foreign armies: The British (Including Indian troops) The Russians The Japanese The Americans (Including German & Italian troops)

## Background

For a historical synopsis of the Boxer Rebellion please visit this Website

## The Map

Use a large hex map (25 x 25 minimum). The map is of Peking, the capital of China. There are 4 terrain types:

1. Rural
2. City (Including buildings and roads)
3. Imperial Palace (Forbidden City, home of the Dowager Empress)
4. Legation (Embassy) neighborhood (Where all the Diplomats and Foreign Nationals live)

There are also walls: Walls border hexes. Walls must be breached in order for units to pass. The city is surrounded by walls. 4 hexes in the center of the city are the Imperial Palace.

They are surrounded by walls. A wall (The Tartar Wall) divides the city into North & South sides. Next to the Forbidden city on the North side of the Tartar Wall is the 4 adjacent hexes of the legation.

The Legation is partially surrounded by walls. Each Foreign army must travel at least 10 hexes to get to

the Legation neighborhood. The hexes outside the city are rural.

## Counters

Each counter represents 500 men or a battery of 10 cannons.

## Setup

Each foreign army starts along the border hexes on a different side of the map. The British start on the North Side. The Russians start on the West Side.

The Japanese start on the East Side. The Americans start on the South Side. The Russians get the first turn.

The Forbidden city is occupied by Ching Imperial Army units.

## Victory

When all 4 Legation hexes are occupied by Foreign army units, the game is over. The foreign nationals are rescued. If one player occupies all 4 hexes, it is a total victory for that player.

If different players occupy different legation hexes, it is a shared victory.

## Turn Sequence

Players take turns. Each turn has 5 phases:

1. Rally Phase
2. Artillery Phase
3. Breach Phase
4. Rebel Phase
5. Action Phase

## Rally Phase

Roll once for each of your suppressed units:

1D10	Result:
1-4	Remove all Suppression counters
5-7	Remove one Suppression counter
8-9	Unit pinned. Remove no counters
10	Rout: Unit retreats 1 hex if possible. Remove no counters

## Artillery Phase

Each Artillery unit can attack one Chinese unit up to 3 hexes away. Roll 1D10:

1D10	Result:
1-5	Target Unit destroyed
6	Artillery unit out of Ammo for rest of game.
7-8	Target Unit Suppressed
9-10+	Target Unit unaffected

Add +1 to the roll if attacking Ching units. No modification if attacking Boxer units. Add +1 to the roll if attacking a unit 2 hexes away. Add +2 to the roll if attacking a unit 3 hexes away.

No modification if attacking adjacent units. Add +1 to the roll if attacking a unit behind a wall. Suppressed artillery cannot attack.

Artillery cannot attack unscouted hexes.

## Breach Phase

Units can attempt to breach a wall (one hex face of wall). Roll 1D10:

1D10	Result:
1-5	Wall unaffected.
6-10	Wall Breached.

Add +2 to roll if the unit is artillery. Place a Breach marker next to the breached wall. Suppressed units may not attempt to breach.

## Rebel Phase

Roll once for every Chinese unit that you want to activate:

1D10	Result
1-3	The unit is activated
4-10	The unit does not act this turn.

1D10	Result:
1-2	Unit fails to move. (Lack of communication, confusion, snipers, skirmishes)
3-7	Unit can move one space
8-10+	Unit can move 2 spaces.

Artillery units get -1 to the roll. (Heavy, difficult to move in cities) Japanese Troops get -1 to the roll. (They are too busy killing Chinese to move) Americans get +1 to the roll. (They have a tendency to rush in) Suppressed units cannot move. A unit gets -1 to its roll if it tries to move past an opposing foreign (shooting each other in the back) or Chinese unit. Units may not enter hexes containing 'Impassable Area' counters.

If a unit tries to enter a hex occupied by a Ching or Boxer unit it must stop and fight it (See Combat rules). A unit cannot move after fighting. After a unit moves it scouts all adjacent hexes (See Scout rules) A unit can only move into a hex that has been scouted.

Units cannot move through an unbreached wall. Reserve Rule: An adjacent suppressed unit and a 'healthy unit' of the active player may automatically trade places. This counts as their moves for the turn.

If the activated unit has a suppression marker, its action will be to remove it. An activated unit can freely be moved one hex, or it can attack: A Chinese artillery unit will fire at the closest foreign unit of the active players choice up to 2 hexes away. A Boxer or Ching army unit will attack an adjacent foreign unit of the active players choice.

See the combat rules if the Chinese are made to attack.

## Scout Rule

Every time a foreign unit moves you must scout the surrounding adjacent unscouted hexes. All city hexes start the game as unscouted (Unknown, unexplored) Once a hex is scouted, it remains scouted for the rest of the game. To scout, draw one random counter from the Rebellion Draw Pile and place it in the hex being scouted.

The Rebellion Draw Pile contains the counter types listed in the Chinese Counter List. When a Chinese unit is destroyed, it is set aside in a discard pile. If the draw pile ever runs out, draw from the discard pile.

## Action Phase

Artillery units that attacked or breached cannot move this turn. No units may stack. Only one unit per space. In order to move a Foreign unit must roll 1D10:

## Combat Rules

If an army unit tries to enter the same space as a Ching or Boxer unit roll 1D10:

1D10	Result:
1-5	The Chinese army is destroyed
6-8	The Chinese army is suppressed
9-10	The Chinese army is unaffected

Add +1 to the roll if attacking a Ching Unit. Add -1 to the roll for each suppression marker on the Chinese unit. Next roll 1D10 again:

1D10	Result:
1-7	The Foreign army is unaffected
8-10	The Foreign army is suppressed
11+	The Foreign army is destroyed

Add +1 to the roll for each suppression marker on the Foreign unit. Add +1 to the roll if attacking a Ching

Artillery Unit. If the Foreign unit is unaffected and the Chinese unit is destroyed the foreign unit may enter the hex.

If a unit becomes Suppressed, put a Suppression marker under it. Foreign armies never directly attack each other.

Chinese Counter List

Counter Name:	#	Counter Color:(Notes)
Ching Imperial Army	20	Orange
Ching Imperial Artillery	10	Orange-Red
Boxer Rebels	70	Yellow
Empty Areas	50	Pink
Impassable Areas	50	Brown (Dense housing, Fires, Waterways)

# Number of that counter contained in the Rebellion Draw Pile  
Impassable areas cannot be moved through, destroyed,

or breached. The counters for Empty areas may be discarded immediately.

Foreign Units List

Unit Name:	#	Counter Color:
Russian Troops	8	White
Russian Artillery	2	White
British Troops	6	Navy-Blue
British Artillery	3	Navy-Blue

Notes: Use a symbol on the counters to differentiate artillery & troop units.

Unit Name:	#	Counter Color:
Japanese Troops	20	Red
Japanese Artillery	1	Red
American Troops	6	Green
American Artillery	1	Green

The Map

Courtesy of Janne Thorne:





# British Sudan

## Introduction

2 player card game around the Mahdist uprising in the Sudan 1885-1898. One player is the Anglo-Egyptians. The other player is the Mhadists.

## Decks

There are two unique decks, one for each player.

## Regions

There are five region cards:

1. Egypt
2. Northern (Military) Sudan
3. Southern Sudan (Omdurman, Khartoum, the Ghezira, the White and Blue Niles)
4. Western Sudan (Kordofan and Darfur),
5. Eastern Sudan (the Atbara river, Abyssinian frontier, and Red Sea Littoral)

## Victory

A player automatically wins if he ever controls all 5 regions at the same time. The player who controls the most regions at the end of turn 9 is the winner.

## Setup

The British player is in control of Egypt. Neither player controls the other 4 regions. Players use tokens to mark which regions they control.

## Turn Sequence

Each turn has 5 phases:

1. Logistics Phase
2. Relief Phase
3. Deploy Phase
4. Travel Phase
5. Conflict Phase

## Logistics Phase

Each player fills their hand to 7 cards from their own deck. If the deck runs out shuffle the discard and draw from it.

## Conflict Table

## Relief Phase

You may discard up to 4 cards and draw replacements.

## Deploy Phase

Players roll high on 1D6 to see who deploys last. Players take unit cards from their hands and place them onto the regions face down. You must deploy like units with like units if possible.

When both players have deployed the cards are revealed. The British may only Deploy to Egypt and North. The Dervishes may deploy to all regions except Egypt.

## Travel Phase

Players roll high on 1D6 to see who moves last. Players may move 1D6 Unit cards from one adjacent region to another. The British player may move additional Unit cards if he plays a Movement card.

Boats & Cavalry may move automatically for free. Boats may never be in West. North is adjacent to South and Egypt.

South is adjacent to North, East, and West.

## Unit Limits

A Region may have only one Leader. A Region may have only one Flag.

## Conflict Phase

Resolve conflicts for all 5 regions in turn. Players add up the force total of all their units in a region. If the Mahdists have Shock, Cavalry, Artillery, and Rifle units in the same region they get a force bonus of +5.

If the British have Infantry, Cavalry, Artillery, and Maxim units in the same region they get a force bonus of +5. Players may then play cards from their hands to increase their force totals. A player may play only one Tactics card.

If the player controls the region he may not play an Attack Tactics card. If the player does not control the region he may not play a Defense Tactics card. The player with the highest Force total has the Advantage.

Roll on the Conflict Table:

**1D6 Result:**

1-2 The side with the Advantage loses one unit. Roll again

3-5 The side without the Advantage loses one unit. Roll again

6 The side with the Advantage gains control of the region. Stop rolling.

If you roll a 6 the conflict in that region is over for the turn. Units stay in play from turn to turn. Destroyed units are discarded.

Tactics cards remain in effect until the conflict in the region is over. Tactics cards are discarded at the end of the conflict in that region.

**Anglo Egyptian Card Types****UI** infantry Unit**UC** Cavalry Unit**UA** Artillery Unit**UM** Maxim Unit**UB** Boat Unit**TT** Tactics**AT** Attack Tactics**DT** Defense Tactics**M** Movement**Anglo Egyptian Deck Card List**

Card Name:	#	Type	Force	Notes
1st Egyptian Regiment	8	UI	4	Infantry
2nd Egyptian Regiment	8	UI	4	Infantry
3rd Egyptian Cavalry Regiment	2	UC	5	Squadrons
4th Egyptian Camel Corps	1	UC	5	Camel-mounted infantry
5th Egyptian Artillery Battery	3	UA	9	9-pdr rifled breech-loaders
5th Egyptian Maxim Battery	2	UM	11	Maxims
Xth Sudanese Regiment	8	UI	3	Sudanese Infantry
Nile Flotilla Gunboats	2	UB	12	BlueJackets
British Infantry	6	UI	6	Expeditionary Force
British Cavalry	2	UC	6	Expeditionary Force
British Camel Corps	1	UC	6	Expeditionary Force
British Artillery Batteries	2	UA	10	15-pdr rifled breech-loaders
British Maxim Battery	1	UM	11	Maxims
Discipline	4	TT	8	Only play if British present
Infantry Square	4	TT	7	Only play if Infantry present
Relief Force	4	AT	10	
Garrison Force	4	DT	10	
Defend Camp	4	DT	9	
Travel Nile River	4	M	-	6 Units
Travel Atbara River	2	M	-	6 Units to/from West
Travel Desert Railway	2	M	-	6 Units to/from North
Travel Desert Route	4	M	-	4 Units

**Dervish Card Types****US** Shock Unit**UC** Cavalry Unit**UA** Artillery Unit**UR** Rifle Unit**UB** Boat Unit**UL** Leader Unit**UF** Flag Unit**TT** Tactics**AT** Attack Tactics**DT** Defense Tactics**Dervish Deck Card List**

Card Name:	#	Type	Force	Notes
Ansar Spearmen	5	US	3	

Card Name:	#	Type	Force	Notes
Mahdist Warrior	5	US	4	
Fuzzy-wuzzies	5	US	5	Beja Swordsmen
Baqqura Cavalry	10	UC	6	
Dervishes	5	UR	5	Percussion Cap
Jehadiyya Riflemen	10	UR	6	Bolt Action
Kashkhashan Rifles	1	UR	7	Elephant Guns
12-pdr smoothbores	4	UA	9	
9-pdr breech-loaders	4	UA	8	
Nile Steamer	3	UB	8	
Fanatical Charge	4	TT	8	
Jihad	2	TT	9	
Amir	2	UL	7	
Al-Mahdi		1	UL	12
Uthman Diqna	1	UL	10	
Khalifa Abdullahi	1	UL	11	
Black Flag	1	UF	12	
Red Flag		1	UF	11
Green Flag	1	UF	10	
Ambushing a column	4	AT	9	
Surprise Revolt	4	AT	10	
Defend Town	4	DT	10	
Defend Camp	4	DT	9	
Attack Khartoum	1	AT	10	South Region
Attack Wadi Halfa	1	AT	10	North Region
Attack Suakin	1	AT	10	East Region
Attack El Obeid	1	AT	10	West Region

## Links

The Colonial Angle







# Bunker Hill

## Introduction

Card game for 2 players. Simulation of the Battle of Bunker Hill on June 17, 1775 War of the American Revolution 2100 Attacking British Troops vs 1600 Defending American Militia

## Victory

Victory conditions are complex and are described as part of the Turn Sequence. Possibilities include:

- British Strategic Victory (II)
- British Total Victory (IV)
- American Minor Moral Victory (I)
- American Moral Victory (II)
- American Major Moral Victory (III)
- American Strategic Victory (III)
- American Total Victory (IV)

## The Deck

Each player has his own unique deck:

1. British Deck
2. American Deck

## Card Types

There are several card types: Leader, Troops, Shoot, Fort, Blunder, and Strategy Blunder cards represent mistakes made by one's enemies. Strategy cards represent alternate history possibilities. Every card has a Force value from 1 to 4

## Turn Sequence

Start with Bombardment Phase. . .

## Phase Rules

Each phase involves the following steps: Each player draws 7 cards from their deck. Players may then discard up to 3 cards & draw replacements. If a deck runs out, shuffle the discard & draw from it.

Players may then reveal their Hands. The American Player may have:

- 1 Leader card
- 1 Troop card
- 1 Shoot card
- 1 Fort card
- 1 Blunder card
- 1 Strategy card

The British Player may have:

- 1 Leader card
- 1 Troop card
- 1 Shoot card

- 1 Attack card
- 1 Blunder card
- 1 Strategy card Extra cards are discarded. Each player adds up the total Force of all his Cards. The player with the higher total wins. The American Player wins all Ties.

## Bombardment Phase

The American adds 5 to his force total. The British player cannot play Attack Cards but may play Any number of Shoot cards. If the American player wins go on to the First Attack Phase.

If the British win, they get a Strategic Victory and the game ends. (Historically: The British Bombarded the redoubt on Breeds Hill from Batteries on Copps Hill, Morton's Hill, and from Warships in the Harbor. The American Militia were at first terrified, but the Bombardment Proved to be ineffective.)

## First Attack Phase

The American adds 3 to his force total. If the American player wins, they get a Minor Moral Victory, and go on to the Second Attack Phase. If the British win, they get a Strategic Victory and go on to the British Victory Phase.

(Historically: A British Light Infantry Column made a Flanking March along the shoreline of the Mystic River while the Regulars and Grenadiers made a Frontal Assault against the stone & rail fence; all attacks were repulsed.)

## Second Attack Phase

The American adds 1 to his force total. If the American player wins, they get a Moral Victory, and go on to the Third Attack Phase. If the British win, they get a Strategic Victory and go on to the British Victory Phase.

(A Historically: a second attack primarily against the Fence was also repulsed.)

## Third Attack Phase

If the American player wins, they get a Major Moral Victory and go on to the Decision Phase. If the British win, they get a Strategic Victory and go on to the British Victory Phase. (A Historically: The Americans ran out of Gun Powder, and the exhausted British were finally able to capture the Redoubt on Breeds Hill. The British did not pursue past the narrows. The Americans retreated across the narrows and did not counterattack.)

## British Victory Phase

The British add 3 if they won First Attack Phase. The British add 1 if they won Second Attack Phase. If the British wins by 4 or more go to Pursuit Phase.

If the American player wins by 4 or more go on to the Counter Attack Phase. If neither player wins (Both stop fighting) the game ends.

## Pursuit Phase

This phase represents the possibility of the British Pursuing the retreating American Forces. The British add 3 if they won First Attack Phase. The British add 1 if they won Second Attack Phase.

If the British win by 4 or more they achieve a Total Victory and the game ends. Any other result, the Americans are able to retreat and the game ends.

## Counter Attack Phase

This phase represents the possibility of the American Forces attacking the British after Either being driven from the redoubt or after having repulsed 3 or more attacks. If the Americans win by 4 or more they (attack and) get a Total Victory and the game ends. Any other result, the game ends.

## American Deck Card List

Card Name:	Type	Force	Notes:
Colonel Prescott	L	4	
Joseph Warren	L	3	
General Putnam	L	3	
General Pomeroy	L	2	
John Stark	L	2	
Militia Leaders	L	2	
War Council	L	2	
Patriot Soldiers	T	2	
Rebel Irregulars	T	1	
New England Militia	T	2	
Yankee Farmers	T	1	
Colonial Regiment	T	1	
Volunteer Company	T	1	
Call to Arms	T	1	
Redoubt	F	4	
Stand Firm	F	3	
Entrenchments	F	3	
Breeds Hill	F	3	
Earthworks	F	3	
Stone & Rail Fence	F	2	
Trenches & Brush	F	2	
Devastating Volley	S	4	
Inflict Heavy Casualties	S	3	

## Decision Phase

If the British win, they rally and attempt another attack; go on to Extra Attack phase If the Americans win, the British retire, the Americans gain a Strategic Victory, and go to the Americans Victorious phase

## Extra Attack Phase

This phase represents the possibility of the British making additional attacks after failing the third. If the American player wins go back to the Decision Phase. If the British win, they get a Strategic Victory and go on to the British Victory Phase.

## American Victory Phase

If the American player wins go to the Counter Attack Phase. If the British win, the Americans do not counter attack and the game ends.

## Card List Notation

**L** Leader  
**T** Troops  
**S** Shoot (& Shell)  
**F** Fort  
**B** Blunder  
**A** Attack  
**X** Strategy



Card Name:	Type	Force	Notes:
Musket Fire	S	3	
Deadly Accuracy	S	3	
The Whites of their Eyes	S	3	
American Cannon Fire	S	3	
Murderous Fire	S	3	
Delayed Attack	B	2	
Tight Marching Order	B	3	Easy Targets
Frontal Assault Halted	B	2	
Stopped Cold	B	3	
Attack Falters	B	2	
They Turn & Run	B	3	
Forced to Fall Back	B	2	
Exhaustion	B	2	Heat & Full Packs
Organize Reinforcements	X	3	
More Ammunition	X	3	
Fortify Bunker Hill	X	4	Not Breeds Hill

## British Deck Card List

Card Name:	Type	Force	Notes:
General Thomas Gage	L	3	
General Howe	L	4	
General Burgoyne	L	2	
General Clinton	L	2	
British Officers	L	3	
War Council	L	2	
British Regulars	T	2	
Professional Soldiers	T	3	
Send in the Reserves	T	3	
Grenadiers	T	3	Elite Troops
Light Infantry	T	3	Elite Troops
Red Coats	T	2	
Disciplined Troops	T	3	
Fixed Bayonets	A	4	Brown Bess Muskets
Reform Lines	A	2	
Press On	A	2	
Climb the Parapet	A	3	
Leap the Ditches	A	3	
Column Advance	A	1	
Flanking March	A	1	
Courage under Fire	A	3	
Batteries	S	1	
Bombardment	S	1	
Concentrated Fire	S	2	
British Warships	S	1	
Field Artillery	S	1	
Cannon Fire	S	1	
Run out of Powder	B	3	
Disorganized	B	2	
Wounded Men	B	2	Carried off by 10+ men each

Card Name:	Type	Force	Notes:
Scattered	B	2	
Untrained Militia	B	2	
Confusion	B	2	
Attack without Delay	X	4	Early Flanking Maneuver
Attack Redoubt Only	X	3	
Surround the Peninsula	X	3	Land Forces in Rear

### **Cardset Available**

From Alcespi: Beautiful Artwork.





# Cannonade

</head>

## Introduction

Napoleonic era tactical combat simulation. Watch out for grapeshot.

## Map

Use a Hex map. Incorporate the 4 Terrain Types.

## Chits

Use cardboard counters or chits marked in denominations of 1, 5, 10, & 20 Men Label them 'I' for Infantry, and 'C' for Cavalry Label Cannons with an 'A' to denote

Man Killed	1
Man Captured	2
Officer Killed	3
Officer Captured	5

Artillery Label 'R' chits to mark Routing Formations Label 'P' chits to mark groups of Prisoners Label 'F' for Flag & 'B' for Baggage

## Setup

Set Piece Battle. Each side begins with 100 points worth of units. Units start at opposite ends of the map, or according to the scenario. Flip a coin to determine Turn Order.

## Victory

Earn Victory points as follows:

Man Killed	1
Cannon Captured	10
Baggage Captured	5
Flag Captured	20

UNITS	COST	MOVE	NOTES
Infantry	1	1	-
Cavalry	1.5	2	-
Cannon	10	(1)	Range = 5
Flags	0	0-2	For games of capture the Flag
Officer	3	2	-
Baggage	2	1	Supply Wagons

## Turn Sequence

1-Cannonade Phase 2-March Phase 3-Melee Phase 4-Rally Phase

### 1- Cannonade Phase

A minimum of 4 men must be present to move or fire the cannon. Cannons can fire at formations up to 6 Hexes away. Base Casualties inflicted = 1D6 modified by the following list.

## Cannon Attack Modifier List

CASUALTIES	MODIFIER
-1	Indirect fire over friendly troops or terrain that is not clear
-2	Troop Density = 1-5
-1	Troop Density = 6-10
+1	Troop Density = 16-20
+1	Range = 1
-1	Range = 4
-2	Range = 5
-3	Range = 6
-1	Target in Covered Terrain
-2	Target in Fortified Terrain

A natural roll of 6 always results in at least 1 casualty. Firing over friendly troops causes 1D6 casualties to them on a roll of 1-2 on 1D6.

## Terrain

Cannons can fire into or out of covered or fortified terrain but not through it. A cannon may use indirect fire to hit a target behind covered or fortified terrain.

TYPES	COVER	NOTES
Clear	No	Fields, Roads, Bridge
Covered	Yes	Trees, Buildings, Boccage, low walls
Fortified	Yes	Forts, Trenches
Impassable	—	Water, River, Mountains

## Formations

A Formation occupies a single hex. A hex may contain up to: 20 Men, or 1 Cannon or Baggage & 10 men, and Any number of Officers, Routing men, prisoners.

## 2-march Phase

A cannon that fired this turn may not move, nor may the men who fired it. Formations may join or split to make larger or smaller formations. The capturing player controls the movement of prisoners.

Prisoners and routing Formation move one space per turn.

## Roll 1d6:

RATIO	1	2	3	4	5	6
4:1 or Better	V	V	V	H	H	H
3:1 or Better	V	V	H	H	H	B
2:1 or Better	V	H	H	H	B	L

**A** Attacker Wins

**D** Defender Wins

**B** Stalemate: Both Sides suffer men killed = to half the men in the smaller force. Do not roll on the Casualty Result table.

## Casualty Result Table

D6	RESULT	NOTES
1-2	Surrender	Both Sides suffer men killed =
-		to half the men in the smaller force;
-		All remaining men on losing side taken Prisoner
3-4	Rout	Both Sides suffer men killed =
-		to half the men in the smaller force;
-		All remaining men on losing side rout.

A Cavalry unit must spend its entire move to enter a covered or fortified terrain.

Covered Defending Soldiers have their numerical strength in Melee increased by half. Fortified Defending Soldiers have their numerical strength in Melee doubled. Units may not enter Impassable terrain.

The Cover column indicates the reduction in casualties caused by cannons.

## 3-melee Phase

Melee occurs when a formation attacks an adjacent enemy formation. Men that fired a cannon this turn cannot attack. Two or more formations may attack the same target formation.

A smaller force will not attack a larger force unless an officer is present. A Formation may only be attacked once in a players Melee turn. A Formation only gets to attack once in a players Melee turn.

Compare the number of Men on both sides to get a Ratio. Roll D6 and cross index with the ratio on the Melee Result Table to determine who wins the Melee. Next Roll on the Casualty result Table to determine the Fate of the losers.

## Melee Result Table

RATIO	1	2	3	4	5	6
3:2 or Better	H	H	H	B	L	L
1:1 Ratio	A	A	B	B	D	D

**H** Side with more men wins

**L** Side with fewer men wins

**V** Side with more men wins and winner suffers no casualties

D6	RESULT	NOTES
-		Move the routers immediately
5-6	Slaughter	Winner suffers men killed =
-		to half the men in the smaller force;
-		All men on losing side killed

Use chits to indicate groups of Prisoners & Routers.

### Free Advance

The winner of a melee must immediately move half or more of his men into the hex of the side that lost. They cannot move more than 10 if the space has a cannon or baggage. The advancing men now capture any prisoners and/or cannon or baggage in the hex.

Routers leave behind their cannon and baggage.

### 4-rally Phase

If their escort is killed, the prisoners escape and may move as normal. They are unarmed. If an enemy

Formation enters a hex containing unarmed men, the unarmed men become prisoners.

Prisoners cannot be killed by Cannons or Melee. A Routing Formation must move. Routers are moved by the Enemy player. Routing Formations will move away from enemy Formations.

Routing Formations will move towards the edge of the board, failing that they will move towards friendly units. Formations that move off the Map are lost. If an enemy Formation enters a hex containing routers, the routers become prisoners.

If a friendly Formation is adjacent to routers roll on the Rally Table.

### Rally Table

D6	RESULT
1-2	The Formation is rallied and may move as normal. They are unarmed.
3-4	The Formation continues to flee.
5-6	The friendly Formation panics and routs itself.

Add 1 to the roll if the routing Formation is twice as large as the friendly Formation. Subtract 1 from the roll if the friendly Formation is twice as large as the routing Formation. Subtract 1 to the roll if an officer is present.

### Officers

Only one commanding officer per formation. The officer is always the last man killed in a formation.

### Baggage

An unarmed man must move adjacent to a baggage unit to rearm himself. A Cannon must be within 4 hexes of a baggage unit, or it will run out of ammo in 3 turns. If an enemy Formation enters a hex containing baggage, they capture the baggage.

### Counters

The following magnificent counter sets were created by Janne Thörne: [jan.thorne@mail.bip.net](mailto:jan.thorne@mail.bip.net).

Little Wars by H.G. Wells





# Carving Up China

## Introduction

Bidding game for 3-5 players. Each player is an Imperialist Power in the late Nineteenth Century trying to get a piece of China.

## Victory

The player with the most Victory Points (VP) at the end of the game wins. Each card in a players Victory Pile is worth a stated number of VP.

## End Of Game

The game ends when there are no cards left in the Territory Deck.

## The Decks

Players share 2 common decks: Territory Deck Imperial Deck The decks are kept face down.

## Setup

Randomly select 1 player to be the Lead player. Each player selects 1 Nation to be their own. Each player is dealt 6 cards from the Imperial Deck.

## Turn Sequence

Each turn has 4 Phases:

1. Manchu Phase
2. Power Phase
3. Conflict Phase
4. Logistics Phase

## Manchu Phase

Flip over the Top card of the Territory Deck. Place it face up in the middle of the table where everybody can see it. This is called the Prize card.

## Imperial Deck Card List

Card Name:	Power:
Manchu Weakness	2
Opium Trade	1
Gunboat Diplomacy	3
Military Aid	4

## Power Phase

Each player is dealt 3 cards from the Imperial Deck If the Imperial deck runs out, shuffle the discard and draw from it.

## Conflict Phase

Players use their Imperial cards to bid for the Prize card. The Lead player goes first by playing 1 or more Imperial cards face-up to the table. Each Imperial card has a Power Value (PV) Play proceeds clockwise.

Each player must bid cards with a Total PV greater than the Total PV played By the previous player or they are out of the bidding. This continues until all players but one are out but one. This player is the Winner. The Winner puts the Prize card into his Victory pile and discards all the Imperial cards he Bid.

The other players put their Bid cards back in their hands.

## Logistics Phase

Each player must discard their hands down to 4 cards. The current Lead Player gives the position of Lead Player to the person to his left.

## Invader Conflict Card

The winner of the Invader Conflict card can cause 1 target card in any Victory Pile to be shuffled back into the Territory Deck.

## Rebellion Card

If the Rebellion card is revealed, all players immediately discard their hands. The Rebellion card is then removed from play.

## Land Leases Card

If you win a Prize using a Land Leases card, toss a coin in your Victory Pile. The Coin is worth 2 VP.

Card Name:	Power:
Land Leases	1*
Treaty System	7
Invasion	8
Opium War	9

Card Name:	Power:
Money & Arms	5
Naval Power	6

Card Name:	Power:
Attack Peking	10

There are 4 copies of each card in the deck.

## Territory Deck Card List

Card Name:	Victory Points:
Canton	6
Hong Kong	7
Shanghai	6
Annam	2
Burma	5
Korea	5
Formosa	2
Liaotung Peninsula	5

Card Name:	Victory Points:
Port Arthur	7
Kiaochow Bay	4
Shantung Peninsula	4
Kwangchow	3
Wei-Ha-Wei	3
Yangtze Valley	4
Invader Conflict	X
Rebellion	X

## Imperialist Powers

Players have 5 powers to choose from: British, French, German, Russian, and Japanese.

### British

Every Imperial card played by the British player Has a +1 to its Power Value.

### French

The French after drawing their 3 cards in Power Phase may (once) Discard them (all 3) and draw 3 new cards.

## Germans

All Territories the German Player wins are worth +1 VP each.

## Russians

The Russian players max hand size in Logistics phase is 5 cards.

## Japanese

The Invasion card is worth 15 to the Japanese player (Not 8).





# Ceylon

## Introduction

Card game for 2-4+ players. Players are merchants during the Colonial Era shipping goods from the British Ceylon.

## Victory

The first player to accumulate 100+ points is the winner.

## The Deck

Players share a common deck.

## Record Keeping

Players will need pen and pencil to keep track of: Their running total of Points. How many Plantations they have and of what types. How many Officials they Control.

## Setup

Each player is dealt a hand of 7 cards. The player who won the last game goes first.

## Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Draw Phase
2. Trade Phase
3. Pirate Phase
4. Storm Phase
5. Build Phase
6. Ship Phase
7. End Phase

## Draw Phase

Draw 2 cards and put them in your hand. If the deck ever runs out, shuffle the discard and draw from it. You may discard a Clipper card to draw 2 extra cards from the deck.

X	Tea	Cinn	Rubber	Sugar	Coffee	Indigo
1	1	2	3	4	5	6
2	3	4	5	6	7	8
3	6	8	9	10	12	14
4	10	12	14	16	18	20

You may use 1 Plantation card as a goods card for every plantation you own that is of the same type as the goods cards in the Meld. Record the points scored and discard the Meld. Immediately draw 3 cards if you

## Trade Phase

You may trade cards with other players. You declare when this phase ends, not to exceed 3 minutes.

## Peril Phase

You may skip this phase. You may discard 1 Pirate Card to steal 1 Random card from an opponents hand. This is called a Pirate Attack.

The opponent may discard 1 Wind card to negate you pirate attack. You may discard 3 Pirate cards to steal a target players entire hand. This is called a Pirate Fleet Attack.

Any combination of players may discard a total of 2 Clippers to negate a Pirate Fleet attack.

## Storm Phase

You may discard 2 Wind cards to cause a Monsoon. A Monsoon causes all other players to discard 1 random card each. You may discard 3 Wind cards to cause a Typhoon.

A Typhoon causes all players to discard their entire hand.

## Build Phase

You may discard 2 Plantation cards and 2 Goods cards of the same type to build a Plantation that produces that type of good. Record this on your record sheet. You may discard 2 Port cards to gain 1 Official.

Record this on your record sheet.

## Ship Phase

You may play 1 Shipping Meld. A Shipping meld consists of: 1 Clipper card 1 Port card X Goods cards of the same type. Score Points according to the value of X:

X	Tea	Cinn	Rubber	Sugar	Coffee	Indigo
5	15	17	20	23	25	27
6	21	24	27	30	33	36
7	28	32	35	39	42	45
8	36	40	44	48	52	56

made a Shipping Meld.



**End Phase**

Max hand size is 7 cards. Discard excess cards. If you have the most Officials your max hand size is 8. If

you have the least Officials in a 3+ player game, your hand size is 6 cards.

**Card List**

Name:	#	Notes:
Clipper	10	-
Port	10	-
Tea	10	Goods
Cinnamon	9	Goods
Rubber	8	Goods
Sugar	7	Goods

Name:	#	Notes:
Coffee	6	Goods
Indigo	5	Goods
Plantation	8	-
Winds	10	-
Pirates	8	-

**Links**

Images





# Civil War Poker

## Introduction

It's your move Mr. Lee.

## The Deck

The Deck has five suites. Each suite has 10 cards.  
The 5 Suites include:

1. Infantry
2. Cavalry
3. Artillery
4. Generals
5. Terrain

The Deck also has 2 wild cards:

1. The Union
2. The Confederacy

There is a total of 52 cards in the deck.

## Five Card Draw Rules

The turn sequence has 6 phases:

1. Ante In Phase
2. Dealers Phase
3. Ante Up Phase
4. Reinforcements Phase
5. Last Ante Phase
6. Charge Phase

## Ante In Phase

Minimum bet: 2 bits.

## Dealers Phase

Everyone is dealt 5 cards.

## Ante Up Phase

Ante up, match the ante, or fold.

## Reinforcements Phase

Discard up to 3 cards. Get replacement cards from dealer.

## Last Ante Phase

Ante up, match the ante, or fold.

## Charge Phase

All players reveal their hands. Best hand wins the pot.

## Ranking Combos

In order from worst to best: 1 pair or 2 of a kind (2 cards of the same suite) 2 pairs 3 of a kind Full House (1 pair and 3 of a kind) 4 of a kind Straight (1 card of each of the 5 suites) 5 of a kind

## Tie Breakers

Lets say you have a pair of Infantry and your opponent has a pair of Cavalry. Who wins? Infantry beats Cavalry. Cavalry beats Artillery.

Artillery beats Infantry. Generals beat all other suites. All other suites beat Terrain.

In a full house tie compare the 3 of a kinds. Lets say you both have 3 of a kind Generals. Who wins? See who has the 'high card' amongst their remaining cards. Cards in order from low to high: Terrain, Infantry, Cavalry, Artillery, Generals, Wild cards.

## Card Art

For those inclined to illustrate their cards. Infantry, Cavalry, and Artillery provide a good venue to depict Uniforms, weapons, action scenes, and insignia. General cards can have portraits of famous generals.

Terrain cards can include forts, battlefields, states, cities, and maps. The Wild cards should portray the flags of the two sides.





# Colonial Empires

## Introduction

Card game for 2-4+ players. Each player is a colonial empire trying to amass wealth and influence. The game encompasses the time frame from 1600-1850.

## Victory

Have the most Fortunes when the game ends. The game ends at the end of the turn the deck runs out of cards.

## The Deck

Players share a common deck. There are 3 types of cards in the deck: Colonial Resource Cards Industry Cards Event Cards The deck has 4 copies of each Event card.

## Card List

Card Name:	Income:
Sub Sahara Africa Gold	2
Sub Sahara Africa Ivory	2
Sub Sahara Africa Diamonds	3
Sub Sahara Africa Slaves	3
North Africa Grain	1
North Africa Wines	2
North Africa Iron Ore	2
North Africa Minerals	2
North Africa Antiquities	3
China Silk	3
China Jade	2
China Pearls	2
China Tea	2
China Porcelain	3
Middle East Rugs	2
Middle East Wine	1
Middle East Opium	3
Middle East Spices	2
Middle East Incense	2
North America Timber	2
North America Furs	2
North America Cotton	3
North America Tobacco	3
South America Cocoa	2
South America Coffee	3
South America Gold	3

## Setup

Shuffle the deck. Each player starts with 2 cards and 10 Fortunes.

## European Imperial Powers

Each player chooses to be one of the following 5 empires: Portuguese Spanish English French Dutch If more people insist on playing, additional empires may include: Ottoman Russian Prussian Austrian Italian

## Colonial Regions

There are 10 colonial regions ripe for exploitation: Middle East North Africa South Africa India China East Indies Central America North America South America West Indies

Card Name:	Income:
South America Rubber	2
Central America Gold	3
Central America Corn	1
Central America Artifacts	2
Central America Tomatoes	2
Central America Potatoes	2
West Indies Lumber	2
West Indies Fish	2
West Indies Rum	3
West Indies Sugar	2
India Ivory	2
India Rugs	2
India Spices	2
India Seed Oil	1
India Rubies & Sapphires	3
East Indies Spices	3
East Indies Vanilla	2
East Indies Palm Products	1
East Indies Rubber	2
East Indies Coconut oils	2
Industry Glass & Lenses	1
Industry Clockworks	1
Industry Gunsmiths	3
Industry Cloth works	2
Industry Hand Tools	2
Industry Banking	3
Industry Iron Works	3
Industry Furniture	2
Industry Textiles	2
Industry Machinery	2
Industry Coal Mining	3
Industry Printing Presses	2
Industry Herring Fisheries	2
Industry Shipbuilding	3
Industry Trading Houses	3
Industry Chemical Industry	2
Industry Grain Mills	2
Industry Whaling	1
Industry Canning	2
Industry Railroads	3
Event Rebellion	Target Colonial Resource discarded
Event Colonial War	Steal 1 Target Colonial Resource
Event Privateering	Steal 5 Fortunes from Target Player
Event Exploitation	Gain 10 Fortunes
Event Discovery	Draw 2 cards
Event War at Sea	Steal 1 Random card from opponent's hand
Event War in Europe	Opponent must discard 2 random cards from hand
Event Intrigue	Opponent loses 10 Fortunes

### Turn Sequence

Each turn has 5 phases: Fate Phase Revenue Phase  
Event Phase Build Phase Trade Phase

### Fate Phase

Each player draws 2 cards. A player may pay 5 Fortunes to draw an extra card.

## Revenue Phase

Each player collects revenue. Revenue is measured in Units called Fortunes. (Use coins) Each empire produces a base 5 Fortunes each turn. Each Colonial Resource and Industry also produces Fortunes.

Gain 2 extra Fortunes if you control the most Resource cards in one Region. Gain 5 extra Fortunes if you control all the Resource cards in one Region. Fortunes go into your Treasury and may be saved from turn to turn.

## Event Phase

Players may play Event cards. Players take turns doing so. The player with the least Fortunes goes first.

## Special Imperial Powers

Nation:	Power:
Portuguese	Starts game with 7 cards and 20 Fortunes
Spanish	Play an extra Colonial Resource card for free each turn
English	Draw one extra free card each turn
French	Costs them only 3 Fortunes to draw extra cards
Dutch	Play an extra Industry card for free each turn
Ottoman	Max hand size = 12 cards
Russian	Immune to Event cards played by opponents
Austrian	Always goes first in Event Phase
Prussian	Industry cards produce +1 Revenue Each
Italian	In Event phase draw an extra 2 cards and discard 2 cards

## Cardset Available

Thanks Ron! [Click Here](#) CEC.doc

## Build Phase

Each player may put one Colonial Resource card or Industry card into play. These cards are played face up in front of the player. These cards are not discarded.

They generate income for their owners every turn in Revenue phase. Industry cards represent revenue sources within a player's home country. A player may put two or more Colonial Resource cards into play if they are all from the same region.

A player may pay 5 Fortunes to put an extra Resource or Industry card into play.

## Trade Phase

Players may trade cards, fortunes, etc. Maximum hand size is 7 cards. Discard excess cards.





# Colonial Florida

## Introduction

Historical period: Florida 1513 (Ponce de Leon) - 1821 (American possession) Card & board game for 2-3 players. Each player represents one colonial power: Spanish, British, or French

## The Deck

Players share the Enhancement deck. The deck contains two types of cards: Income Cards & Combat-

1	Gulf Stream (Start/End Space)
2	Intracoastal Waterways
3	St Augustine (Settlement)
4	Mangrove Swamps
5	Unexplored Wilderness
6	Cowford (Settlement)
7	Payne's prairie
8	Indian Trails
9	New Smyrna (Settlement)
10	Hardwood Hammock
11	Barrier Islands
12	Fort Caroline (Settlement)
13	Pond Apple Slough
14	King's Road
15	Fort Matanzas (Settlement)
16	Cypress Stand
17	Lakes
18	Fort Picolata (Settlement)
19	St. Johns River

## Pieces

Each player has one pawn and 12 control markers. Disease, Hurricane, Pirate, or Indian Raid Markers are needed.

## Victory

The first player to accumulate 50 Gold is the winner.

## Turn Sequence

- Each turn has 7 phases:
1. Rebuild Phase
  2. Hurricane Phase
  3. Pirate Phase
  4. Indian Raid Phase
  5. Disease Phase
  6. Income Phase
  7. Action Phase

ants.

## The Map

The Map is a circular ring divided into 36 spaces. Spaces need to be large enough to put cards on. The spaces are marked as follows:

1	Gulf Stream (Start/End Space)
20	Wild Coast
21	Cape Canaveral (Settlement)
22	Beaches & Sandbars
23	Wetlands & Estuaries
24	Santa Maria de Loreto (Settlement)
25	Everglades
26	Old Spanish Road
27	San Luis (Settlement)
28	Sawgrass
29	Quagmire
30	San Marcos (Settlement)
31	Coral Reefs & Seagrass Beds
32	Sand Hills
33	Pensacola (Settlement)
34	Pine Barrens & Flatwoods
35	Sinkholes & Limestone Springs
36	Tallahassee (Settlement)

## Rebuild Phase

Remove one Raze counter from each settlement that has one.

## Hurricane Phase

Roll 3D6 and move the Hurricane Marker counterclockwise. If the Hurricane lands on a Settlement place 1D6 Raze markers on it. Enhancements are destroyed on a roll of 1 on 1D6 (roll for each)

## Pirate Phase

Roll 2D6 and move the Pirate Marker counterclockwise. If the Pirate lands on a Settlement, the settlement is attacked by 1D3 combatants. If the defenders lose, place 1D6 Raze markers on the settlement. This includes the effects of bandits, outlaws, corsairs, slavers, wreckers, & buccaneers.

## Indian Raid Phase

Roll 1D6 and move the Indian Raid Marker counterclockwise. If the Indian Raid lands on a Settlement, the settlement is attacked by 1D3 combatants. If the defenders lose, place 1D6 Raze markers on the settlement. Major tribes included: The Seminoles (Creeks), Miccosukee, Tequesta, Tocobaga, Timucuan, Apalachee, Calusa, and Choctaws.

## Disease Phase

Roll 1D6 and move the Disease Marker counterclockwise. If the Disease lands on a Settlement place 1D6 Raze markers on it. Diseases of the time included: Yellow Fever, Malaria, Typhus, and Cholera.

Combatants present are killed on a roll of 1-2 on 1D6

## Income Phase

Each settlement generates income.  $\text{Income} = 1 +$  the number of Income cards attached to the settlement. Make an additional 1 Gold if the settlement has at least one Labor and One non-labor income card attached.

The settlement makes an additional 1 Gold for each two Income cards of the same type, such as two 'Civilization' cards or two 'Sea' cards. Razed settlements do not generate income. If an opposing pawn is on your settlement the settlement generates no income.

## Action Phase

Players take turns moving their pawn. Roll two six sided dice, pick one, and move that many spaces clockwise. A Player must skip his turn if his pawn occupies the same space as a Disease, Hurricane, Pirate, or Indian Raid Marker. If your pawn lands on a settlement not controlled by anyone, you are the "Founder" of the Settlement. Place one of your control markers on it.

If your pawn lands on a settlement you already control then remove 1D6 Raze Markers from it. If the settlement has no Raze markers draw one card from the Enhancement Deck. Attach the enhancement card to the settlement. If your pawn lands on an opposing settlement you may attack it if you control either of the two Settlements next to it and at least one of them has a combatant card attached. To resolve the attack, roll  $(1 + X)D6$  where  $X$  = the number of combatant cards you are committing from adjacent settlements. The defender rolls  $(2 + X)D6$  where  $X$  equals The number of all combatants attached to the attacked settlement. Reroll ties.

The higher roll wins. The loser loses all committed combatants. The winner loses one combatant (but not his last one) on a roll of 1-3 on 1D6. (Fortress cards are never destroyed, they switch hands instead) If the defender won nothing further happens.

If the attacker won he gains control of the attacked settlement. He replaces the Control marker with one of his own and may transfer one of the Attacking Combatants to the newly conquered Settlement. If you control any Moveable Combatants, you may move them on your Turn, to an adjacent settlement you control.

## Enhancement Deck Card Type Notation

- T** Trade
- L** Labor (Florida was very underpopulated)
- F** Food Crop
- K** Cash Crop
- V** Civilization
- A** Animal Resource
- W** Wood Resource
- S** Sea Resource
- C** Combatant
- M** Movable Combatant
- X** Special Enhancement
- #** Number of that card in the deck

## Enhancement Deck

Card Name	#	Type	Notes
Provincial Capitol	2	V	(Taxation) Capitols earn 2 Gold per turn
Busy Port	4	T/S	
Importers	1	T/S	(South American Rubber, Caribbean Rum)
Plume Trade	1	A	(Bald Eagles, Pelicans, Wading Birds)
Hunting	1	A	(Deer, Beaver, Otter, Alligator, Manatee)
Slaves	1	L	
Indigo Plantation	1	K	
Trading Post	1	T	(Indian Traders)
Frontier Women	1	L	
Bustling Town	1	V	(Shops, Markets, Taverns, Inns)
Entertainment	1	V	(Brothels, Bath Houses, Billiard Parlors)
Citrus Groves	1	F	(Oranges, Grapefruit)
Orange Groves	1	F	
Naval Stores	1	W/S	(Pitch, Resin, Tar, Turpentine)

Card Name	#	Type	Notes
Artisans	1	L	
Indentured Servants	1	L	
Cattle Ranches	1	A	(Livestock)
Fishing	1	A/S	(Fish, Sea Turtles)
Trapping & Harvesting	1	A/S	(Sponges, Shellfish, Shrimp, Lobster)
Farms	1	F	(Squash, Potatoes, Corn, Rice)
Missions	1	V	(Ministers, Missionaries)
Tobacco	1	K	
Timber	1	W	
Barrel Staves	1	W	
Sugarcane	1	F	
Smuggling	1	T/S	
Indian Labor	1	L	
Land Grants	1	L	
Cubans	1	L	
Scots	1	L	
Minorcans	1	L	
Cutthroats & Thieves	2	X	Settlement makes -1 Income
Fortress	6	C	Cannot be used to attack
German Mercenaries	1	M	
Armed Black Slaves	1	C	
Indian Allies	2	C	(Painted Indians)
Militia	2	C	
Garrison	2	C	
Soldiers	4	M	(Conquistadores, Redcoats)
Cannons	4	C	
Warship	4	M	(Sailors, Marines)
Privateers	2	M	
Provincial Units	2	C	

## Links & Historical Resources

Wiki Page Short Florida History Old Florida Maps







# Colonials

## Introduction

Card game for 2-4 players. Each player controls a coastal colonial settlement in 17-18th Century North America. Each player's colony is from an opposing European group including: The English, French, Spanish, and Dutch.

## Victory

The first player to accumulate: 30 Population, 20 Gold, 10 Resources, and 3 Town Improvements wins. If you ever reach zero population, you automatically lose.

## The Deck

Players share a common deck.

## Tokens

Use tokens to represent Population. Use coins to represent Gold.

## Setup

Each player starts with 10 Population and 5 Gold.

## Turn Sequence

Players take turns. Each turn has 8 phases:

1. Draw Phase
2. Growth Phase
3. Hardships Phase
4. Revenue Phase
5. Upkeep Phase
6. Resources Phase
7. Trade Phase
8. Raid Phase

## Draw Phase

Draw 3 cards from the deck. Max hand size is 7 cards. Discard excess cards

## Growth Phase

Gain 1 Population Token. Play (discard) Settlement cards from your hand. For each Settlement card played, gain 1D6 Population Tokens.

## Hardships Phase

Play (discard) Hardship cards on your opponents. For each Hardship card played, an opponent loses 1D6 Population Tokens.

## Revenue Phase

Gain 1 Gold. For each Resource you control gain 1 Gold. For each Oppression card on you, lose 1 Gold.

Gain +1 Gold if you have the most resources of a given type (Agriculture, Sea, Trade, etc.)

## Upkeep Phase

Pay 1 Gold for each of your Combatants. Discard Combatants not paid for.

## Resource Phase

Play Oppression cards on your opponents for free. Play Leader cards for free. Pay 1 Gold for a Resource.

Pay 1 Gold to recruit a Combatant. Pay 2 Gold for a Town Improvement. Pay 3 Gold to build a Fort.

All these types of cards are considered to be Permanents. They stay face up in play from turn to turn. (You may have up to 1 Resource per 3 Population Tokens)

## Trade Phase

Players may trade Cards, Gold, Promises, and Population.

## Raid Phase

You may raid (attack) opposing players. Roll 1D6 for each of your combatants and for each battle card you play (discard). (You cannot play more battle cards than you have combatants) A roll of 1 inflicts one casualty.

A Fort negates 1 casualty per turn. For each casualty, your opponent must discard one Combatant. If no Combatants are left discard Resources, and then Town Improvements, and then 1D6 Population Tokens.

## Card List Notation

- R** Resources
- S** Settlement (Discard when played)
- H** Hardships (Discard when played)
- O** Oppression
- C** Combatants
- B** Battle (Discard when played)
- F** Forts
- T** Town Improvements
- E** Events (Discard when played)
- L** Leader

**Card List**

Card Name:	Type	Notes:
Cod Fishing	R	Sea
Subsistence Crops	R	Agriculture
Dairy Farming	R	Agriculture
Cash Crop	R	Agriculture
Tobacco	R	Agriculture
Corn Crops	R	Agriculture
Lumber	R	Manufacturing
Iron Works	R	Manufacturing
Cattle	R	Animals
Trappers	R	Animals
Fishery	R	Sea
Apple Groves	R	Agriculture
Squash & Pumpkins	R	Agriculture
Livestock	R	Animals
River Boats	R	Trade
Wheat & Barley	R	Agriculture
Farmers Market	R	Trade
Furs & Skins	R	Animals
Trading Post	R	Trade
Plantations	R	Agriculture
Textiles	R	Manufacturing
Oats & Rye	R	Agriculture
Wool	R	Animals
Smuggling	R	Trade
Whaling	R	Sea
Merchants	R	Trade
Shipbuilding	R	Manufacturing
Rice & Indigo	R	Agriculture
Port	R	Trade
Shellfish	R	Sea
Hunting	R	Animals
Brewery	R	Agriculture
Religious Sect	S	
Exiles	S	
Protestants	S	
Slaves	S	
Pilgrims	S	
Colonists	S	
Puritan Migration	S	
Catholics	S	
Settlers	S	
Haven	S	
Sponsor	S	
Lutherans	S	
Prisoners	S	
Baptists	S	
Company Charter	S	
Royal Charter	S	
Immigrants	S	
Quakers	S	

Card Name:	Type	Notes:
Disease	H	
Sickness	H	
Starvation	H	
Hunger	H	
Food Shortage	H	
Smallpox	H	
Frontier Conditions	H	
Epidemic	H	
Long Winter	H	
Religious Intolerance	H	
Religious Heresy	H	
Indian Raids	H	
Indian War	H	
Witch Hunt	H	
Taxation	O	
Stamp Act	O	
Navigation Acts	O	
Import Duties	O	
Coercive Acts	O	
Fire	E	Discard any card in play
Peace Pact	E	Opponent may not attack this turn
Peace Treaty	E	Opponent may not attack this turn
Armistice	E	Opponent may not attack this turn
Free Land	E	Draw 3 cards
Self Government	E	Draw 3 cards
Self Sufficiency	E	Draw 3 cards
Confederation	E	Draw 3 cards
European War	E	Draw 3 cards
Mayflower Compact	E	Draw 3 cards
Poor Richard's Almanac	E	Draw 3 cards
The Great Awakening	E	Draw 3 cards
Meetinghouse	T	
Church	T	
Common Area	T	
Town Government	T	
Legislative Assembly	T	
Grammar School	T	
College	T	
Public Library	T	
Printing Press	T	
Newspaper	T	
Post Office	T	
General Hospital	T	
Naval Blockade	B	
Ambush	B	
Night Attack	B	
Surprise Attack	B	
Raid	B	
Counterattack	B	
Long March	B	
Massacre	B	
Siege	B	
Skirmish	B	

Card Name:	Type	Notes:
Hostilities	B	
Militia	C	
Colonists	C	
Colonials	C	
Royal Troops	C	
Indian Fighters	C	
Volunteers	C	
Irregulars	C	
Native American Allies	C	
Indian Allies	C	
Imperial Force	C	
Reinforcements	C	
Frontiersmen	C	
Cannons	C	
Fleet	C	
Warships	C	
Ship Squadrons	C	
Contingent	C	
Soldiers	C	
Infantry	C	
Artillery	C	
Raiding Party	C	
Punitive Expedition	C	
Garrison	F	
Fortifications	F	
Earthworks	F	
Entrenchments	F	
Outpost	F	
Governor	L	Counts as a Town Improvement
General	L	Counts as a Combatant
Industrialist	L	Counts as a Resource
Entrepreneur	L	Counts as a Resource
Preacher	L	Gain +1 Population per Turn
Minister	L	Gain +1 Population per Turn
Proprietor	L	Gain +1 Population per Turn
Promoter	L	Gain +1 Population per Turn
Diplomat	L	Opponent must pay 2 Gold to attack you
Director	L	Counts as a Resource
Dissident	L	You are Immune to Oppression cards
Revolutionary	L	Counts as a Combatant
Scientist	L	Counts as a Town Improvement
Captain	L	Counts as a Combatant
Privateer	L	Counts as a Combatant





# Commodore

## Introduction

Card game for 2 players. Simplistic Napoleonic era sea battle simulation. Micro-Deck Concept: Easily made minimalist deck.

## Card Set Available

Cheers! A Cardset by Janne Thörne: for Cardset

## Victory

Reduce your opponent to zero Morale Points.

## Morale Points

Each player begins with 7 Morale Points. Use coins, dice, or tokens to keep track of MP's.

## The Deck

Players share a common deck. There are 11 card types. The deck contains a total of 46 cards.

## Dice

Six sided dice are needed to play

## Tokens

Tokens are needed to keep track of damage. Tokens are placed on the ship card that is damaged.

## Setup

Each player is dealt a hand of 7 cards. Roll high to determine who goes first. Players cannot attack on their first turn.

## Turn Sequence

Players take turns. Each turn has 4 phases:

1. Maneuver Phase
2. Deploy Phase
3. Attack Phase
4. End Phase

## Maneuver Phase

Draw 1 card. If the deck runs out, shuffle the discard and draw from it.

## Deploy Phase

Put one or more Ship cards into play. Ship cards are placed face up in front of you.

## Attack Phase

Use Attack cards to cause one or more of your ships to attack. When Attacking, a ship rolls a number of dice equal to its current Strength. Every roll of 1 causes 1 Damage Token to be put on the enemy ship. A ship with zero Strength is out of action.

(ships weren't usually sunk, just reduced to drifting hulks) If no enemy ships remain, each successful attack causes your opponent to lose one Morale Point.

## End Phase

Max hand size is 7 cards. Discard excess cards.

## Current Strength Definition

A Ship's Current Strength = Hull size rating - Number of Damage Tokens on the Ship.

## Broadsides Card

The Broadsides attack card allows one of your target ships, and One of your opponents target ships to attack each other.

## Rake The Bow Card

Rake the Bow allows one of your ships to attack a target Opposing Ship without being fired back upon.

## General Melee Card

The General Melee card allows all ships in play to attack. In Melee you pick how the ships are paired up. The player with Excess ships may assign them to attack target ships of his choice or Opponents Morale.

## Boarding Action Card

For Boarding Action a pair of ships is selected. Both Roll 1D6 (Boarding Rolls) and add their current strength. The higher total wins. Attacker wins ties.

The losing ship is captured by your Marines. A Captured ship fights on your side. Grapeshot rule: A player may play (discard) a Broadsides card to 'sweep the decks' and get +1 to his Boarding roll.

## Outmaneuver Card

Can be used 2 ways:

1. Keep ones Distance:

Negate an Attack card just played and draw a card from the deck.

2. Superior Seamanship:

Cause opponent to discard 2 random cards in Maneuver Phase.

### Special Damage Card

Target a ship upon which you just inflicted damage. Panic: Enemy ship with Strength = 2 & intact Rigging flees the Battle. Surrender: Capture Enemy ship with Strength = 1.

If neither of the above apply roll 1D6: 1-3: Rigging Destroyed: This ship attacks as if it had one less Strength Ship cannot Board, Rake, or make Broad-sides, however it may be the target of such. 4: Sniper Kills Captain: The ship attacks as if it had one less Strength. 5: Hot Shot: The Ship becomes engulfed in fire & sinks.

6: Blown Away: The Main Magazine explodes. The Ship sinks. If a ship gets hit with a second (or more) special damage card producing a duplicate result the ship instead gets 1 extra damage token.

### Rarities Card

Can be used in 4 different ways:

1. Repairs: Remove 1 Damage Token from target ship.
2. Fireship: Make a Strength = 6 attack vs target ship.
3. Signal Flags: Discard X cards to draw X+1 cards.
4. Strategist: Look at opponent's hand & draw one card from the deck.

### Superior Assets

When played put a special token on a ship you just deployed this turn. This Ship gets Strength +1. This represents one of several possibilities: A New Ship, A well drilled Crew, A superb Captain, Carronades, etc.

Alternatively, you can use this card to Rally: Gain back one lost Morale point.

### Card List

Card Name:	#	Notes:
First Class Flagship	2	Hull = 6
Second Class Ship of the Line	4	Hull = 5
Third Class Ship of the Line	6	Hull = 4
Broad-sides	8	
Rake the Bow	2	
General Melee	4	

Card Name:	#	Notes:
Boarding Action	4	
Outmaneuver	4	
Special Damage	4	
Rarities	4	
Superior Assets	4	

# Number of copies of that card in the deck.

### Cardset Available

Much Thanks to Alcrespi

### Optional Rules

Some additional ship classes: Fourth Class Ship of the Line (Hull = 3) Frigate (Hull = 2) Sloop (Hull = 1)





# Conquest Of The Caribbean

## Introduction

Card game for 2-4 players. Each player controls a European power that has Colonial ambitions in the Caribbean (West Indies) Circa 1550-1750.

## The Colonial Powers

Each player must pick as his identity one of the 4 Powers: Spanish, Dutch, English, French All players must be of a different power.

## Victory

The player with the most Victory Tokens (VT) at the end of the game wins.

## End Of Game

The game ends after 20 rounds. Each Round Represents 10 Years.

## Rounds

During a Round , each player gets 1 turn. Players take turns in the following order within a round:

1. Spanish
2. Dutch
3. English
4. French

## Victory Tokens

Players share a common set of Victory Tokens (VT). There are an unlimited number of VT.

## Settlement Tokens

Players share a common set of Settlement Tokens (ST). There are an unlimited number of ST.

## The Caribbean Deck

Players share a common deck.

## Setup

Each player starts with 10 VT. Players pick their Nationalities.

## Turn Sequence

Players take turns within a round. Each turn has 8 Phases:

1. Prosperity Phase
2. Opportunity Phase

3. Exploration Phase
4. Development Phase
5. Trade Phase
6. Disaster Phase
7. Raid Phase
8. End Phase

## Prosperity Phase

Get one VT for each ST on an Island you own.

## Opportunity Phase

You draw 3 cards. All Players draw 2 cards. If the deck ever runs out, shuffle the discard and draw from it.

## Exploration Phase

You may put 1 Island card from your hand into play. You now own this Island. Keep it face up in front of you.

You may discard an exploration card to play 1 additional Island

## Development Phase

Discard a Settler Card and an Economy Card to put a Settlement Token (ST) on an Island you own. Each Island will have on its card text the max limit ST it can support.

## Trade Phase

You may discard an Economy card from your hand for 1 VT. You may discard a Settler card from your hand for 1 VT. You may discard a Commerce card to steal 1 VT from a target Opponent.

You may trade cards with other players.

## Disaster Phase

For each Island you own, flip over the top card of the Deck. If the card is a Storm or Disease, the Island loses 1 ST. If the card is a Piracy card you lose 2 VT.

If the card is a Rebellion card lose 1 VT and the Island loses 1 ST. The Piracy card can be negated if you discard a Naval Card. The Rebellion card can be negated if you discard a Military card.

If the card is a Treasure Fleet card, immediately take a Privateer Sub Phase.



## Privateer Sub-phase

This Sub Phase occurs when a Treasure Fleet Card is revealed in Disaster phase. This represents Spanish Galleons delivering Gold and Silver from South and Central America. All players starting with you and going clockwise may play Naval cards.

You must play at least 1 more card total than already has been played. This continues until all players pass in a row. The player who played the most cards wins the Treasure.

If no one plays any Naval cards, you get the Treasure. The winner discards the Treasure card and gains 5 VT.

## Raid Phase

You may attack a target Island owned by an opponent. As Attacker you must first play 1 Military card. Then your opponent may play a card to defend.

This continues until both of you pass. The Attacker wins if he plays more cards than the Defender. The Defender wins if he plays at least as many cards as the Attacker.

The Attacker can only play Military cards. The Defender can play Military, Treaty, and Disease cards. Discard all played cards.

The winner gets control (ownership) of the island. The Attacker if he wins may play a Loot card to gain 2 VT.

## End Phase

Current Players max hand size is 7 cards. Discard excess cards.

## Card List Notation

**I** Island  
**L** Loot  
**S** Settler  
**E** Economy  
**C** Commerce  
**Z** Storm  
**M** Military  
**P** Piracy  
**R** Rebellion  
**N** Naval  
**D** Disease  
**X** Exploration  
**Y** Treaty  
**T** Treasure Fleet  
**STL** Settlement Token Limit

## Caribbean Deck Card List

Card Name:	Type	STL	Notes:
Hispaniola	I	4	
Tortuga	I	1	
Trinidad	I	1	
St Lucia	I	1	
Cuba	I	5	
Barbados	I	1	
Montserrat	I	1	
St Kitts	I	1	
St Martin	I	1	
Aruba	I	1	
Curacao	I	1	
Guadeloupe	I	2	
St Croix	I	1	
Jamaica	I	3	
Nevis	I	1	
Puerto Rico	I	3	
Tobago	I	2	
Bonaire	I	1	
Virgin Gorda	I	1	
Sint Eustatius	I	1	
Grenada	I	1	
Martinique	I	1	
St Vincent	I	1	
Antigua	I	1	
Nassau	I	1	

Card Name:	Type	STL	Notes:
Bold Sea Captain	NM	-	
Outpost	SM	-	Defender Only
Town	S	-	
Fort	SM	-	Defender Only
Dysentery	D	-	
Fever	D	-	
Trade Route	E	-	
Runaway Slaves	R	-	
Buccaneers	P	-	
Fleet	NM	-	
Ploy	M	-	
Surprise Attack	M	-	Attacker Only
Sea Rovers	P	-	
Tobacco	E	-	
Salt	E	-	
Fruit	E	-	
Coconuts	E	-	
West Indies Company	E	-	
Carib Uprising	R	-	
Pearls	E	-	
Sugar Mills	E	-	
Aztec Gold	T	-	
Livestock	E	-	
Silver Bullion	T	-	
Investors	S	-	



Card Name:	Type	STL	Notes:
Hurricane	Z	-	
Pirates	P	-	
Pirate Fleet	P	-	
Sea Robbers	P	-	
Tropical Storm	Z	-	
Mexican Silver	T	-	
Slavery	SE	-	
White Settlers	S	-	
Colonists	S	-	
Explorer	SX	-	
Expedition	SX	-	
Indian Slaves	S	-	
Native Slaves	S	-	
Black Slaves	S	-	
African Slaves	S	-	
Cyclone	Z	-	
Garrison	M	-	Defender Only
Governor	SE	-	
Privateers	NEC	-	
Coffee	E	-	
Plantations	E	-	
Indigo	E	-	
Cocoa	E	-	
Founding	SX	-	
Sugarcane	E	-	
Molasses	E	-	
Rum	E	-	
Charter	SY	-	
Schooner	NM	-	
Royal Navy	NM	-	
Frigate	NM	-	
Warship	NM	-	

Card Name:	Type	STL	Notes:
Cash Crop	E	-	
Slave Labor	S	-	
African Diseases	D	-	
Indentured Servants	S	-	
Massacres	RM	-	
Peace Treaty	Y	-	
War in Europe	M	-	
Militia	M	-	Defender Only
Occupation	MSX	-	
Spoils	L	-	
Plunder	L	-	
Pillage	L	-	
Blockade	NM	-	
Sloops	NM	-	
Truce	Y	-	
Diplomacy	Y	-	
Navigation Act	C	-	
Export Tax	C	-	
Trade Restrictions	C	-	
Cotton	E	-	
Armada	NM	-	Attacker Only
Invasion	M	-	Attacker Only
Slave Revolt	R	-	
Slave Rebellion	R	-	
Retaliation	M	-	
Mulattos	S	-	
Tropical Diseases	D	-	
Smugglers	EC	-	
Fresh Troops	M	-	
Battle	NM	-	
Siege	M	-	

## Links

Caribbean History.





# Conquistador

## Introduction

Solo Card Game You (Cortez) control a band of Conquistadors seeking Gold in the New World.

## Scoring

The game Ends when there are no cards left in the Deck. At the end of the game put all your Ally cards into the Gold Pile. Your score = the total point value of the cards in the Gold Pile.

## Conquistador Points

You start with 20 Conquistador Points (CP) (1 Point = 25 Men). If you are ever reduced to zero CP you automatically lose.

## The Deck

There is one deck. There are 2 main card types:

1. Conquistador cards
2. Indian cards

## Conquistador Cards

Conquistador card types include: Expedition, Diplomacy, War, and Disease

## Indian Cards

Indian card types include: Aztecs, Tribes, and Settlements

## The Piles

As Play progresses 2 Piles will form:

1. Gold Pile
2. Discard Pile

## Setup

Start with the 3 Expedition cards in your hand.

## Turn Sequence

Each turn has 4 Phases:

1. Exploration Phase
2. Conquistador Phase

## Card List

3. Conquest Phase

4. Plunder Phase

## Exploration Phase

Turn over (face up) the top card of the deck. This is called the Top card.

## Conquistador Phase

If the Top card is a Conquistador card put it in your hand.

## Conquest Phase

If the Top card is an Indian card, you may conquer it by playing Conquistador cards (1 or more) from your hand with equal or greater Force. The Conquistador cards go to the discard and the Indian card goes to the Gold Pile. Indians conquered completely by Diplomacy card become Allies.

Ally cards go into your hand and are used as Conquistador cards. When used, Ally cards go to the Gold pile, not the discard. Settlement cards cannot be used as Allies.

Indians conquered completely by Disease go to the discard not the Gold pile. If you cannot conquer the Indian (Top) card, put it into the discard and Lose CP = to the Force of the Indian card minus the Force of any Conquistador cards you discard from your hand.

## Plunder Phase

Max hand size is 7 cards. Put extra cards into the discard pile.

## Card List Notation

- X** Expedition
- W** War
- D** Diplomacy
- P** Disease
- A** Aztecs
- T** Tribes
- S** Settlements

Card Name	Type	#	Force
Cortez	X	1	12
Conquistadors	X	1	8
New Spain	X	1	4
Treaty	D	1	1
Alliance	D	1	2
Missionaries	D	1	3
Conversion	D	1	4
Hostages	D	1	5
Common Enemy	D	1	6
Treachery	D	1	7
Threats	D	1	8
Terror	D	1	9
Conquered	D	1	10
Enslaved	D	1	11
Impersonate Quetzalcoatl	D	1	12
War Dogs	W	1	1
Armor & Shields	W	1	2
Take Prisoners	W	1	3
Crossbows	W	1	4
Matchlock Guns	W	1	5
Spanish Steel	W	1	6
Swords & Axes	W	1	7
Cannon	W	1	8
Ruthlessness	W	1	9
Atrocities	W	1	10
Tactics	W	1	11
Horses	W	1	12
Germs	P	1	1
Consumption	P	1	2
Black Death	P	1	3
Plague	P	1	4
Yellow Fever	P	1	5
Outbreak	P	1	6
Measles	P	1	7
Cholera	P	1	8
Dysentary	P	1	9
Influenza	P	1	10
Epidemic	P	1	11

Card Name	Type	#	Force
Small Pox	P	1	12
A Few Totonac	T	1	1
Many Totonac	T	1	2
A Great Many Totonac	T	1	3
A Few Texcocoan	T	1	4
Many Texcocoan	T	1	5
A Great Many Texcocoan	T	1	6
A Few Cholula	T	1	7
Many Cholula	T	1	8
A Great Many Cholula	T	1	9
A Few Tlaxcala	T	1	10
Many Tlaxcala	T	1	11
A Great Many Tlaxcala	T	1	12
Small Village	S	1	1
Medium Village	S	1	2
Large Village	S	1	3
Several Villages	S	1	4
Small Town	S	1	5
Medium Town	S	1	6
Large Town	S	1	7
Several Towns	S	1	8
Small City	S	1	9
Medium City	S	1	10
Large City	S	1	11
Tenochtitlan	S	1	12
Aztec Refugees	A	1	1
Aztec Scouts	A	1	2
A Few Aztecs	A	1	3
Many Aztecs	A	1	4
Aztec War Bands	A	1	5
Aztec Warriors	A	1	6
Jaguar Aztecs	A	1	7
Eagle Aztecs	A	1	8
A Great Many Aztecs	A	1	9
Aztec Army	A	1	10
Moctezuma	A	1	11
Cuitlahuac	A	1	12

## Scoring

> 156+ gold = Substantial victory  
 > 78-155 = Marginal victory  
 > 77 or less = Trip didn't pay for itself

## Optional Rule: Giving Up

Expeditions can be broken off at any point. The player has to pick up one more card from the deck, which reflects the way back to coast. If it comes up as an Indian card, if he can't defeat it, he loses.

If he comes back alive, count Gold as usual.





# Corps Of Discovery

## Introduction

Card Game for 2+ players. Lewis & Clarke Exploration Theme.

## Basic History

Thomas Jefferson bought (bargain-price) Louisiana from the French in 1803. This purchase more than doubled the size of the United States. Meriwether Lewis & William Clarke were chosen by Jefferson to Explore this vast, unknown region. They assembled a group of Soldiers, hunters, boatmen, and slaves (40-50 men) known as the Corps of Discovery. They set off from St Louis in 1804. They Traveled as far as the Pacific. The Expedition lasted two and a half years.

They returned safely after mapping large areas, finding new plants and Animals and meeting many new Indian Tribes.

## Victory

The player with the most cards in his Victory pile at the end of The game wins.

## The Deck

There is a single common deck. There are 7 Suites:

1. Geographical Features
2. Travel
3. Scientific Discovery
4. Indian Tribes
5. Diplomacy
6. Hardships
7. Provisions

## Setup

Each player draws 6 cards. The oldest player goes first.

## Card List

Card Name:	Type	Notes:
Meriwether Lewis	T	Leader
William Clarke	T	Proceed on
Sagacious Seaman	T	Newfoundland Dog
Keelboat	T	55 Feet Long
Large Canoes	T	Pirogues
Indian Guides	T	
Dugout Canoes	T	

## Turn Sequence

Players take turns. Each turn has 4 Phases: Travel Phase Exploration Phase Discovery Phase Winter Phase

## Travel Phase

Draw 2 cards in combination from the top of the discard or the Draw pile. The Draw pile is face up.

## Exploration Phase

You may discard 1 card and draw a replacement from the draw deck.

## Discovery Phase

If you have 1 card from each of the Seven suites, you may set the seven Cards aside in your victory pile. If you have 4 cards of a single suite in your hand, you may set the four Cards aside in your victory pile.

## Winter Phase

Discard down to 7 cards. The game ends if there are no cards left in the Deck.

## Card List Notation

- T** Travel
- D** Diplomacy
- P** Provisions
- G** Geographical Features
- S** Scientific Discovery
- I** Indian Tribes
- H** Hardships

Card Name:	Type	Notes:
Rivermen	T	Pilots
Trek on Foot	T	
Indians Allow Passage	T	
Navigate by the Stars	T	
Indian Horses	T	
Indian Maps & Advice	T	
Exchange Horses for Canoes	T	
George Drouillard	P	Hunter
Hunting	P	Deer, Sheep, Beaver, Water Birds
Salmon Fishing	P	
Medicinals	P	Laudanum, Quinine, Purgatives, Mercury
Indians Share Food	P	
Barter	P	
Indian Hospitality	P	Indian Generosity
Horsemeat	P	
Indians Provide Shelter	P	
Whale Blubber & Oil	P	
Salt Making Camp	P	
Toussaint Charbonneau	P	French-Canadian Trader; Decent Cook
Indian Food	P	Root Bread, Candle Fish, Corn
Buffalo & Bear Meat	P	
Missouri River	G	
Rocky Mountains	G	
Columbia River	G	
Fort Mandan	G	First Winter 1804-1805
Oregon	G	
Camp Fortunate	G	
Pacific Coast	G	
Fort Clatsop	G	Pacific Northwest; Second Winter
South Dakota	G	
Missouri River	G	White Cliffs, Great Falls & Headwaters
Bitterroot Mountains	G	
Yellowstone River	G	
Marias River	G	
Great Plains	G	
Diplomatic Offerings	D	Peace Medals, Certificates
Gifts	D	Beads, Cloth, Ribbons, Mirrors, Combs
Presents	D	Knives, Gunpowder, Fish-hooks
Singing & Dancing	D	Fiddle Tunes
Trade Goods	D	Whiskey, Tobacco
Sacajawea	D	Indian Woman
Interpreter	D	Sign Language
Diffuse Tensions	D	
Welcome Delegation	D	Friendly Council
Friendly Relations	D	Racing, Shooting, Doctoring, Ceremonies
Indian Women	D	Sexual Relations
York	D	Black Slave "Big Medison"
Show Off Technology	D	Air-gun, Cannon, Magnets, Sextant
Form Trade Alliance	D	Manifest Destiny
Shoshone Tribe	I	
Mandan Tribe	I	
Nez Perce Tribe	I	Rocky Mountains
Yankton Sioux	I	South Dakota

Card Name:	Type	Notes:
Teton Sioux	I	
Hidatsa Villages	I	
Missouri Indians	I	
Columbia River Tribes	I	The Salmon People
Oto Tribe	I	
Arikara Indians	I	
Salish Confederation	I	Flatheads
Chinook Traders	I	
Clatsop Tribe	I	
Blackfeet Nation	I	
Great Herds	S	Elk, Antelope, Buffalo
Map-Making	S	Cartography
178 Plant Species	S	
122 Animal Species	S	Prairie Dogs, Bighorn Sheep, California Condor
Grizzly Bear Attacks	S	
Indian Artifacts	S	
Specimens	S	Flora & Fauna
Disprove Fallacies	S	Northwest Passage, Mammoths, Welsh Tribes, etc.
Journals & Drawings	S	
Tribal Vocabularies	S	
Ethnological Observations	S	
Map Indian Tribes	S	
Soils & Minerals	S	
Weather & Climate	S	
Discomforts	H	Cuts, Bruises, Barbs, Bug Bites, Injuries
River Rapids	H	Short & Long Narrows
Portage (Carry Boats)	H	
Stand-Off with Indians	H	Misunderstandings
Sickness	H	Heatstroke, Malaria, Dysentary, Boils, etc.
Winter	H	
Camp Disappointment	H	
Low on Trade Goods	H	Lost Cargo, Thievery
Poor Relations with Indians	H	Politics, Promises, & Insults
Poor Morale	H	Homesickness, Frayed Nerves
Cross Mountains	H	
Cold & Hunger	H	Exposure, Starvation
Storms	H	Flash Floods, Hail, Rain, Snowstorms
Breakdown in Discipline	H	Drunk, Disorderly, & Defiant; Floggings

## Solo Victory Conditions

by Ron Pehr > 80 cards: It's a crashingly great success and Capt. Lewis gets elected president in 1812.

40-80 cards: It is as successful as the historical expedition was. < 40 cards: They shoulda' stayed in bed, and we give the Louisiana Purchase back to Napoleon and this game is being written in French.





# Cossacks

## Introduction

Card game for 2-4 Players. Players take on the roles of the Cossacks and their enemies!

## Victory

The first player to accumulate 35 Victory Points wins the game.

## The Deck

Players share a common Deck. There are 20 Suites. Each Suite has 3 Cards.

The cards have 7 Basic Functions:

1. Enemy
2. Disaster
3. Men
4. Control
5. Action
6. Fight
7. Victory

Each suite performs one or two of the Basic Functions.

## Victory Tokens

There is a common set of Victory Tokens (VT).

## Hetman Token

There is one Hetman Token (HT).

## Cossack Tokens

There is a common set of Cossack Tokens (CT).

## Dice

Six sided Dice are needed.

## Setup

Roll high on 1D6 to see who goes first. No one starts with any Tokens. Each player takes the role of one Cossack Enemy: Russians, Poles, Ottomans, or Tatars.

## Turn Sequence

Players take turns. Each turn has 7 Phases: Fate Phase Sich Phase Control Phase Cossack Phase Raid Phase Glory Phase End Phase

## Fate Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. You may discard a Control Card to draw 2 additional cards.

## Sich Phase

You may trade cards, CT, and VT with other players.

## Control Phase

You may discard a Control Card to gain possession of the Hetman Token. You may discard a Disaster card to cause a target player to discard 3 random cards from his hand.

## Cossack Phase

You may discard Men cards: If you discard 2 Men Cards gain 3 Cossack Tokens. If you discard 3 Men Cards gain 5 Cossack Tokens. If you discard 4 Men Cards gain 7 Cossack Tokens and so on.

Add 1 CT if one or more cards are from the same Suite.

## Raid Phase

To go on a Raid, you must be the current Hetman and you must discard 1 Enemy Card and 1 Action Card, otherwise skip this Phase. You cannot play an Enemy card that of the Enemy whose Role is yours. Roll 3 Dice and add them up to get a Raid Total.

Subtract this Total from the number of Cossack Tokens you have. If the result is positive gain that many VT. If the result is negative, lose that many VT.

You may discard a Fight card to cause a target Dieroll (1 of the 3 dice) to be rerolled or to cause a roll to be reduced by 1. Discard all your Cossack Tokens. If you won, the player with the role of that enemy loses VT equal to the amount you gained.

## Glory Phase

If you are the current Hetman gain 1 VT. If you went on a successful raid last phase you may. . . Discard 1 Victory Card to gain 1 VT Discard 2 Victory Cards to gain 3 VT Discard 3 Victory Cards to gain 5 VT and so on. You may also play an Enemy card of the same Suite of the Enemy card you played in Raid Phase: Gain 3 VT for each such card played.



**End Phase**

Discard an Enemy card or Reveal your Hand to all players. Max 10 CT. Discard excess CT. Max Hand size is 4 cards.

Discard excess cards.

**Card List Notations**

**E** Enemy

**D** Disaster

**M** Men

**C** Control

**A** Action

**F** Fight

**V** Victory

**X/X** Can be used as either or

**Cossack Common Deck Card List**

Name:	Type:	Suite:
Tzar	E	Russians
Slavs	E	Russians
Muscovy	E	Russians
Muslim Turks	E	Ottomans
Slave Trade	E	Ottomans
Janissaries	E	Ottomans
Crimean Khanate	E	Tatars
Nogai Horde	E	Tatars
Slave Raids	E	Tatars
Lithuania	E	Poles
Catholic Knights	E	Poles
Feudal Szlachta	E	Poles
Famine	D	Trouble
Revolts	D	Trouble
Chaos	D	Trouble
Ukrainians	M	Home
Steppes	M	Home
Don Cossacks	M	Home
Peasants	M	Origins
Runaway Serfs	M	Origins
Free Men	M	Origins
Sich	M/C	Organization
Host	M/C	Organization
Vathy Warbands	M/C	Organization
Campaign	A/D	Operations
Border Wars	A/D	Operations
Incursion	A/D	Operations
Zaporozhian Flotilla	A/M	Piracy
Black Sea Pirates	A/M	Piracy
Chaiky Galleys	A/M	Piracy

Name:	Type:	Suite:
Free Slaves	V	Spoils
Plunder	V	Spoils
Revenge	V	Spoils
Sabers	F	Weapons
Muskets	F	Weapons
Long Spears	F	Weapons
Long Moustaches	M/C	Hair
Shaved Heads	M/C	Hair
Forelock	M/C	Hair
Kuchma Cap	C	Costume
Waist Sash	C	Costume
Pantaloons	C	Costume
Skilled Horsemen	M/F	Horses
Light Cavalry	M/F	Horses
Mounted Infantry	M/F	Horses
Assaults	A/V	Raids
Forays	A/V	Raids
Surprise	A/V	Raids
Alliance	A	Mercenaries
Patrol & Sentry	A	Mercenaries
Registered Cossacks	A	Mercenaries
Hetman	C	Leader
Elections	C	Leader
Ataman	C	Leader
Fearless	F/C	Traits
Boldness	F/C	Traits
Aggression	F/C	Traits
Diversion	F	Tactics
False Retreat	F	Tactics
Cunning	F	Tactics

**Links**

Wikipedia







# Country Houses

## Introduction

Card game for 2-4 players. Each player is a Proud Landowner in the US in the Nineteenth Century.

## Victory

The first player to get 7 Victory Points is the winner. If more than 1 player reaches 7 VP at the same time, they share the win.

## The Deck

Players share a common deck. The Deck has 7 Suites. Each Suite has 10 Cards.

The 7 Suites:

- L** Land
- S** Livestock
- B** Buildings
- C** Crops
- R** Reputation
- P** Profession
- N** Name

## Estate Combo

An Estate Combo is a collection of 12 cards. A Combo must include the following cards: 2 Land 2 Livestock 2 Buildings 2 Crops 2 Reputation 1 Profession 1 Name

## The Key

The player in possession of the Key goes first in a round. An actual Key, or any token item will suffice.

## Setup

A random player gets the Key. Shuffle the Deck.

## Common Deck Card List

Type:	Card Name:
L	Purchase
L	Grove
L	Parcel
L	Hundreds of Acres
L	Well-Tended Fields
L	Plantation
L	Orchard
L	Vineyard

## Round Sequence

Each Round has 4 Phases:

1. Lots Phase
2. Purchase Phase
3. Combo Phase
4. Key Phase

## Lots Phase

A Lot is a set of 3 cards drawn from the top of the Deck. Lot cards are kept face-up and visible to all players. Draw a number of Lots equal to the number of players.

If the Deck runs out, first each player must discard all their cards in excess of 12. Next shuffle the Discard and draw from it.

## Purchase Phase

The player with the Key picks 1 Lot and keeps it. The player to his left then picks 1 Lot and so on until all players have chosen 1 Lot.

## Combo Phase

Each player looks at all the cards in all of his lots. If there are enough of the right types of cards to make an Estate combo, he wins. If only one player wins, he gets 2 Victory Points.

If more than one player wins, they each get 1 Victory Point. If there is at least one winner, all players discard all their cards.

## Key Phase

The player with the Key passes it to the player to his Left.

Type:	Card Name:
C	Fruit
C	Barley and Rye
C	Timber
C	Potatoes
P	Retired General
P	Law Practice
P	Bank President
P	Livestock Trader

Type:	Card Name:
L	Pasture
S	Cows
S	Horses
S	Pigs
S	Cattle
S	Hogs
S	Sheep
S	Chickens
S	Dairy
S	Husbandry
S	Fish
B	Tower
B	Storehouse
B	Stock Barn
B	Homestead
B	Neat Farmhouse
B	Mill
B	Grand Mansion
B	Wharf
B	Outbuildings
B	Silo
C	Wheat
C	Sugar
C	Corn
C	Tobacco
C	Cotton
C	Vegetables

Type:	Card Name:
P	Tanner
P	Shipping
P	Merchant
P	Farmer
P	Politician
P	Doctor
R	Prominent Citizen
R	Most Genial
R	Ready Wit
R	Pleasant & Agreeable
R	Honorable
R	High Toned
R	Trustworthy
R	Gentleman
R	Virtuous
R	Religious Man
N	Hamilton House
N	Casey Farm
N	Quincy House
N	Jackson House
N	Watson Farm
N	Roseland Cottage
N	Tower Place Farm
N	Beatty Farm
N	Lyman Estate
N	Castle Tucker

## Links

National Geographic





# Crimea

## Introduction

Card game for 2 players. Simplistic Simulation of the Crimean War 1854-56. One player is the Russians. The other player is the Allies (Anglo-French).

## Victory

The first player to win 7 Battles is the winner. If you have ever won 3 more battles than your opponent, you win. If a player is reduced to zero Troop Tokens he loses.

## The Deck

Players share a common deck.

## Setup

Each player starts with 50 Troop Tokens. Each player starts with a hand of 5 cards.

## Turn Sequence

Players take turns. The Allies go first. Each turn is divided into 5 Phases: Supply Phase Reinforcements Phase Epidemic Phase Battle Phase End Phase

## Supply Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

## Reinforcements Phase

Play 1 Reinforcement card from your hand. Gain Troop Tokens = the Force of the card.

## Card List

Card Name	Type	#	Force
Cholera	E	1	1
Disease	E	1	2
Outbreak	E	1	3
Dysentary	E	1	4
Epidemic	E	1	5
Overcrowded	B	1	1
Slow Advance	B	1	2
Confusion	B	1	3
Abandon Position	B	1	4
Unsupported Attack	B	1	5

## Epidemic Phase

Play 1 Epidemic card from your hand. You opponent loses Troop Tokens = to the Force of the Disease card.

## Battle Phase

You may skip this phase if you have no Attack cards or do not wish to attack. You may play 1 or more Attack cards to start a Battle. You opponent loses Troop Tokens = to the Force of the Attack cards.

Your opponent may play 1 or more Defense cards. You lose Troop Tokens = to the Force of the Defense cards. Either player may play a Blunder card to inflict additional Casualties = to the Force of the Blunder card.

The player that inflicted more casualties wins the battle.

## End Phase

Max hand size is 7 cards. Discard excess cards.

## Card Type Notation

- D** Defense
- A** Attack
- B** Blunder
- R** Reinforcements
- E** Epidemic
- X** Special

Card Name	Type	#	Force
Challenge Battle	A	1	4
Opportunity for Action	A	1	5
Frontal Attack	A	1	6
Storm Position	A	1	7
Major Field Operation	A	1	8
Siege	A	1	9
Major Assault	A	1	10
Outposts	D	1	1
Garrison	D	1	2
Withdrawal	D	1	3

Card Name	Type	#	Force
Reserves	R	1	1
Cavalry Brigade	R	1	2
Columns	R	1	3
Supply Trains	R	1	4
Artillery Battery	R	1	5
Infantry Battalion	R	1	6
Division	R	1	7
Massing of Troops	R	1	8
Naval Expedition	R	1	9
Invasion	R	1	10
Unopposed Advance	A	1	1
Military Diversion	A	1	2
Heavy Bombardment	A	1	3

Card Name	Type	#	Force
Relieving Forces	D	1	4
Redoubts	D	1	5
Raise Blockade	D	1	6
Intercept Advance	D	1	7
Cause Havoc	D	1	8
Repulse	D	1	9
Counter Attack	D	1	10
Special #1	X	1	-
Special #2	X	1	-
Special #3	X	1	-
Special #4	X	1	-
Special #5	X	1	-

## Special Cards

Special cards have different effects depending on whether the Allies or the Russians are playing the card:

### Special Cards For The Allies

Card	Title	Notes:
1	Lord Raglan	Counts as an Attack card of Force = 10
2	Florence Nightingale	Negate an Epidemic Card
3	The Thin Red Line	Counts as an Defense card of Force = 10
4	Napoleon III	Discard to draw 3 cards
5	Soldiers Battle	Counts as an Defense card of Force = 5

### Special Cards For The Russians

Card	Title	Notes:
1	Prince Menshikov	Counts as an Attack card of Force = 10
2	Charge of the Light Brigade	Counts as an Blunder card of Force = 5
3	Engineer Todleben	Counts as an Defense card of Force = 10
4	Tsar Nicholas I	Discard to draw 3 cards
5	Great Storm	Counts as an Epidemic card of Force = 5





# Custer's Last Stand

## Introduction

Board & card game for 2 players. American West: Indians vs Soldiers Each figure represents a group of cavalry soldiers or Indian braves.

## Victory

Destroy your enemies completely.

## The Map

Use an 8x8 chessboard.

## Units

Use action figures, chits, or miniatures to represent units.

## Setup

The middle 16 spaces each contain one Soldier unit each. One of the soldiers in the middle 4 spaces represents General George A. Custer All spaces on the edge of the board contain one Indian unit each.

## The Cards

Players share a common deck. The deck contains 2 of each card in the card list.

## Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

## Card List

Card Name:	Range	Type	User	Notes
Sword	1	A	S	
Tomahawk		1	A	I
Pistol	2	A	S	
Bow & Arrows	2	A	I	
Rifle	3	A	B	
Sharpshooter	4	A	B	
Revolver		2	A	S
Knife	1	A	I	
Spear	1	A	I	

## Orders Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

## Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves are diagonal or orthogonal. Units may not stack.

## Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack is killed and removed from the board.

## Card List Notation

- M** Movement
- A** Attack
- D** Defense
- X** Special
- S** Card can only be used by Soldiers
- I** Card can only be used by Indians
- B** Both Soldiers and Indians may use this card.
- K** As a Knight would move in chess
- Type** Purpose of card
- User** Which player may use the card
- #** Number of that type of card in the deck

Card Name:	Range	Type	User	Notes
Stalk	1	M	B	
Run	2	M	B	
Ride	3	M	B	
Plains Rider	4	M	I	
Duck	-	D	B	
Dead Horse	-	D	S	
Reload	-	X	S	Draw 3 cards
War Cry	-	X	I	Draw 3 cards

## Links





# Dark Continent

## Introduction

Players are rival Imperial powers expanding their influence and control of the Dark Continent.

## Published Version

Published version of Dark Continent available from Schutze Games Beautiful map and counters. Updated Rules.

1D6	Terrain	Def	Pop	Res	Mod
1-2	Plains	+0	+0	+0	+0
3	Jungle	+2	-2	-1	+0
4-5	Desert	+1	-2	-1	+1

**Def** Combat modifier for defending Armies.

**Pop** Modifier to Population Roll.

**Res** Modifier to the Resource Roll.

**Mod** Modifier to the Resource Type Table Roll.

After terrain type is determined, roll 1D6 to determine the population level of the territory. The minimum population level = 1. After population level is deter-

1D6	Resource	Inc	Notes
1	Poor Crops	1	Subsistence
2	Cash Crops	2	Deserts have Poor Crops instead
3	Poor Livestock	3	
4	Good Livestock	4	Deserts & Mountains have Poor Livestock instead
5	Exotics/Luxuries	5	
6	Oil	6	Jungles & Plains have Cash Crops instead
7	Gold	7	Deserts have Oil instead
8	Diamonds	8	
	Fish	2	

**Inc** Income Level of Resource.

Exotics/Luxuries include Ivory, Perfumes, Wild Animals, Dyes, Handcrafts, etc. Resources & Population level for each territory can be written directly onto the map.

## Pieces

Each player has a set of control marker chits of a unique color. Have white sets of counters with the following markings:

**F** Farm

**M** Mine

**Ft** Fort

## Object

The player with the most profit at the end of 9 +1D6 turns wins.

## The Map

Draw the outlines of the Dark Continent. The Dark Continent should be divided into 15-25 territories. The territories should be large enough to hold several stacks of counters.

Draw in Rivers. Determine the terrain type of each territory: Terrain Type Table

1D6	Terrain	Def	Pop	Res	Mod
6	Mountains	+3	-2	-1	+2
*	Coastal	+0	+1	+1	+0

mined, roll 1D3 to determine how many resources the territory has. This is the Resource roll. The minimum resource level = 0.

All Coastal Territories have 1 additional Fish resource. All Territories with rivers have 1 additional Good Crops resource. For each Resource roll once to determine what type it is: Resource Type Table

**T** Town

**P** Port

**L** Leader

**N** Native Army

**C** Colonial Army

**E** European Army

**R** Rebel Army

## Setup

Roll 1D6 high to determine turn order. In opposite turn order, each player selects one coastal territory to take control of. That territory will contain 1 Town, 1 Fort, 1 Port, and 1 European Army.

## Control

Control is denoted by Control Chits. A player puts one control chit in every territory he controls. A player places a control chit on top of every Army he controls.

## Turn Sequence

Players take turns. Each turn is divided into phases:

1. Epidemic Phase
2. Monsoon Phase
3. Famine Phase
4. Mine Disaster Phase
5. Leader Phase
6. Rebellion Phase
7. Production Phase
8. Investment Phase
9. Infrastructure Phase
10. Movement Phase
11. Diplomacy Phase
12. Battle Phase
13. Upkeep Phase
14. Profit Phase
15. Control Phase

## Epidemic Phase

Roll 1D6 for each territory you control. On a roll of 1 the territory produces no income this turn and all armies in the territory are destroyed.

## Monsoon Phase

Roll 1D6 for each coastal territory you control. On a roll of 1 the territory produces no income this turn.

## Famine Phase

Roll 1D6 for each territory you control. On a roll of 1 the territory produces no income this turn. On a roll

of 1-2 desert territories produce no income this turn.

## Mine Disaster Phase

Roll 1D6 for each mine you control. On a roll of 1 the mine is destroyed.

## Leader Phase

Roll 1D6. On a roll of 1 place a Leader counter on one of your armies. An army may have only one Leader. Excess leaders are discarded.

## Rebellion Phase

Roll 1D6 for each territory you control. On a roll of 1 the territory rebels. Place 1D2 Rebel Army counters in the territory.

On a roll of 1-2 on 1D6 one of the Rebel armies has a Leader. The territory produces no income until the Rebel Armies are destroyed.

## Production Phase

Each of your farms and mines produce revenue equal to the income value of the resource they are exploiting. Towns generate income equal to the population of the territory. Ports generate income equal to 1 + the number of adjacent territories.

## Investment Phase

Gain 2D6 income from European investors.

## Infrastructure Phase

Build Structures and raise armies. You can only spend what you have earned this turn. You cannot spend profit from previous turns.

Structure Table

Type:	Cost	Notes:
Farm	3	Exploit Crops, Livestock, and Exotics/Luxuries
Mine	10	Exploit Oil, Gold, and Diamonds
Fort	6	Defense +1
Town	10	—
Port	8	Requires a Town

## Army Table

Type:	Cost	Upkeep	Combat Bonus	Terrain Bonus
Rebel	6	1	+0	+1 in Jungles
Native	6	1	+0	+1 in Jungles
Colonial	9	2	+2	+1 in Mountains
European	12	3	+4	+1 in Plains

European armies must start in a territory with a port. Native & Colonial armies can start in any territory you control. You cannot buy rebel armies.

## Movement Phase

Your Armies can move to adjacent territories. More than one army may occupy a space. An army that is already in a territory with a hostile army cannot move into a space controlled by an opponent.



Armies with leaders can move 2 spaces. Rebel armies never move.

### **Diplomacy Phase**

If an army moves into a territory controlled by no player roll 1D6. On a roll of 1-3 the natives resist: Place 1D2 Rebel Army counters in the territory. On a roll of 1-2 on 1D6 one of the Rebel armies has a Leader.

The territory produces no income until the Rebel Armies are destroyed.

### **Battle Phase**

Enemy armies in the same territory will fight. Each army rolls 1D6 and adds modifiers to get a Force Total. This includes terrain and army type modifiers.

An Army with a leader gets +2. An army destroys 1 opposing army with a Force total equal to or less than

its. Two or more armies may combine their force totals to destroy one enemy army.

Leaders are destroyed with their army.

### **Upkeep Phase**

Pay upkeep for each army. If upkeep is not paid the army disbands.

### **Profit Phase**

All money not spent this turn is profit for your European Investors.

### **Control Phase**

If only your armies occupy a territory, remove any enemy control markers, and put down one of your own. Take control of all structures in the territory.





# Duel Of Iron

## Introduction

Civil War era tactical combat simulation. Players each control one or more Ironclads. The rules are for the basic scenario, in which one player controls the Confederate Merrimac, and one player controls the Union Monitor.

## The Map

Use a hex map. Indicate which spaces are land and which are water. Indicate whether water spaces are shallow or deep.

## Pieces

Six, eight, and ten sided dice are needed. Use cardboard counters (chits) to represent the ships. Draw an arrow on the chits to indicate the forward facing.

## Setup

The ships are placed at opposite ends of the map.

## Turn Sequence

Initiative Phase Move Phase Attack Phase Penetration Phase Damage Phase Ramming Phase End Phase

## Initiative Phase

The Monitor rolls 1D8. The Merrimac rolls 1D6. Reroll ties.

The ship with the lower Initiative roll moves first in move phase. All to-hit and damage rolls are simultaneous.

## Move Phase

Each ship makes a "move" roll. The Monitor gets 1D6+1 move points. The Merrimac gets 1D8-3 move points.

A move point can be used to move forward 1 space. A move point can be used to change the ships facing by one hex face. Shallow water hexes can be moved into by expending 2 move points.

Ships cannot enter land spaces. The Monitor could do 7 knots compared to the Merrimacs 5 knots. The Merrimac drew 22 feet compared to the Monitors 10 feet.

The Merrimac would more often get stuck in shallow water. Neither ship was Seaworthy. Both would sink in a bad storm.

## Attack Phase

Short range is within 2 hexes. Medium range is 4 hexes. Long range is a maximum of 8 hexes.

Each ship has four 90 degree arcs: Bow, Stern, Port, and Starboard. The Monitor can attack with its 2 cannons out of its Stern, Port, or Starboard arcs. The Monitor cannot attack out of its Bow arc. (It would hit its own pilothouse) The Merrimac can fire one cannon from its Bow and Stern arcs.

The Merrimac can fire a broadside of four cannons from its Port or Starboard arcs. Attacking cannons must make a "To-hit" roll. Roll 1D100 using 2 ten sided dice. This gives a number between 1 and 100.

The Monitor has an 80% to hit at the Merrimac short range. The Monitor has an 40% to hit the Merrimac at medium range. The Monitor has an 20% to hit the Merrimac at long range.

The Merrimac has an 40% to hit the Monitor at short range. The Merrimac has an 20% to hit the Monitor at medium range. The Merrimac has an 10% to hit the Monitor at long range.

The Monitor was a much smaller target.

## Penetration Phase

The Monitor had two 11 inch Dahlgren guns. (also called the soda-water bottle) The Merrimac had 10 guns, the largest of which were 9 inch. Cannons that made a successful to-hit roll now make a "Penetration" roll. This is also a percentage roll.

Short range shots from the Monitor have a base 21% to damage the Merrimac. Medium range shots from the Monitor have a base 14% to damage the Merrimac. Long range shots from the Monitor have a base 7% to damage the Merrimac.

Short range shots from the Merrimac have a base 15% to damage the Monitor. Medium range shots from the Merrimac have a base 10% to damage the Monitor. Long range shots from the Merrimac have a base 5% to damage the Monitor.

Historically, the Merrimac left its solid steel ammo on the dock in Norfolk in favor of explosive shells which were more effective against wooden ships. Optionally, you may allow the Merrimac to have its solid shot. This doubles the Merrimacs base chance to damage the Monitor at all ranges.

Historically, the Monitor used only half the powder it could have because the guns were experimentally new and untested. Optionally, you may allow the Monitor to use double charges. This doubles the Monitors base chance to damage the Merrimac at all ranges.

## Damage Phase

If a shot from the Monitor damages the Merrimac roll 1D6 on the following table:

1D6	Location	Effect
1	Rudder	Move roll -2
2	Crack Hull	All future penetration rolls at +5%
3	Cannon	Lose 1 cannon; The Merrimac has 10 cannon
4	Casualties	Lose 1 crew; The Merrimac has 5 crew
5	Leak	Move roll -1
6	Smokestack	Move roll -1

If the Merrimac accumulates -5 damage to its Move roll it becomes disabled. The placement of guns on the Merrimac can be switched. Crack Hull: One cracked hull result would give the Monitor a 12% chance to damage the Merrimac on its penetration roll at long

range, instead of 7%.

All damage is cumulative. Two cracked hull results would bring it up to 17%. If a shot from the Merrimac damages the Monitor roll 1D6 on the following table:

1D6	Location	Effect
1	Pilot House	Move roll -2
2	Crack Hull	All future penetration rolls at +5%
3	Cannon	Lose 1 cannon; The Monitor has 2 cannon
4	Casualties	Lose 1 crew; The Monitor has 2 crew
5	Leak	Move roll -1
6	Turret Jams	

If the Monitor accumulates -7 damage to its Move roll it becomes disabled. If the turret jams, the Monitor can only attack out of the arc it is currently facing for the rest of the game. Optionally, the gunners are no longer disorientated by the merry-go-round turret and their base chance to hit is increased by 5% at all

ranges.

## Ramming Phase

If the Merrimac is adjacent to the Monitor and facing it, the Merrimac may attempt to ram. Roll 1D8 on the Following table:

1D8	Result	Effect
1-4	Monitor swerves away	None
5	Glancing blow	The Merrimac receives a Leak damage result
6-7	Solid blow	The Monitor gets 1D3 Leak damage results
8	Drive her under	The Monitor sinks

The Merrimac also had a fifteen-hundred pound, plow shaped iron ram that broke off in the belly of the Union war sloop, the Cumberland. Optionally, you may allow the Merrimac to retain its ram. This gives the Merrimac +1 to rolls on this table.

## End Phase

Also called Victory Determination Phase. If a ship is disabled, the other ship wins. A ship is disabled if it cannot move, or it loses all of its crew or cannon.

## Game Designers Notes

The sinking of the Minnesota is not included as a victory condition for the South because it would be too easy, even though it didn't happen in real life. In

scenarios with multiple ships, the Merrimacs can fire a maximum of four guns per turn. Quantity of Ammo is not a consideration. The Monitor did not have to reload until after 3 hours of fighting.

In the real battle, neither ship was disabled. The Monitor wandered off after her captain was hurt. (the only casualty) The Merrimac retreated shortly after because the tide was going out. The Monitor was also known as "Ericsson's Folly" and was described as a "tin can on a shingle" or a "cheesebox on a raft." The Civil war saw many more Ironclads, and battles between them, by the wars end.

## Links

Ironclad Models





# Dueling Pistols

## Introduction

Card game for 2 players. Simulation of a Pistol Duel circa 1700+

## Victory

Victory Determination: You are Killed: Major Defeat  
You are Wounded: Minor Defeat Opponent Wounded:  
Minor Victory Opponent Killed: Major Victory

## Setup

Duelists agree to one of the following: One Shot, Multiple Shots (2,3,or 4), First Blood, Death They may also forgo the Speed element of the Duel and Allow the Challenged to fire first.

## The Deck

Players share a common deck. There are 4 suites of cards:

1. Speed
2. Aim
3. Range
4. Hit

## The Duelists

Name	Infos
Feraud	Aim cards get +1
D'Hubert	Speed cards get +1
Cassagnac	May use a Range card as a Speed card
Fortou	Hit cards get +1
Gambetta	Opponent may only discard and replace up to 3 cards
Jean Luc	Ignores first wound

Each Suit has 13 cards of numerical value from 1 to 13

## The Duel

Each player is dealt 9 cards: 5 face-down and 4 face-up. Each player can discard up to 4 face-down cards and draw replacements. Players reveal their hands: The player with the greatest total Speed fires first.

(In a tie, both fire simultaneously) When firing, if your total Aim is greater than the opponent's total Range, the shot hits. If the Range Total is greater, the shot misses. If your shot hits, compare your total Hits to your opponent's total Hits.

If his Hit total is equal or more than your Hit total, you have wounded him. If your Hit total is greater than his, you have killed him. Discard all played cards.

## Wounds

For each wound a Duelist has recieved, he is dealt one less face-down card and can discard one less face-down card. For example: with one wound the player is dealt 8 cards: 4 face-down and 4 face-up. He can discard up to 3 face-down cards and draw replacements.





# Eagles Of Glory

READY AIM FIRE - Custom Variant

By "Ian Milnes" and "Alexander Herklotz"

## Introduction

Two player Card game depicting Napoleonic era warfare.

## The Decks

There are 3 decks: The Battalion decks cards are chosen from an army list. Note that both opponents choose the same timeframe. Minimum number of cards is 25, maximum 50.

Note that there is a budget for every card. The difference of budgets of the opposing decks may not exceed 10% (The player with the higher budget has to drop some cards to be in range of the allowed budget).

Stack:	Start Max	Card Limit
Left Flank	2	5
Left Centre	3	6
Centre	3	6

Place Battalion cards up to the starting maximum card limit face down in each stack. Line Infantry and Artillery may be placed in Centre stacks. Cavalry, Light Infantry and Horse Artillery may be placed in any stacks.

Heavy cavalry may not be placed in any stack at the start of the game. Shuffle the appropriate Commander Deck, deal yourself 6 cards, and add them to your Reserve deck. Shuffle your Reserve Deck, and deal yourself a hand of 5 cards.

Once both players have completed above, turn cards in your stacks face up. They will remain face up for the first turn only. After the first turn, all cards are played face down, representing the "Fog of War".

## Victory Conditions

The first player to be routed from 3 of his 5 forward positions loses.

## Turn Sequence

Players take turns. Each turn has 6 phases:

1. Draw Phase
2. Terrain Phase
3. Reinforce Phase
4. Attack Phase
5. Morale Phase
6. Discard and Redraw Phase

Multinational armies are allowed, as long as a nation is not in both decks.

Units of different nationalities may not stack together. Generals of other nations may command allied units. The Tactics deck.

The Commander Decks have also an army list. Choose up to 6 commanders. Note that they also have a budget, which is added to the overall budget of the battalion decks. The Tactics deck has 1 of each card in the list, and 2 of each Terrain card

## Setup

Each player creates his Battalion deck. Each player forms a line of 5 stacks of cards, starting maximum as noted. The opposing lines face each other.

These stacks are called:

Stack:	Start Max	Card Limit
Right Centre	3	6
Right Flank	2	5

## Draw Phase

Draw 2 cards from your Reserve Deck. If the deck runs out, shuffle the discard and draw from it. The maximum hand size is 7. Cards in your hand over the maximum do not have to be discarded until the Discard/Redraw Phase.

## Terrain Phase

You may play a Terrain card onto an appropriate stack. Terrain cards remain in effect for the entire game

## Reinforce Phase

You may move any or all battalions from your hand to any of your stacks. All reinforcements from your hand go to the bottom of the stack they reinforce. Prior to the above, you may reorganise one stack, and move one card from a stack to an adjacent stack.

You may move any card in a stack (You are not limited to the top one)

## Attack Phase

You may make up to as many attacks per turn, as the command rating of your army commander. You may chose to fire attack or melee attack. The respective values are used. Your battalions are the attackers.

Your opponent's battalions are the defenders.

To attack, flip the top card of one of your stacks face up. Your opponent flips the card in his line opposite to it over. Both players roll two ten-sided dice. These are

called the Attack rolls.

Add combat modifier (fire or melee) to die roll and compare the difference between the 2 rolls. Apply the result as follows: (Attacker to Defender)

Difference:	Result:
+11 or greater	Defender eliminated, morale check for other battalions in stack
+6	Defender Routs
+3	Defender Shaken
0	Both Battalion cards take immediate morale check.
Battalion Shaken if test failed	
-3	Attacker Shaken
-6	Attacker Routs
-11 or worse	Attacker eliminated, morale check for other battalions in stack

In fire attacks, attacker takes no negative effects, if defenders fire value = 0.

## Notes

Card eliminated - remove card from play  
Card Routs - place card in discard pile  
Card Shaken - turn card through 900  
Card now fights with -3 modifier.

## Support

One battalion in the same stack as the attacker/defender can provide support to the battling card. Add +3 to the respective die roll. If the supported card is eliminated, the supporter routs. If the supported card is routed, the supporter is shaken. A Shaken card cannot offer support and fights with -3.

## Infantry Vs Cavalry

Infantry cannot melee-attack cavalry. Both cards are placed at the bottom of their stacks, and the attack counts against the number of attacks that turn. When infantry fire-attacks cavalry, the cavalry can avoid the attack by rolling equal or less than their training value. If they pass, they ride away (move to an adjacent stack). If they fail, they are blown. Alternatively Cavalry can try to melee-attack the infantry by rolling equal or less than their moral value. If they pass, its a melee with the cavalry as attacker.

If they fail, they are shaken and fire-fight with the negative modifier.

## Forming Square

When cavalry attack infantry, before the combat is resolved, the infantry must attempt to form square. This is accomplished by the infantry rolling equal or less than their training value with 2D6 (e.g. for a French line infantry card to form square, it must roll a 7 or less.). If the infantry form square, they fight the combat at +6. If they fail to form square, the cavalry fight the combat at +6. The cavalry have a chance to abort the attack if the infantry form square by rolling less than their training value with 2D6 (e.g.

for a French Hussar Regiment to abort an attack on a square, it must roll a 7 or less).

If this roll is achieved, they can "ride around" the square and not attack it. This counts against the number of attacks that can be made that turn. If the cavalry fail this roll, they must attack the square.

## Cavalry

Cavalry are considered Blown following an attack, or after defense against opposing Cavalry. Place a Blown marker on the card. The Blown status remains until removed by a successful Training Check. The first opportunity for a Training Check to remove Blown status is the Morale Phase in your next turn, i.e. not your current turn. Blown cavalry may not move, attack or support, when attacked they fight with -5.

## Artillery

When Artillery attacks, the opposing fire value =0. Artillery cannot be eliminated, routed, or shaken when Fire-ATTACKING Infantry and Cavalry, ie, ignore all -ve combat results. Arty can not melee-attack.

Arty can not attack, when just moved.

## Horse Artillery

As artillery EXCEPT they can attack the turn they moved.

## Notes

Destroyed battalions are removed from play. Surviving battalions are placed face down on the bottom of their stack. Tactics cards that modify the Attack roll are played before the roll is made.

Tactics cards are discarded immediately when played (to the discard pile).

## Flank Attacks

If you destroy all the cards in one of your opponents stacks, the battalions in your stack facing the empty stack get to flank attack the enemy stacks adjacent to



the empty stack. Battalions making Flank attacks are +4 to their Attack roll, but may not attack the enemy reserve stack. Cavalry regiments making Flank attacks are +7 to their Attack roll (melee-attacks only) and may attack any enemy stack.

Artillery cards do not gain the bonus, although they may Flank Attack.

## Morale Phase

(Simultaneous) Every time you destroy an opposing battalion all other units in the stack must take a morale check by rolling 1D10. To pass a moral check, the player must roll the units moral value or less. Any card that routs is placed in the Discard Pile. Any card that routs as a consequence of a failed moral check results in a further +1 to the moral check of any remaining cards in the stack who have yet to test. This modifier is cumulative.

Morale checks are done in stack order, ie top card first, then next down, etc, etc. If a Guard unit (GI, GLI, GC or GLC) is eliminated, any adjacent stack (in addition to the normal moral check for the elimination of a unit), must take a morale check. If the Guard are routed, the stack from which they routed must take a morale check. Shaken cards can be "revived" by a successful morale check (turn them back through 900). All shaken cards can test in this phase.

If a Shaken card is to be "revived" in the presence of a Commander card, the commander adds his command rating to the moral value of the unit. A General

can add this rating only once per turn.

## Discard And Redraw Phase

One card in the players hand can be discarded. The Players hand is then either made back up to 7 cards by drawing from the deck, or reduced to 7 by discarding cards.

## Divisional Generals

Each general has a command rating for moral tests. The general may add this bonus only once per turn. If the general is the only card in a stack, he is eliminated automatically if attacked.

## Army Commander

The Army Commander is placed behind the front stacks. His rating determines the number of attacks per turn. The Army Commander can take over a stack if a Divisional General is killed. He is then subject to all the rules pertaining to Divisional Generals.

The Army Commander moves onto a stack in the reinforcement phase. This move does not count against the number of reinforcements the player may make. If the Army Commander is killed, the entire army takes a morale check against their moral -1. Any cards in the front line that fail, are eliminated (they quit the battlefield) rather than go to the reserve stack.

Any further morale checks for the remainder of the battle are checked against the card morale -1.

## Tactics Card List

Card Name	Effect:
Square Formation	Line Infantry automatically form square
Second Volley	Defending Infantry battalion rolls 3 dice and picks the 2 best
Fire at Will	Get 1 extra attack
Sabers & Pistols	Attacking Cavalry battalion gets 1 extra attack
Rapid Deployment	Draw 1 extra card.
Forced March	Draw 1 extra card, OR retrieve 1 Infantry card from Discard pile.
Infantry Charge	Attacking Infantry +3 to their melee-attack roll (not for lights).
Socket Bayonets	Line Infantry get +3 to their melee-attack roll.
Counter Attack	Defending Cavalry get +5 to their melee-attack roll.
Broken Square	Infantry defending against Cav automatically fail to form square.
Limber	Draw 1 extra card, OR retrieve 1 Artillery card from Discard pile.
Grape Shot	Defending Art get +5 to attack roll (Cannot be used against Art).
Canister Shot	Art get +3 to their attack roll (Cannot be used against Art).
Cannon Ball	Attacking Artillery get +4 to their fire-attack roll.
Fusillade	Infantry battalion gets 1 extra fire attack
Sniper	Cause a stack to make a morale check in its Morale phase.
Column	Get +1 Reinforcement move.
Overrun	Morale check at +1.
Take Prisoners	Routing battalion is eliminated.
Fighting Withdrawal	Defender gets +3 to attack roll.

Card Name	Effect:
Difficult Terrain	Opponent gets one less attack this turn.
Enfilade fire	Get +3 to fire-attack roll.
Indirect fire	Attacking art get 1 extra attek vs nextcarddown in opposition stack
Confusion	Opponent draws no cards this turn.
Advance	Get +1 attack this turn.
Scouts	Look at opponent's hand
Rifles	Light Infantry get +3 to their fire-combat roll.
Probe	Get 1 extra attack with any Light Infantry in any of your stacks.
Rearguard Action	Draw 2 extra cards.
Cavalry Reform	Draw 1 extra card, OR retrieve 1 Cav card from the discard pile
Woods (x2)	+3 to defending light infantry
	Cavalry cannot melee-attack units in woods
	Reduce Stack limit by 1, only infantry may be placed in woods
	Remains in play
Hills (x2)	+3 to defending card
	+3 to attacking artillery
	Remains in play
Buildings (x2)	+3 to defending Infantry only
	Cavalry cannot melee-attack buildings
	Can be played on a hill (modifiers can be combined)
	Stack limit reduced by 1
	Remains in play
River (x2)	+3 to all melee-attacked defenders
	River affects either flank and next stack in (eg River is played against right flank and right centre)
	Remains in play
Bridge (x2)	Negates effect of river for 1 attacking Infantry or Cavalry card.
	Remains in play

## Attacking Empty Stacks

If an empty stack is attacked, the attacker has the option to either flank attack the adjacent stack, or to force his opponent to eliminate a Battalion card in his discard pile (opponents choice).

to win may have to be modified. Take the terrain cards out of the tactics deck and place them before starting the game at the specified postions.

Here are some sample scenarios for EAGLES OF GLORY.

## Unit List

Over 400 Historically accurate units! ??

## Optional Rules:

Players can agree a specific budget for their troops before customizing their decks.

It is possible to recreate historical scenarios. The number of positions and number of routed positions

## Maida, 04.07.1806

#	French	Stats
6	Line Battalions	(6x18=108)
3	Light Battalions	(3x20=60)
1	Mounted Chasseurs	(19)
	General Reynier	(4)

Budget: 191 pts.

#	British	Stats
2	Light Battalions	(2x15=30)
9	Line Battalions	(9x12=108)
3	Foot Battery	(3x10=30)
	Generals Stewart, Kempt, Cole, Akland	(16)

Budget: 184 pts.  
Terrain:

British Buildings, Free, Free Free, Hill, Free French



**Bussaco, 27.09.1810**

#	French	Stats
46	Line Battalions	(46x13=598)
16	Light Battalions	(16x14=224)
2	Hussars	(2x19=38)
3	Mounted Chasseurs	(3x19=57)
1	Dragoons	(1x21=21)

#	French	Stats
3	Foot Batteries	(3x15=45)
2	Horse Batteries	(2x11=22)
	Generals: Ney, Reynier, Merle,	-
	Heudelet, Soult, Marchand,	-
	Mermet, Loison, Lamotte	(44)

Budget: 1049

#	British	Stats
31	Line Battalions	(31x12=372)
3	Riflemen	(3x17=51)
1	Light Dragoons	(1x10=10)
23	Foot Batteries	(23x10=230)

#	British	Stats
1	Horse Battery	(1x11=11)
2	Foot Guards	(2x26=52)
5	KGL Battalions	(5x12=60)

#	Portuguese	Stats
12	Line Battalions	(12x10=120)
5	Cacadores	(5x14=70)
	Generals: Picton, Spencer,	-

#	Portuguese	Stats
	Leith, Craufurd, Campbell,	-
	Champalimaud, Spry, von Löwe,	-
	Blantyre, Stopford, Barnes	(52)

Budget: 1038

British-Portuguese Hill-Free | Hill-Woods-Hill-Free-  
Free-Buildings | Free-Woods

Free-Hill | Buildings-Free-Free-Free-Free-Free |  
Free-Free French

## Quatre Bras, 16.06.1815

#	French	Stats
12	Line Battalions	(12x13=156)
4	Light Battalions	(4x14=56)
2	Mounted Chasseurs	(2x19=38)
2	Lancers	(2x25=50)
1	Mounted Chasseurs Guard	(26)
1	Lancers Guard	(29)
2	Cuirassiers	(2x21=42)
3	Foot Batteries	(3x15=45)
1	Horse Battery	(11)
1	Guard Horse Battery	(14)
	Generals: Ney, Bachelu, Foy,	(28)
	Pire, Lefebvre-Desnouette, Kellermann	-

Budget: 495

#	Dutch	Stats
1	Light Battalion	(9)
1	Line Battalion	(8)
3	Militia	(3x4=12)

#	Dutch	Stats
1	Light Dragoons	(9)
1	Hussars	(9)

#	British	Stats
20	Line Battalions	(20x12=240)
1	Riflemen	(17)
11	Foot Battery	(11x10=110)
1	Horse Battery	(11)

#	Brunswick	Stats
2	Light Battalions	(2x4=8)
2	Line Battalions	(2x3=6)
1	Hussars	(10)

Budget: 483

#	Brunswick	Stats
	Generals: Wellington, Bylant,	-
	Picton, van Merlen, Brunswick,	-
	Vincke	(34)

Allied Free-Free-Building-Free-Free French





# Early Americas

## Introduction

Card & Board Game for 2-5 players. Colonization of the New World Theme.

## Game End

The game ends at the end of the turn when one of the following occur:

1. All Regions have 1 or more cities
2. All Regions are occupied and a War action is performed
3. One player has 7 or more Advances
4. One player controls 10 or more Regions
5. One player has 12 or more Cities

If the game ends at the end of your turn gain 7 VP.

## Victory

At the end of the game the player with the most VP wins.

## Victory Point Track

Use a Track to record Victory Points (VP). Each player uses a marker on the track of a unique color.

#	Region	Export Modifier
1.	Caribbean	+1
2.	Caracas	-
3.	Brazil	+1
4.	New Granada	-
5.	Peru	+1
6.	Rio de Plata	-1
7.	Chile	-
8.	Panama	-1
9.	Guatemala	-

## Map Notes

Peru cannot be explored until Brazil or New Granada or Rio de la Plata is explored. Chile cannot be explored until Rio de la Plata is explored

Resistance	Tokens
1	2
2	3
3	5

## Conquest And Slaver Tokens

There are 5 of each of these.

## Player Pieces

Each player has a set of pieces of a unique color. A set consists of:

1. Colonists (50)
2. Soldiers (25)
3. Cities (12)
4. VP Track Marker (1)
5. Mat Tokens (14)
6. Exploration Markers (17)

## Player Mats

Each player gets a Player Mat. Mats contain the Following information:

1. Spaces to show which Advances you have (Use Mat Tokens)
2. Your Nationality and its Special Abilities
3. A space to place Colonist & Soldier pieces that are currently located in your Homeland.

## The Map

This is a Map of the Americas divided into 17 Regions:

#	Region	Export Modifier
10.	Mexico	+1
11.	Guadalajara	-1
12.	Louisiana	-
13.	Florida	-1
14.	Carolinas	-
15.	Virginia	+1
16.	New England	-
17.	Canada	+1

## Indian Tokens

At the start of the game a random Indian Token is placed into each of the 17 Regions. Each token has a value 1-5. This is the Resistance Number.

Resistance	Tokens
4	4
5	3

## The Deck

Players share a Common Deck Each card has multiple uses:

1. Primary Action

2. X Value
3. Expedition Option
4. Muster Option

## Terminology

**Unit** Colonist, Soldier, or City (Not Exploration markers).

Occupation = Having a Unit in a Region. Known Region = Any Region you occupy or have an Exploration Marker in Control = Being the only player occupying the said region.

## Exploration Markers

If you have an Exploration Marker (EM) in a Region and then you later move a unit into that region you may remove the EM. If your last Unit in a Region is removed place an EM there to show you still know of it.

## Losing Units

If you are forced to lose Units and you have none instead lose 2 VP for each such unit.

## Set Up

Each player picks a nationality and gets their set of pieces. Shuffle the deck. Each player starts with a hand of 3 cards.

All players start with an Exploration marker in the Caribbean.

## Turn Sequence

Players take turns. Each turn is divided into 4 Phases:

1. Draw Phase
2. Score Phase
3. Action Phase
4. End Phase

## Draw Phase

Draw 3 cards from the top of the deck. If the deck ever runs out, shuffle the discard and draw from it.

## Score Phase

Gain 1 VP for each territory you control Gain 1 VP for each city you have on the Map. Gain 2 Colonists or 1 Soldier piece in your Home Country.

## Action Phase

You may conduct as many actions as you have cards to play. Most actions require the playing (discarding) of a pair of Cards: One card for the desired action and a second card for its X value. Some Actions do not require an X value and so don't use up a second card.

You get 1 Optional Free Action on your turn during this phase. A Free Action does not use up a card. There are 3 possible types of Free Actions to pick from:

1. Free Transport
2. Free Build
3. Free Export

These function as described below in the Primary Actions Explanations List.

## End Phase

Max hand size is 5 cards. Discard excess cards.

## Trade

Players may at any time trade cards with each other from their hands.

## Explanations List Of All Primary Actions On Cards

1. Expedition (Exploration) Option = Place one of your Exploration Markers in a Region that currently does not contain one. If you are the first player to explore a Region you may play an X value card to gain X VP.
2. Transport = Move X Colonists or Soldiers from your Homeland to a Known Region OR from one region you occupy to another that is known to you.
3. Build = Convert 10 Colonists in a Region into a City.
4. Export = Gain X VP. You must designate a region you are exporting from that you occupy. You may only export once per turn from that region. X is -1 for every other player occupying the region. Some regions (see Map or Table) have a natural +1 or -1 modifier to Exports.
5. Immigrants = Gain X+2 Colonists in your Homeland.
6. Regulars = Gain X Soldiers in your Homeland.
7. Militia = Convert X of your Colonists in one region into Soldiers
8. Privateers = Play on opponents turn when he is doing an Export (Extra or Free): Steal the VP he would have gained. You must play an X of equal or greater value.
9. Hardships = Target opponents Region loses half of its Colonists and soldiers rounding up.
10. Raid = Remove 1 enemy Soldier or 2 Colonists from a region you occupy or a region adjacent to one you occupy with Soldiers.
11. War = Attack the Enemy in a Region you occupy or one that is adjacent. Gather up all soldier pieces of his and yours in the region(s) in a cup and draw one out at random: The player drawn wins the War! All opposing soldiers in the cup are lost. If the Attacker wins, all opposing Colonists in the target space are removed and any opposing cities there are converted to the winners color. If the attack was into an adjacent region and the

- attacker won he may redistribute his soldiers between the 2 regions. The defender always gets 1 extra Bonus Soldier in the Cup and 1 more Bonus Soldier for each City he has in the attacked Region. Bonus soldiers "disappear" at the end of the resolution of the war action if the defender wins.
12. Black Slaves = Gain X Colonists in a Region of your choice. Lose X VP. Gain a Slaver Token if you do not already have one.
  13. Indian Allies = Gain 1 Soldier in a Region you occupy that has an Indian Token.
  14. Indian Raids = Opponent loses 1 Colonist in region he occupies with an Indian Token.
  15. Conquest = Remove an Indian Token from a region you occupy. Lose X Soldiers from the region. Gain 2X VP. X = to the Resistance value of the Indian Token. Gain a Conquest Token if you do not already have one.
  16. Indian Trade = Gain 2 VP if you occupy a region with an Indian Token.
  17. Indian Revolt = Opponent loses 1 Colonist in a region without an Indian Token.
  18. Missionaries = Gain 1 Colonist in any Region you occupy.
  19. Discovery = Gain X+1 VP.
  20. Slave Rebellion = Target Player with Slaver Token loses 1 Colonist in any Region he occupies.
  21. Indian War = Opponent loses 1 Soldier in region he occupies with an Indian Token.
  22. Plantation Exports = Player with Slaver Token gains X VP.
  23. Encomienda Exports = Player with Conquest Token gains X VP.
  24. Naval Escort = Play to Negate a Privateer or Sea Hazard Card.
  25. Treaty = Negate a War or Raid
  26. Sea Hazard = Play on opponents turn to negate a Transport or Export or Expedition or Discovery Action (This is nasty: all cards used in the targeted action are lost, as well as all units being transported)
  27. Salvage = Gain 1 VP. Shuffle the deck and draw 1 card. (Gain 2VP if you occupy Florida)
  28. Advance = Discard Additional Cards with a combined X Value of 12 or Higher: Gain 1 Advance

from the Advance List. (17 or higher for a second level Advance)

29. Muster Option = Discard this card to add one soldier piece to the cup in a War. This Soldier will remain in your possession if you win.
30. War in Europe = All players discard their Hands. Draw 2 cards.
31. Atrocities = Target player with Conquest or Slaver Token loses 2 VP.
32. National Will = This card can be used as described by the Nations Special Ability.
33. Region Cards = Note there is one card for each region. The card can be used for any function that targets a region (Exploration, Muster, Transport, Raid, War, Slave Rebellion, etc.) except the indicated region must be the one named on the card.

### Advance List

There are 7 available Advances. Each player can take each Advance once.

1. Trade Companies = Hand Size +2.
2. Religion = Gain 1 extra Colonist on each of your turns in your Homeland.
3. Military = Gain 1 extra Soldier on each of your turns in your Homeland.
4. Ship Technology = All your Transport Actions get X+2.
5. Fortifications = Regions you occupy gain 5 Bonus Soldiers to the cup when you are defending.
6. Industry = In Score Phase Cities earn 2 VP per turn.
7. Politics = Draw 1 extra card per turn in Draw Phase.

To indicate you own an advance place a mat token on the space on your player mat for that advance.

### Common Deck Card List Notation

Copies = Number of Copies of that card in the deck  
Value = The X Value of the Card

- E** This card can be used alternatively for the Expedition Function
- M** This card can be used alternatively for the Muster Option

### Common Deck Card List

Action	Copies	Value	Notes
Transport	2	8	E
Immigrants	4	7	-
Regulars	2	6	M
Militia	2	5	M
Privateers	3	4	E
Hardships	3	3	-
Build	1	2	-

Action	Copies	Value	Notes
Naval Escort	1	6	Z
Treaty	1	8	-
Sea Hazard	1	10	Z
Salvage	1	5	Z
Advance	4	10	Z
War in Europe	1	5	-
National Will	4	6	-

Action	Copies	Value	Notes
Export	2	1	-
Raid	3	5	M
War	2	10	M
Black Slaves	3	5	-
Indian Allies	2	3	M
Indian Raids	2	1	M
Conquest	2	9	Z
Indian Trade	2	2	-
Indian Slaves	2	2	-
Indian Revolt	1	4	-
Atrocities	2	3	-
Missionaries	2	1	-
Discovery	2	9	Z
Slave Rebellion	1	4	-
Indian War	1	4	-
Plantation Exports	2	8	-
Encomienda Exports	2	7	-

Action	Copies	Value	Notes
Caribbean	1	2	-
Caracas	1	3	-
Brazil	1	8	-
New Granada	1	9	-
Peru	1	9	-
Rio de la Plata	1	10	-
Chile	1	1	-
Panama	1	2	-
Guatemala	1	3	-
Mexico	1	4	-
Guadalajara	1	7	-
Louisiana	1	8	-
Florida	1	9	-
Carolinas	1	10	-
Virginia	1	5	-
New England	1	6	-
Canada	1	6	-

### Portuguese Special Abilities

The Portuguese go first. The National Will cards can be used as Exploration or Treaty cards.

### Spanish Special Abilities

The Spanish go Second. The National Will cards can be used as Conquest or Encomienda Export cards.

### French Special Abilities

The French go Third. The National Will cards can be used as Indian Trade or Indian Ally cards.

### Dutch Special Abilities

The Dutch go Fourth. The National Will cards can be used as Export or Transport cards.

### English Special Abilities

The English go Fifth. The National Will cards can be used as Immigration or Privateer cards.

### Optional Second Advance List

In this option players can take a second level in each of the 7 available Advances. Each player can take

each second Advance once.

1. Trade Companies = Get 1 Free Export Action on your turn. (This is a second free action)
2. Religion = Gain 1 extra Colonist on your turn in any target Region you occupy.
3. Military = As your free action you may conduct a War, Conquest, or Raid.
4. Ship Technology = Get 1 Free Transport Action on your turn. (This is a second free action)
5. Fortifications = As a Defender, if you lose a War action, immediately draw a second soldier from the cup: If its yours, you win! However, if you lose this second chance, you lose, and there is no third draw.
6. Industry = Cities only require 8 Colonists for their formation.
7. Politics = You may use National Will cards for: Treaty; or to rid yourself of a Conquest or Slaver Token, or to steal 2 Colonists of an opponent in a region you occupy (remove them and replace them with 2 of your own).

To indicate you own a second level of an advance, place a second mat token on the space on your player mat for that advance.





# East Indiamen

## Introduction

Players are English Merchants circa 1590 - 1600's financing Marine Voyages to Seek treasure in India and SE Asia.

## Victory

The game ends after 2 hours, or when the Treasure deck runs out. The player with the most Treasure Points (TP) in their Profit Pile at that time wins.

## Expeditions

Each Expedition must have one or more Ships (Maximum of 4 Ships). Expeditions can also have Trade goods or Silver to trade for Cargo. They can also have Gifts to give to foreign rulers, and Great Captains to improve their chance of success.

## Expedition Limit

You may have a max of 4 Expeditions in play at one time.

## Expedition Track

#	Name	Notes
-	England	Start Space
-	English Channel	Naught
-	Plymouth	Resupply
-	Madeira Islands	Naught
-	Portuguese Carrack	Capture Ship
-	Canary Islands	Naught
-	Scurvy	Hardship
-	Cape Verde Islands	Naught
-	Atlantic Ocean	Naught
-	Lightning Strike	Storm
-	Rain	Naught
-	Tornados	Storm
-	Guinea Coast	Naught
-	Portuguese Ship	Resupply
-	Infection	Hardship
-	Equator	Naught
-	Contrary Winds	Naught
-	St. Helena	Resupply
-	Doldrums	Naught

## Expedition Counters

Each player has a set of 4 expedition counters and numbered 1 to 4. Each players set has a unique color.

## Factory Counters

Each player gets 4 Factory Counters of a unique color.

## Expedition Mats

Each player has a piece of paper divided into 4 sections which are Numbered 1 to 4. These correspond to each of the 4 possible expeditions the Player may have going at the same time. Place the Expedition cards and Treasure cards of that expedition in its own section.

## Expedition Track

The Track is 40 spaces long. There is a start space and an End space. When starting out, an expedition moves towards the end space.

When reaching the End space or any point before then, the expedition may turn back. When an Expedition finally returns, its treasures go into your Profit pile, and All its expedition cards are discarded.

#	Name	Notes
-	Navigational Error	Naught
-	Arabian Sea	Naught
-	India	Naught
-	Sea Battle	Storm
-	Surat	Trade*
-	Cambay	Cotton
-	Mogul Emperor	Gift
-	Coromandel	Cotton
-	Golconda	Cotton or Trade
-	Masulipatan	Cotton
-	Ceylon	Trade
-	Bay of Bengal	Naught
-	Penang	Resupply
-	Malay Peninsula	Naught
-	Summer Monsoons	Hardship
-	Sickness	Hardship
-	Sumatra	Naught
-	Achin	Trade
-	Eastern Monarch	Gift



#	Name	Notes
-	Southern Hemisphere	Naught
-	Scourge	Hardship
-	Cape of Good Hope	Resupply
-	Table Bay	Resupply
-	Poorly Manned Ships	Hardship
-	Cape Correntes	Naught
-	Mighty Storm	Storm
-	Extreme Gusts of Wind	Storm
-	Mozambique	Resupply
-	Disease	Hardship
-	Madagascar	Resupply
-	Great Storm	Storm
-	Zanzibar	Capture Ship
-	Dysentery	Hardship
-	Indian Ocean	Naught
-	Split-up	Storm

\* Won't Trade for Cotton

## Setup

Players take their expedition counters and mats. Players roll high on 1D6 to see who goes first.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Expedition Phase
2. Launch Phase
3. Action Phase

## Expedition Phase

Draw 2 Cards from the Expedition Deck and discard 1 of them. Add the card to your Expedition Pile. If the deck runs out, shuffle the discard and draw from it.

## Launch Phase

If your Expedition Pile contains at least 1 Ship, you may launch the Expedition. If your Expedition pile has 8 cards you must launch, unless you don't have a ship, in which case you must discard your entire Expedition pile, and gain 1 Treasure. Assign the Expedition a number 1 to 4.

Place the corresponding numbered Expedition Counter onto the start space of The Expedition Track

## Capture Table

1D6	Notes
0	Roll Again
1	Gain 1 Treasure

#	Name	Notes
-	Strait of Malacca	Capture Ship
-	Priaman	Trade
-	Weariness	Hardship
-	Java	Naught
-	Bantam	Trade
-	Trade Agreement	Gift
-	South China Sea	Naught
-	Farther East	Naught
-	Spice Islands	Trade
-	Moluccas	Naught
-	Makain	Trade
-	Dutch Holdings	Naught
-	Pepper Ports	Trade
-	Banda Islands	Naught
-	Pacific Ocean	End Space

and place all the expedition cards from the pile into the Corresponding section of your Expedition Mat.

## Action Phase

In order of Expedition Number, move your expeditions along the track. Roll 1D6 and move the Expedition that number of spaces. Each space offers one possibility, helpful, or hurtful:

## Trade Spaces

Gain 1 Ships supply Token. You may discard 1 Trade good card to draw 1 Treasure Card. You may discard 1 Silver card or 1 Cotton Token or 1 Merchant Card to draw 2 Treasure Cards.

## Cotton Space

Gain 1 Free Cotton Token or 1 Supply Token. You may discard 1 Trade Good card to gain 1 Cotton Token. You may discard 1 Silver card to gain 2 Cotton Tokens.

## Foreign Land Space

Gain 1 Ships supply Token. You may discard a Gift card to draw 3 Treasure Cards.

## Capture Ship Space

Roll 1D6 on the Capture Table. Get -1 to the roll if you have a Great Captain in your Expedition.

1D6	Notes
3	Gain 3 Treasures
4-5	Nothing

1D6	Notes
2	Gain 2 Treasures

## Storm Space

Roll 1D6. This is the Storm Roll. On 5+ you lose 1 Ship. Get -1 to the roll if you have a Great Captain in your Expedition.

## Hardship Space

Roll 1D6. This is the Hardship Roll. On 3+ you lose 1 Ship. You may discard a Ships Stores Card or Token to negate this roll.

## Resupply Space

Gain 1 Ships Supply Token.

## Cargo Limits

Each Ship can hold a Max of 5 Treasure cards, Trade Good cards, Cotton Tokens, or Ships supply

## Expedition Deck

#	Name
20	Indianman Ship
5	Great Captain
10	Trade Goods
5	Spanish Silver

1D6	Notes
6	Lose 1 ship

Cards/Tokens.

## Establishing Factories

When you land on a Trade Space, you may discard a Merchant Card to place one of your Factory tokens on the space. From now on, you may always stop at this space, even if your Move Roll would normally send you past it. Only 1 player may have a Factory on a space.

## Meetings

If 2 expeditions meet in the same space, they may trade any and all cards and counters, as the owners agree.

#	Name
5	Fine Gifts
10	Ships Stores
5	Merchants

## Treasure Deck

#	TP	Type
2	11	Ginger
4	18	Cinamon
3	12	Cloves
3	13	Tumeric
2	14	Cardamom
9	15	Pepper
2	10	Coriander
2	8	Mace
3	6	Cochineal
1	24	Gems
2	20	Jewelry

#	TP	Type
2	5	Calico
1	7	Tapestries
2	9	Nutmeg
1	20	Amber
1	21	Pearls
1	22	Ebony
1	23	Gold
1	25	Diamonds
2	16	Tea
2	17	Coffee

**TP** Treasure Points

Note: Cotton Tokens can be turned in for 4 TP each

## Links

East Indiamen Wikipedia





# Eighty Years War

## Introduction

Card game for 2 players. Simulation of the Dutch (Netherlands) Revolt 1568-1648.

## Victory

The game ends after 15 turns. If the Dutch have 7 Provinces, and the Spanish have 10 Provinces, it is a Historical Tie. If the Dutch player has 8+ Provinces it is a Dutch Victory.

If the Spanish Player has 11+ Provinces it is a Spanish Victory.

## Province Tokens

Use 17 Tokens to represent the 17 Provinces.

## Stages

The game has 3 stages: Stage I (early) Stage II (Middle) Stage III (Late) Each stage has 5 Turns. Certain cards can only be played in specific Stages.

## Deck & Cards

Players share a common deck. All cards have a numeric value which according to the card can be used for Political Melds, Military Melds, or Either. Some cards can be used by only the Dutch or Spanish, or Both.

Some cards can only be used in certain Stages. Some cards are described as Leaders. Some cards are described as Events.

When an Event card is played in a Meld and it is able to contribute its Value to the Meld, it is considered to have "gone off" and is removed from play.

## Setup

The Dutch Player receives 7 Province Tokens (PT). The Spanish Player receives 10 PT. Remove the stage II and III cards from the deck.

At the beginning of stage II shuffle the stage II cards into the deck. At the beginning of stage III shuffle the stage III cards into the deck.

## Turn Sequence

Each turn has 4 Phases:

1. Logistics Phase
2. Strategy Phase
3. Action Phase
4. End Phase

## Logistics Phase

The Dutch player fills his hand to 7 Cards. The Spanish player fills his hand to 8 Cards. If the deck runs out, shuffle the discard and draw from it.

If you draw a card that cannot be used because it is the wrong Stage, you May immediately discard it face up and draw a replacement.

## Strategy Phase

Each player may discard up to 4 cards and draw replacements.

## Action Phase

Each player must make 2 Melds. There is a Military Meld and a Political Meld. All the cards in your hand must be used in the Melds.

Each Meld must contain at least 1 card. The other player may not see the size of your Melds. Both players reveal their Melds simultaneously.

When revealing Melds, keep useable cards face up and Unusable cards face down. Players add up the total numeric value for each of their Melds. Some cards will be unusable (zero value) because they only Work for the other player.

A Meld can only have 1 Leader. Additional Leaders are Unusable. You may only use 1 Event card per turn. Extra Events become Unusable. If both players are within 2 points on a Meld, it is a tie and no one wins.

If one player is 3+ points higher than the other, he wins the Meld and Takes a Province Token away from his opponent. If one player is 15+ points higher than the other, he wins the Meld and Takes 2 Province Tokens away from his opponent.

## End Phase

All Cards in play are discarded. Keep track of Stage and Turn.

## Card List Notation

- D** Dutch player only may use this card
- S** Spanish player only may use this card
- B** Both Dutch and Spanish players may use this card
- M** Military Melds only
- P** Political Melds only
- E** Can be used for Either Political or Military Melds
- I** Stage I only
- II** Stage II only
- III** Stage III only
- I+** Stage I or II only
- II+** Stage II or III only

**A** Can be used in All Stages  
**V** Event

**L** Leader

## Eighty Years War Card List

Card Name:	Use	Value	Meld	Stage	Notes
Great Merchant Cities	D	4	E	A	
Imperial Authority	S	4	E	A	
Calvinist Iconoclasm	D	4	P	I	
Reduction of Breda	S	7	M	III	V
William of Orange	D	8	P	I+	L
King Phillip II	S	9	E	I+	L
Duke of Alba	S	7	E	I	L
Brutal Oppression	B	4	P	A	
Council of Blood	B	5	P	I	V
Sea Beggars	D	6	M	A	
Maritime Provinces	D	5	E	A	
Privateers	B	4	M	A	
Merchant Magnates	B	4	E	A	
Political Rivals	B	3	P	A	
Factionalism	B	5	P	A	
Guerilla Campaign	D	3	M	A	
Spontaneous Revolt	D	7	E	A	
Flood Terrain	D	4	M	A	
Spanish Armies	S	4	M	A	
Siege Warfare	B	5	M	A	
Rebel Unity	D	6	P	A	
Sea Battle	D	7	M	A	
Starvation	B	4	M	A	
Occupation	B	3	E	A	
Southern Aristocracy	S	5	P	A	
Bribery	S	5	P	A	
Don Juan of Austria	S	6	M	II	L
Duke of Parma	S	9	E	II	L
Able General	B	6	M	A	L
Diplomacy	B	4	P	A	
Maurice of Nassau	D	9	E	II+	L
Ambrogio Spinola	S	9	M	III	L
Relieving Force	B	5	M	A	
Union of Utrecht	D	8	P	II	V
Union of Arras	S	8	P	II	V
Spanish Armada Fiasco	D	7	E	II	V
Demoralized	B	3	E	A	
Assassination	B	4	P	A	
English Allies	D	4	E	A	
Twelve Years Truce	D	8	P	III	V
Rivers & Marshes	D	5	M	A	
De Facto Independence	D	4	P	A	
Spanish Court Meddling	D	4	P	A	
French Intervention	D	5	E	A	
Battle of the Downs	D	8	M	III	V
Ruinous Expense	D	4	E	A	
Spanish Empire	S	7	E	A	

Card Name:	Use	Value	Meld	Stage	Notes
Habsburg Dynasty	S	7	E	A	
Devout Catholicism	S	4	P	A	
Foreign Rule	D	4	P	A	
Spanish Inquisition	B	3	P	A	
Heavy Taxation	B	4	P	A	
Sack Captured Cities	B	3	P	A	
Naval Blockade	B	3	E	A	
Military Might	S	5	M	A	
Standing Army	D	6	M	II+	
Protracted Siege	B	5	M	A	
Frederick Henry	D	7	M	III	L
Colonial Trade Routes	B	3	E	II+	
Heavy Handed Rule	S	3	E	A	
Holy Roman Empire	S	6	E	A	
Protestant German Aid	D	3	E	A	
Pivotal Area	S	7	M	A	
Heresy	S	4	P	A	
Stadtholder	B	3	E	A	L
Major Fortress	B	5	M	A	
Reformation	D	5	P	A	
Counter Reformation	S	5	P	A	
Nobility in Opposition	B	4	E	A	L
Treason	B	3	E	A	
French Huguenots	D	3	M	A	
Rebel Army	D	3	M	A	
Refugees to the North	D	4	E	A	
Mercenaries	S	5	M	A	
New World Bullion	S	5	E	A	
Mutinies	D	5	E	A	
Bankruptcy	D	4	E	A	
Pacification of Ghent	D	5	E	II	V
Reconquest	S	7	M	II+	
Treaty of Nonsuch	B	2	E	II	V
Act of Abjuration	B	2	E	II	V
Golden Age	D	8	P	II+	
States General Republic	D	4	E	A	
Dutch East Indies Company	D	4	P	II+	
Thirty Years War	B	5	M	III	
Inundations	B	4	M	A	
Italian Troops	S	4	M	A	
Fanaticism	D	5	E	A	
Siege Batteries	B	3	M	A	
Militia Garrisons	D	3	M	A	
Blockade Bridges	S	5	M	A	
Cavalry Sweeps	S	4	M	A	
Heavy Cannons	B	4	M	A	
Strategic Redoubt	D	6	E	A	
Take Town by Surprise	B	6	M	A	
North Eastern Theatre	S	7	E	A	
Raids and Incursions	B	3	M	A	
Strategic Diversions	B	8	E	A	
Mining and Sapping	B	4	M	A	
Water Communication	D	4	E	A	

## **Links**

Dutch Revolt Wikipedia





# El Libertador

## Introduction

Board game for 2-4+ players. Theme: The Latin American Revolutions 1809 - 1826.

## Victory

The player with the most Victory Tokens at the end of the game wins. The game ends when all Countries

#	Title:
1.	Revolution
2.	Columbia
3.	Columbia
4.	Columbia
5.	Revolution
6.	Venezuela
7.	Venezuela
8.	Venezuela
9.	Venezuela
10.	Venezuela
11.	Revolution
12.	Ecuador
13.	Ecuador
14.	Ecuador
15.	Ecuador
16.	Revolution
17.	Peru
18.	Peru
19.	Peru
20.	Peru
21.	Revolution

## The Deck

Players share a Common Deck. There are 2 main types of Cards: Liberation Cards and Royalist Cards. There are 5 types of Liberation Cards: Simon Bolivar, Leader, Troops, Battle, and Ideals. All cards have a Force Value.

## Victory Tokens

Players share a common set of Victory Tokens.

## Counters

Each player has a set of counters of a unique color.

## Pawns

Each player has a single Pawn. This pawn should be the same color as the players counters. More than

have been liberated.

## The Board

The board is a circular track of 41 spaces. Each space should be large enough to hold 1 card. There are 2 types of Spaces: Revolution and Country.

#	Title:
22.	Bolivia
23.	Bolivia
24.	Bolivia
25.	Revolution
26.	Argentina
27.	Argentina
28.	Argentina
29.	Argentina
30.	Argentina
31.	Revolution
32.	Chile
33.	Chile
34.	Chile
35.	Chile
36.	Revolution
37.	Mexico
38.	Mexico
39.	Mexico
40.	Mexico
41.	Mexico

1 Pawn may occupy 1 space on the board at a time.

## Dice

Six sided dice are needed.

## Setup

Shuffle the deck. Each player picks a color and takes the corresponding Pawn and Counters. All players draw 2 cards from the deck.

Players roll high on the dice to see who goes first. All players place their pawns on the number 1 Revolution space on the board before the Columbia Country spaces.

## Turn Sequence

Players take turns. Each turn has 5 Phases:



1. Draw Phase
2. Move Phase
3. Action Phase
4. Independence Phase
5. End Phase

## Draw Phase

Draw 1 Card and place it in your hand. If the deck runs out, shuffle the discard and draw from it.

## Move Phase

Roll 1 die and move forward that many spaces OR discard a card from your hand and move forward a number of spaces equal to its Force Value. If you land on a Revolution Space you may do one of three actions:

1. Roll the Die and move again
2. Move to any other Revolution Space on the Board
3. Draw 1 Card and place it in your hand
4. Play a Counter onto any Country Space you have liberated

## Action Phase

— If you land on a Country Space that has no card on it, you may play a Liberation card to that space. Tuck it partially under the Board directly next to the space. Place 1 of your Counters on the Space if you placed a card there. If you have a card under a space you are said to have Liberated it.

You may chose not to play a Liberation card if you don't want to or cannot. If a Country already has 2 cards of the same type, you cannot play a third. For example: Columbia can only have 2 Troop cards tucked under its spaces. A Max of 1 Simon Bolivar card may be used per Country.

— If you land on a Country Space that you have already Liberated (You have a card and one or more counters there already) you may do one of the following:

1. Place an additional counter on the Space
2. Exchange the tucked card with one from your hand
2. Draw 1 card and discard 1 card (It may be the same card)

## Common Deck Card List

Name:	Type	Force	Notes:
Hero	S	8	F +3 IPI Columbia
Visionary	S	7	F +3 IPI Venezuela
Revolutionary	S	6	F +3 IPI Ecuador
Liberator	S	5	F +3 IPI Peru
Miranda	L	3	F+2 IPI Venezuela
San Martin	L	7	F+2 IPI Arg/Chile/Peru
Sucre	L	8	F+2 IPI Bol/Ecuad/Peru
Riquelme	L	5	F+3 IPI Chile

— If you land on a Country space liberated by another player, you can either do nothing or play 1 or more Royalist cards with a combined Force value equal to or greater than the number of Counters your opponent has on the space. If you do so, discard all the counters on the space and the card tucked under it. Remove the Royalist cards from the game.

— If you land on a Country Space that is Independent skip over it and go to the next space and resume your move.

## Independence Phase

If you played a Liberation card under a Country space this turn and all the other spaces for that country have already been liberated (by you or others) the Country is now said to have gained its Independence. Immediately score Victory Tokens (VT) for the country.

- You gain 2 Victory Tokens for playing the final card to make the country go Independent.
- The player with the highest combined total of Counters and Card Force values gets 5 VT.
- The player with the second highest total of Counters and Card Force values gets 3 VT.
- All other players with at least 1 card and counter in the Country get 1 VT each. If tied for first, tied players get 4 VT each. If tied for second, tied players get 2 VT each. Independent Countries are out of play. Pawns cannot land on them, they simply move past them.

## End Phase

Max hand size is 5 cards. Discard excess cards.

## Common Deck Card List Notation

**S** Simon Bolivar  
**L** Leader  
**T** Troops  
**B** Battle  
**I** Ideals  
**R** Royalist  
**F** Force  
**IPI** If Played in. . .  
**UV** Use only versus...



Name:	Type	Force	Notes:
Serrano	L	6	F+4 IPI Chile
Hidalgo	L	5	F+3 IPI Mexico
Guerrero	L	4	F+4 IPI Mexico
General	L	2	—
Junta	L	1	(Government Committee)
Chacabuco	B	5	F +3 IPI Chile
Carabobo	B	6	F +2 IPI Venezuela
Boyaca	B	8	F +2 IPI Venez/Columb
Maipo	B	2	F +4 IPI Chile
Pichincha	B	7	F +3 IPI Ecuador
Junin	B	3	F +4 IPI Argentina
Ayacucho	B	4	F +3 IPI Argentina
Campaign	B	2	—
Uprising	B	1	—
Libertadores	T	4	—
Creole Elites	T	3	—
Indians	T	2	—
Revolutionary Army	T	5	—
Invasion Force	T	7	—
Foreign Volunteers	T	7	—
Republican Army	T	5	—
Discipline	T	6	—
Army of the Andes	T	8	—
Raiders	T	1	—
Rebels	T	4	—
Liberty	I	5	—
Enlightenment	I	4	—
Democracy	I	1	—
Declarations	I	4	—
Independence	I	7	—
Congress	I	2	—
Constitution	I	3	—
Reforms	I	5	—
Liberalism	I	2	—
Autonomy	I	8	—
Age of Revolution	I	6	—
Ferdinand VII	R	2	—
Reclaim Provinces	R	2	—
Loyalist Armies	R	1	—
Royalist Forces	R	1	—
Military Defeat	R	1	—
Spanish Garrisons	R	1	—
General Morillo	R	3	—
Battle of Rancagua	R	1	—
Exile	R	2	UV Simon/Leader
Capture	R	1	—

## Links

Simon Bolivar Wikipedia





# Eskimo

## Introduction

Card, Board, & Dice game for 2-4+ players. Each player is an Eskimo (Inuit) Hunter.

## Improved & Expanded Version

By Mike Marinos [Eskimo](#)ESKIMO Great additional Material for RPG & Solo play

## Winning

At the end of the game, the player with the most Food Points wins. Food points are gained by collecting (hunting) Animal cards. The game ends when all Animal cards have been collected.

Get 1 FP for each Special card in your hand at the end of the game.

## The Board

The Board is a circular track divided into 16 spaces:

Space #	Name:	Type	Notes:
1.	Ice	I	
2.	Coast	H	
3.	Ice	I	
4.	Igloo	S	Snowhouse (Season of Dark)
5.	Ice	I	
6.	Thin Ice	H	
7.	Ice	I	
8.	Domoid	S	Sod & Whalebone (Year round)
9.	Ice	I	
10.	Tundra	H	
11.	Ice	I	
12.	Tent	S	Skin Covered (Season of Light)
13.	Ice	I	
14.	Ice Bergs	H	
15.	Ice	I	
16.	Stonehouse	S	Stone & Driftwood (Year round)

- S** Shelter  
**H** Hunting Grounds  
**I** Ice

## Pieces

Each player has a pawn to represent his Eskimo Hunter Six sided dice are needed.

## The Decks

- There are 2 Decks:
1. The Animal Deck
  2. The Hunter Deck

## The Animal Deck

Each Animal card has a Food value from 1 to 4. Each Animal can only be hunted with certain types of Weapons.

## The Hunter Deck

The Hunter deck includes 3 card types:

1. Hunting Weapons
2. Transportation
3. Special

## Setup

Each player places his Eskimo Pawn in a Shelter Space. Each player draws to cards from the Hunter Deck. Roll high on 1D6 to see who goes first.

## Hunting Ground Spaces

Each Hunting Ground Space must have an Animal Card on it Face up. If at any time a Hunting Ground is empty, immediately draw the next Animal card from the Animal Deck and place it on the Hunting Ground.

## Turn Sequence

Players take turns. Each turn has 5 Phases

1. Travel Phase
2. Ice Phase
3. Shelter Phase
4. Hunt Phase
5. Transport Phase

### Travel Phase

Roll 1D6 and move that many Spaces clockwise or counterclockwise.

### Ice Phase

If you land on an "Ice" Space nothing happens.

### Shelter Phase

If you land on a Shelter Space draw one card from the Hunter deck, Show it to all players & put it in your hand. If you drew a Special card, you may not move again until after your Next turn (At home not hunting); However you may search the deck for A Weapon & a Transport card & put them in your hand. You may carry a maximum of 4 Hunter cards.

Discard excess cards.

### Hunt Phase

If you land on a Hunting Ground space, you may hunt the Animal there. To get the Animal, discard an appropriate Weapon card. Your Eskimo has caught the Animal and must carry it back to any Shelter.

The Eskimo cannot hunt again until after it visits a Shelter. Keep all Animals you've hunted in a pile beside you. To catch a Walrus or Whale you must also discard a Boat card.

### Transport Phase

You may discard a Transport card to move again (Go back to Travel Phase).

### Card List Notation

# Copies of that card in the Deck

**FP** Food Points

**H** Hunting Weapons

**T** Transportation

**S** Special

### Animal Deck Card List

Animal Name	#	FP	Notes
Seal	4	2	Sea Mammal
Sea Lion	2	2	Sea Mammal
Walrus	1	4	Sea Mammal
Bowhead Whale	1	4	Whale
Bottlenose Whale	1	4	Whale
Narwhal	1	4	Whale
Beluga	1	4	Whale
Char	1	2	Fish
Salmon	1	2	Fish
Whitefish	1	2	Fish
Pike	1	2	Fish
Forage	1	1	Roots, Greens, Wild Berries*
Sea Birds	1	1	Birds (Penguins)
Waterfowl	1	1	Birds (Ducks, Geese, Quail)
Migrating Birds	1	1	Birds (Eggs)*
Bird Eggs	1	1	No Weapon card needed
Caribou	1	3	Hoofed
Reindeer	1	3	Hoofed
Moose	1	3	Hoofed
Musk Ox	1	3	Hoofed
Small Game	2	1	Wolves, Foxes, Hares
Polar Bear	1	4	Hibernating (Kill in sleep)

\* No Weapon card needed (Bare Hands)

### Hunter Deck Card List

Card Name	#	Type	Notes
Harpoon	4	W	Sea Mammals & Whales only
Spear	4	W	Any
Bow & Arrows	2	W	Any
Bait & Snare	2	W	Small Game & Birds only
Fish Hooks	2	W	Fish only
Sledge	2	T	Dogs
Sled Dogs	2	T	Dogs
Huskies	2	T	Dogs
Kayak	4	T	One Seat Boat
Umiak	2	T	Deep Rowboat
Clothing	1	S	Fur Parka, Mittens, Boots
Sports	1	S	Ball, Blanket Toss, Hand Football
Games	1	S	Cats Cradle, Bones
Fun	1	S	Storyteller, Tongue Twisters, Funny Faces
Music	1	S	Tambourine, Singing, Pentatonic Scale
Customs	1	S	Ridicule Contest, Hospitality
Food Preservation	1	S	Frozen, Air Dried, Decayed, Smoked
Food Preparation	1	S	Eat Raw Flesh or Lightly Boiled
Tools	1	S	Seal oil Lamp, Knives, Pots, Ivory Needle
Carvings	1	S	Toys, Fetishes, Ivory, Bone, Soapstone
Language	1	S	Aleut, Eskimoan, Syllable Language
Religion	1	S	Medicine Man, Food Taboos, Ceremonies





# Eskimo Expansion

## Introduction

Card, Board, & Dice game for 2 to 4 (or more)players.

Each player is an Eskimo (Inuit) Hunter.

## Winning

At the end of the game, the player with the most Food Points wins. Food points are gained by collecting (hunting) Animal cards. The game ends when all Animal cards have been collected. Get 1 FP for each Special card in your hand at the end of the game. The Board The Board is a circular track divided into 16 spaces:

Space #	Name:	Type	Notes:
1	Ice	I	
2	Coast	H	
3	Ice	I	
4	Igloo	S	Snow House
5	Ice	I	
6	Thin Ice	H	
7	Ice	I	
8	Domid	S	Sod & Whalebone
9	Ice	I	
10	Tundra	H	
11	Ice	I	
12	Tent	S	Skin Covered (Season of Light)
13	Ice	I	
14	Ice Berg	H	
15	Ice	I	
16	Stone House	S	Stone and Driftwood

- S** shelter
- H** Hunting Ground
- I** Ice

## Pieces

Each player has a pawn to represent his Eskimo Hunter

- Six sided dice are needed.
- The Decks There are 2 Decks:
  - The Animal Deck
  - The Hunter Deck

## The Animal Deck

Each Animal card has a Food value from 1 to 4.  
Each Animal can only be hunted with certain types of Weapons.

## The Hunter Deck

- The Hunter deck includes 3 card types:
  1. Hunting Weapons
  2. Transportation

3. Special

## Setup

Each player places his Eskimo Pawn in a Shelter Space.  
Each player draws to cards from the Hunter Deck. Roll high on 1D6 to see who goes first.  
Hunting Ground Spcses Each Hunting Ground Space must have an Animal Card on it Face up.  
If at any time a Hunting Ground is empty, immediately draw the next  
Animal card from the Animal Deck and place it on the Hunting Ground.

## Turn Sequence

- Players take turns. Each turn has 5 Phases
  - Travel Phase
  - Ice Phase
  - Shelter Phase
  - Hunt Phase
  - Transport Phase
  - Travel Phase

Roll 1D6 and move that many Spaces clockwise or counterclockwise.

## Ice Phase

If you land on an “Ice” Space nothing happens.

## Shelter Phase

If you land on a Shelter Space draw one card from the

Hunter deck, Show it to all players & put it in your hand.

If you drew a Special card, you may not move again until after your

Next turn (At home not hunting); However you may search the deck for

A Weapon & a Transport card & put them in your hand.

You may carry a maximum of 4 Hunter cards.

Discard excess cards.

## Hunt Phase

If you land on a Hunting Ground space, you may hunt the Animal there.

To get the Animal, discard an appropriate Weapon card.

Your Eskimo has caught the Animal and must carry it back to any Shelter.

The Eskimo cannot hunt again until after it visits a Shelter.

Keep all Animals you’ve hunted in a pile beside you.

To catch a Walrus or Whale you must also discard a Boat card.

## Transport Phase

You may discard a Transport card to move again (Go back to Transport Phase).

## Card List Notation

# Copies of that card in the Deck

**FP** Food Points

**H** Hunting Weapons

**T** Transportation

**S** Special

## Animal Deck Card List

Animal Name	#	FP	Notes
Seal	4	2	Sea Mammal
Sea Lion	2	2	Sea Mammal
Walrus	1	4	Sea Mammal
Bowhead Whale	1	4	Whale
Bottlenose Whale	1	4	Whale
Narwhal	1	4	Whale
Char	1	2	Fish
Salmon	2	2	Fish
Sea Birds	1	1	Birds

Animal Name	#	FP	Notes
Waterfowl	1	1	Birds
Migrating Birds	1	1	Birds
Bird Eggs	1	1	No Weapon card needed
Caribou	1	3	Hoofed
Reindeer	1	3	Hoofed
Musk Ox	1	3	Hoofed
Small Game	2	1	Wolves, Foxes, Hares
Polar Bear	2	4	Hibernating

## Hunter Deck Card List

CardName	#	Type	Notes
Harpoon	3	W	Sea Mammals & Whales only
Spear	3	W	Any
Bow & Arrows	2	W	Any
Bait & Snare	2	W	Small Game & Birds only
Fish Hooks	2	W	Fish only
Sledge	2	T	Dogs
Sled Dogs	2	T	Dogs
Huskies	2	T	Dogs
Kayak	4	T	One Seat Boat
Umiak	2	T	Deep Rowboat
Clothing	1	S	Fur Parka, Mittens, Boots
Sports	1	S	Ball, Blanket Toss, Hand Football

CardName	#	Type	Notes
Games	1	S	Cats Cradle, Bones
Fun	1	S	Storyteller, Tongue Twisters, Funny Faces
Music	1	S	Tambourine, Singing, Pentatonic Scale
Customs	1	S	Ridicule Contest, Hospitality
Food Preservation	1	S	Frozen, Air Dried, Decayed
Food Preparation	1	S	Eat Raw Flesh or Lightly Boiled
Tools	1	S	Seal oil Lamp, Knives, Pots, Ivory Needle
Carvings	1	S	Toys, Fetishes, Ivory, Bone, Soapstone
Language	1	S	Aleut, Eskimoan, Syllable Language
Religion	1	S	Medicine Man, Food Taboos, Ceremonies

## Solo Rules

These solo rules are based on an essentially romantic view of the eskimo and hopefully compliment the multi player "Eskimo" card and board game by Lloyd Krassner.

Why solo??? - No one to play with, thats why.

## Time Frame

The solo rules are 1 year in the life of your eskimo. One year is 16 steps of the season track (see below)

## Real World To Game Mechanics

The upper world (realworld) is bad luck, accident, misadventure and occasionally good luck. To survive you need to manage your resources, your personal strengths, acquire skills and deal with misfortune.

The other world is taboo, transgression, animal guides and recovering your balance in your world.

You need both to survive. You will need to travel in both worlds and maintain balance.

The Fate Deck Shuffle pack and draw 16 face down and place at the centre. They are the "Fate" cards. One fate card is played each turn

This world

1 D6 #	Attribute
1	Hunting
2	Tool
3	Social

Taboos - underworld things that affect your attributes If taboo card is drawn roll 1 D6. Place a taboo card on one of your attributes.

## The Seasons

The seasons are represented by the outer circular track. The season track has two functions to represent the four regular seasons - Winter, spring, Summer, Autumn and represent the effect of yearly movement of the sun. These factors will affect the hunting and movement.

For Example: You will not be able to use a sled in summer or kayak in winter

- Find driftwood
- Polar bear attack
- Accident serious (1 sector move)
- Accident minor
- Taboo (placed on one of your attributes)
- Clan/Family member sick
- Illness
- Kayak damaged
- Kayak destroyed
- Sled damaged
- Sled destroyed
- Food spoils
- Blizzard (for roll/2 rounded down = moves)
- Spirit Attack
- Spirit Guide
- Shaman Experience: Stays with you unless you get all attributes tabooed
- Amulet / Talsiman:
- Shamans blessing: Must be in an inhabited area to use
- Totemic blessing: Must be in the wildeness to use

## Your Eskimos Attributes

Attributes are skills - upperworld and lowerworld - that help you survive.

1 D6 #	Attribute
4	Shaman
5	Luck
6	Totem

## Preparing The Seasons Track

The season track has two parts

- Sea track
- seasons track

The seasons track is cut from the template. Notice that the ice spaces on the original game track are replaced by sea spaces. Carefully cut the sea spaces from the environment track. The "Sea spaces are on the Season track and will change as the "year" progresses.

## The Underworld - Remove Taboo And Recover Attributes

You must enter the underworld to

- remove taboos

- recover attributes and
  - defend against sprit attack
- To enter the underworld you need to have
- a shaman card and
  - access to your totem

### **Spirit Attack**

If you loose a sprit attack you attract another taboo.  
If an attribute has an existing taboo the new taboo must be it must be on another attribute.







# Europe At War

## Introduction

War in Europe in the 18th & 19th Centuries. Module for the ??Warp Empires system. You must use the Warp Empires system to play this game.

## Map

Depicts Europe circa 1700-1800+. Each country is divided into 10+ territories.

Country:	Connected to:
France	Spain, Holland, Rhineland, Switzerland, Italy
England	Controls the Seas. Access to all except Warsaw and Switzerland
Russia	Prussia, Warsaw, Sweden, Austria, Ottoman Empire
Austria	Rhineland, Prussia, Russia, Warsaw, Ottoman Empire
Prussia	Rhineland, Austria, Russia, Warsaw,
Holland	Denmark, Rhineland, France
Sweden	Denmark, Russia
Denmark	Holland, Rhineland
Spain	France, Portugal
Portugal	Spain
Rhineland	Switzerland, Italy, France, Holland, Denmark, Prussia, Austria
Italy	Rhineland, Switzerland, Naples, Austria
Naples	Italy, Egypt
Switzerland	Rhineland, Italy, France
Warsaw	Prussia, Russia, Austria
Egypt	Naples, Ottoman Empire
Ottoman Empire	Russia, Egypt

## Territory Types

Type:	Revenue Points generated per turn:
Wilderness	1
Small City	2
Medium City	3

Type:	Revenue Points generated per turn:
Major City	4
Capitol City	5

## Defensive Positions

Units defending inside Major Cities & Capitol Cities get +2 Force.

## Victory

The side that controls the most territories at the end of the game wins. Either side wins automatically if all opposing units are destroyed.

## Setup

Each player starts with: Control of all territories in 1 Country 1 General & 1 Admiral 10 Random units

## Action Deck

Players share a common Action deck.

## Movement Rules

Stacks (except for ships) without Generals cannot move. All Stacks (with Generals) get 1 free move per turn!!!! By use of cards, a Unit can move a maximum of twice per turn.

## Ships

Ships can move in open Sea spaces. A Ship can 'carry' 4 Land Units.

## Revenue

Revenue can be saved from turn to turn. Saved Revenue is located in Capitols & Major Cities.

## Upkeep Rules

Units do not receive free upkeep. Pay 1 Revenue Point for each unit. Discard units that do not receive upkeep.

Units cannot receive any upkeep from territories they are cut off from or From territories that are 5+ territories distant. Revenue generated by cards can be used for upkeep anywhere.

## Recruitment Rules

Units must start in Major Cities or Capitol Spaces.

## Raiders

A Stack containing light troops will reduce the revenue of each opposing adjacent Territory by 1.

## Casualties

The Loser of a battle suffers a base loss of 20% (rounding up) of his units. The Winner of a Battle suffers a base loss of half the number of Units lost by the Loser (Rounding down). Example: French have 13 units and British have 12 The British win the Battle. . . The French lose 3 Units (20% of 13 rounding up) and the British lose 1 Unit (half of 3 rounding down)

## Basic Set Unit List

Name	#	Type	Force	Move	Notes
General	5	G	10	F	
Admiral	5	D	10	FF	
Ships of the Line	10	S	8	F	
Frigates	10	S	4	FF	
Fortifications	10	F	10	-	
Guard Infantry	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Troopers	20	H	4	S	
Reserves	10	H	2	S	
Rangers	5	L	6	M	
Flankers	5	L	5	M	
Skirmishers	5	L	4	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons	5	C/H	5	F	
Lancers	5	CL	4	FF	
Hussars	10	CL	3	FF	

## French Unit List

## Cavalry & Artillery

In Battles Cavalry is +1 Force & Artillery is -1 Force  
In Sieges Cavalry is -1 Force & Artillery is +1 Force

## Units

Each player gets a set of unit chits of a unique color. Use the Basic set or create sets unique to each nationality (Each Infantry Unit roughly represents a Division of 5,000 Men)

## Reputation

Leaders get a permanent +1 Force for each Battle they win. Such Leaders are said to be experienced.

## Unit List Abbreviations

**S** Ships  
**H** Heavy (Line) Infantry  
**C** Cavalry  
**CH** Heavy Cavalry  
**CL** Light Cavalry  
**C/H** Mounted Infantry  
**L** Light Infantry  
**A** Artillery  
**G** General (Leader)  
**F** Fortifications  
**D** Admiral (Leader)

Name	#	Type	Force	Move	Notes
General	6	G	10	F	
Admiral	4	D	10	FF	
Ships of the Line	10	S	8	F	
Frigates	10	S	4	FF	
Fortifications	10	F	10	-	
Old Guard	5	H	7	S	
Middle Guard	5	H	6	S	
Young Guard	5	H	5	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Line Battalion	20	H	4	S	
Reserves	10	H	2	S	
Chasseurs	5	L	6	M	
Voltigeurs	5	L	4	M	
Foot Artillery	10	A	6	S	
Horse Artillery	10	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Carabiniers	5	CH	6	F	
Dragoons	5	C/H	5	F	
Lancers	5	CL	4	FF	
Hussars	10	CL	3	FF	
Mounted Chasseurs	5	CL	4	FF	

## British Unit List

Name	#	Type	Force	Move	Notes
General	4	G	10	F	
Admiral	6	D	10	FF	
Ships of the Line	15	S	8	F	
Frigates	15	S	4	FF	
Fortifications	5	F	10	-	
Foot Guards	5	H	7	S	
Highlanders	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Line Battalion	20	H	4	S	
Sappers	5	H	2	S	+2 vs Forts
Reserves	10	H	2	S	
Riflemen	10	L	6	M	
Cacadores	5	L	4	M	
Foot Artillery	10	A	6	S	
Congreve Rockets	5	A	2	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Horse Guards	10	CH	6	F	
Dragoons	10	C/H	5	F	
Hussars	5	CL	3	FF	

## Prussian Unit List

Name	#	Type	Force	Move	Notes
General	6	G	10	F	
Admiral	3	D	10	FF	
Ships of the Line	5	S	8	F	
Frigates		5	S	4	FF
Fortifications	10	F	10	-	
Foot Guards	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Landwher		20	H	4	S
Musketeers	10	H	2	S	
Jagers	20	L	5	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons		5	C/H	5	F
Uhlans	5	CL	4	FF	
Hussars	10	CL	3	FF	

## Austrian Unit List

Name	#	Type	Force	Move	Notes
General	7	G	10	F	
Admiral	3	D	10	FF	
Ships of the Line	5	S	8	F	
Frigates		5	S	4	FF
Fortifications	10	F	10	-	
Guard Infantry	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Line Battalion	20	H	4	S	
Reserves	10	H	2	S	
Chasseurs	15	L	5	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons		5	C/H	5	F
Uhlans	5	CL	4	FF	
Hussars	10	CL	3	FF	

## Russian Unit List

Name	#	Type	Force	Move	Notes
General	5	G	10	F	
Admiral	2	D	10	FF	
Ships of the Line	5	S	8	F	
Frigates		5	S	4	FF
Fortifications	10	F	10	-	

Name	#	Type	Force	Move	Notes
Guard Infantry	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Troopers		20	H	4	S
Reserves	20	H	2	S	
Chasseurs	15	L	5	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons		5	C/H	5	F
Lancers	5	CL	4	FF	
Hussars	5	CL	3	FF	
Cossacks		15	CL	4	FF

## Historical Units

For more historical units see the lists in the game Eagles of Glory also on this website.

## Action Deck Notation

Battle: Any battle not involving Fortifications Sea:  
Any battle between Ships or Movement by Ships Siege:  
Any battle involving Fortifications

## Action Card Deck

Card Name	Notes
Tactical Move	Move 1 stack
Operational Move	Move 2 stacks
Grand Strategy	Move 3 stacks
Garrison	Siege: Fortification gets +5 Force
Siege	Siege: Destroy target Fort
Bayonet Charge	Battle: Heavy Infantry get +3 Force each
Wheel About	Battle: Cavalry get +2 Force each
Outflank	Battle: Light Units get +2 Force each
Bombardment	Battle or Siege: Artillery get +2 Force each
Encirclement	Battle: Stack gets x2 Force
Counterattack	Battle: Defender gets x1.5 Force
Rearguard Action	Battle: Loser takes half Casualties
Forced March	Move 1 Stack
Columns	Move 1 Stack
Surprise	Battle & Sea: Attacking Stack gets Force x2
Enlistments	Recruit 2 random units
Shock Action	Battle: Lancers & Heavy units get +2 Force each
Skirmishing	Battle: Light Units get +2 Force each
Target Artillery	Battle: Destroy target Artillery Unit
Lead Column	Battle: Leader gets +10 Force
Column Attack	Battle: Heavy Infantry get +3 Force each
Lance Charge	Battle: Lancers get +5 Force each
Light Cavalry Pursuit	Battle: Losers take 1 extra casualty
Successive Volleys	Battle: Heavy Infantry get +3 Force each
Rear Attack	Battle: Cavalry get +4 Force each
Flank Attack	Battle: Cavalry get +3 Force each
Defensive Formation	Battle: Heavy Infantry get +3 Force each
Square Formation	Battle: Heavy Infantry get +3 Force each
Rapid Attack	Battle: Cavalry get +2 Force each

Card Name	Notes
Blunder	Battle: Stack Force reduced by $\frac{1}{2}$
Disordered Infantry	Battle: Heavy Infantry get -2 Force each
Fire by Rank	Battle: Heavy Infantry get +3 Force each
Broken Ground	Battle: Heavy Infantry get -1 Force each
Form into Line	Battle: Heavy Infantry get +3 Force each
Good Roads	Move 1 Stack
Telescope	Look at opponent's hand
Disciplined Fire	Battle: Heavy Infantry get +3 Force each
Canals	Move 1 Stack
Forage	Gain 1D6 Revenue Points
Dysentary	Discard 2 random units from target Stack
Logistical Problems	Negate Target Move
Live off the Land	Gain 1D6 Revenue Points
Food & Fodder	Opponent loses 1D6 Revenue Points
Desertions	Target Stack loses 1 Random unit
Light Cavalry Raiders	Opponent loses 1D6 Revenue Points
Attack Supply Convoy	Opponent loses 1D6 Revenue Points
Light Infantry Raiders	Opponent loses 1D6 Revenue Points
Protect Baggage Trains	Negate Target Move
Strategic Defense	Siege: Fortifications get +10 Force each
Careful Planning	Battle: Leader gets +10 Force
Tactical Skill	Battle: Leader gets +10 Force
Diplomacy	Opponent may not attack this turn
Treaty	Opponent may not attack this turn
Armistice	Opponent may not attack this turn
Confusion	Opponent must discard 2 random cards
Deception	Opponent must discard 2 random cards
River Crossing	Negate Target Move
Provisions from Locals	Gain 1D6 Revenue Points
Assault	Siege: Attacking Infantry get +2 Force each
Distraction	Battle/Siege: Attacking Stack gets +10 Force
Control Bridge	Move 1 Stack
Compel Action	Target Opponent's Stack must Move
Flanks Protected	Battle: Stack gets +10 Force
Master of Strategy	Draw 3 cards
Countercharge	Battle: Defending Cavalry get +2 Force each
Crowding	Battle: Stack suffers 1 additional casualty
Attrition	Battle: Both sides suffer 1 extra casualty
Retreat into River	Battle: Losing side loses 1 extra casualty
Take Prisoners	Battle: Losing side loses 1 extra casualty
Concentrate Force	Battle & Sea & Siege: Stack gets +10 Force
Interior Lines	Move 1 Stack
Detachments	Negate Target Move
Bugles	Battle: Light Units & Cavalry get +3 Force each
Drums	Battle: Heavy Infantry get +3 Force each
High Ground	Battle: Stack gets +10 Force
Depots	Gain 2D6 Revenue Points
Capture Supplies	Take 1D6 Revenue Points from opponent
Glorious Death	Battle: Enemy Leader Killed
Privateering	Take 1D6 Revenue Points from opponent
Genius	Battle: Leader gets +10 Force
Carronades	Sea: Ships get Force +3 each
Fire by Platoon	Battle: Heavy Infantry get +3 Force each

Card Name	Notes
Standardized Artillery	Battle: Artillery or Ships get +2 Force each
Observation Balloon	Look at opponents hand & draw 2 cards from deck
Naval Signal Flags	Sea: Stack gets +10 Force
Gunnery	Battle: Artillery or Ships get +2 Force each
Expedition	Move 1 Land or Sea Stack
Grand Battery	Battle: Artillery get +3 Force each
Defense in Depth	Siege: Defenders get +2 Force Each
Fortified Towns	Siege: Defenders get +2 Force Each
Probing Attacks	Battle: Light Units get +1 Force each
Revenge	Target Stack with Leader must move to Attack
Attack Weak Point	Battle: Stack gets +10 Force
Hidden Movements	Battle: Stack gets +10 Force
Long Siege	Siege: Attacking Stack gets +10 Force
Courage	Battle: Leader gets +10 Force
Imagination	Draw 3 cards
Mortar Bombs	Siege: Attacking Artillery gets +5 Force each
Redoubts	Siege: Forts get +5 Force each
Enfilade Fire	Battle or Siege: Artillery get +4 Force each
Trenches	Siege: Infantry get +2 Force each
Sorties	Siege: Defending Infantry & Cavalry get +1 Force each
Strong Position	Battle or Siege: Defending Stack gets +10 Force
Superb Fortifications	Siege: Forts get +5 Force each
Lines of Communication	Move 1 Stack
Diversions	Battle: Stack gets +10 Force
Repulse	Battle: Heavy Infantry get +3 Force each
Move Up & Deploy	Move 1 Stack
Hold Firm	Battle: Heavy Infantry get +3 Force each
Weaken the Center	Battle: Stack gets +10 Force
Concealed Battery	Battle: Artillery get +3 Force each
Bullet Wound	Battle: Leader gets -10 Force
Orderly Withdrawal	Battle: Loser takes 1 less casualty
Rout	Battle: Loser takes 1 extra casualty
Artillery Support	Battle: Artillery get +3 Force each
Costly Victory	Battle or Siege: Winner take 1 extra casualty
Reserves	Battle: Stack gets +10 Force
Final Main Attack	Battle: Heavy Cavalry get +4 Force each
Dispersed	Battle: Stack gets -10 Force
Base of Supplies	Gain 2D6 Revenue Points
Blockade	Siege: Attacking Stack gets +10 Force
Magazines	Gain 1D6 Revenue Points
Winter Quarters	Opponent may not move any stacks this turn
Reinforcements	Gain 2 Random units
Keen & Resourceful	Battle: Leader gets +10 Force
Concealed Troops	Battle: Stack gets +10 Force
Ambush	Battle: Defending Stack gets +10 Force
Volunteers	Gain 2 Random units
Invasion	Move 1 Stack
Secret March	Move 1 Stack
Swift March	Move 1 Stack
Vigorous Attack	Battle or Siege: Attacking Stack gets +10 Force
Reconnoiter	Look at Opponent's hand & draw 2 cards from deck
Reconnaissance	Look at Opponent's hand & draw 2 cards from deck
Hide in Terrain	Battle: Light Infantry get +3 Force each

Card Name	Notes
Cover & Concealment	Battle: Light Infantry get +3 Force each
Sabers & Pistols	Battle: Light Cavalry get +3 Force each
Open Order	Battle: Light Infantry get +3 Force each
Harrassment	Battle: Light Units get +3 Force each
Attack Column	Battle: Light Units & Cavalry get +3 Force each
Absorb Enemy Fire	Battle: Light Infantry get +3 Force each
Sharpshooters	Battle: Light Infantry get +3 Force each
Marksmen	Battle: Light Infantry get +3 Force each
Menaced	Negate Target Move
Good Morale	Battle or Siege: All Units get +1 Force
Demoralized	Battle or Siege: All Enemy Units get +1 Force
Night March	Move 1 Stack
Veteran Troops	Battle: All Units of Experienced Leader get +1 Force
Quick Deployment	Battle: Heavy Infantry get +3 Force each
March Formation	Move 1 Stack
Reverse Slope	Battle: Stack gets +10 Force
Rally	Battle: Stack gets +10 Force
Refuse Flank	Battle: Stack gets +10 Force
Blocking Terrain	Battle: Stack gets +10 Force
Lost Orders	Negate a card just played
Esprit de Corps	Battle: All Units get +1 Force each
Line of Battle	Battle: Heavy Infantry get +3 Force each
Hail of Canister	Battle: Artillery get +4 Force each
Howitzer Shells	Battle: Artillery get +2 Force each
Bouncing Round Shot	Battle: Artillery get +3 Force each
Roar of Cannon	Battle & Sea: Artillery & Ships get +2 Force each
Exploding Shrapnel	Battle: Artillery get +2 Force each
Expert Drill	Battle: Heavy Infantry get +3 Force each
Disorganized	Battle: Opposing Stack gets -10 Force
Lure by False Retreat	Battle: Stack gets +10 Force
Roll up the Flank	Battle: Stack gets x2 Force
Cavalry Charge	Battle: Cavalry get +3 Force each
Earthworks	Siege: Units with Forts get +2 Force each
Avoid Battle	Move Stack out of Battle at end of Opponents Move Phase
Ineptitude	Battle: Stack with Leader gets half Force
Bloody Fight	Battle: Both sides take 1 extra casualty
Staff Corps	Move 1 Stack
Experienced Officers	Battle: All Units of Experienced Leader get +1 Force
Interdiction	Move Stack into Battle at end of Opponents Move Phase
Local Contributions	Gain 2D6 Revenue Points
Coinage Debasement	Gain 2D6 Revenue Points
Increase Taxes	Gain 2D6 Revenue Points
Loans	Gain 2D6 Revenue Points
Allied Subsidies	Gain 2D6 Revenue Points
Grapeshot	Sea: Stack gets +10 Force
Boarding Actions	Sea: Stack gets +10 Force
Cross the T	Sea: Stack gets x2 Force
Chain Shot	Sea: Stack gets +10 Force
Bar Shot	Sea: Stack gets +10 Force
Break Enemies Line	Battle & Sea: Stack gets x2 Force
Hot Shot	Sea: Stack gets +10 Force
Fire Ships	Sea: Stack gets +10 Force
Broadsides	Sea: Ships get +2 Force each



Card Name	Notes
Favorable Winds	Move Sea Stack
Favorable Currents	Move Sea Stack
Capture Ship	Sea: Winner gains control of 1 enemy ship
Commerce Raiders	Opponent loses 1D6 Revenue Points
Blockade Port	Opponent loses 1D6 Revenue Points
Squall	Target Sea Stack loses 1 random Ship
Mutiny	Target Sea Stack loses 1 random Ship
Storms at Sea	Negate Move of Target Sea Stack
Bypass Strongpoints	Move 1 Stack through territory containing Fort
New Recruits	Gain 2 random Units
Conquest	Move 1 Stack
Fight on Your Terms	Battle: Defender gets +10 Force
Campaign	Move 1 Stack
Replacements	Gain 2 random Units
Talent & Enterprise	Battle: Leader gets +10 Force
Procure Provisions	Gain 2D6 Revenue Points
Favorable Terrain	Battle: Stack gets +10 Force
Oblique Attack	Battle: Stack gets +10 Force
Advance in Echelon	Battle: Heavy Infantry get +3 Force each
Favorable Disposition	Battle: Stack gets +10 Force
Exploit Weakness	Battle: Stack gets +10 Force
Tactical Innovation	Battle: Stack gets +10 Force
Screen Movements	Battle: Light units get +3 Force each
March by Divisions	Move 1 Stack
Cover Gaps w Frpwr	Battle: Heavy Infantry get +3 Force each
Battlefield Mobility	Battle: Artillery get +3 Force each
Turn Enemies Flank	Battle: Stack gets +10 Force
Offensive Feint	Battle: Stack gets +10 Force
Force Battle	Move 1 Stack into Battle
Delay Adversary	Negate Target Move
Encounter Battle	Move 1 Stack into Battle
Chain of Command	Move 1 Stack
Grand Maneuver	Move 1 Stack
Drive Them Back	Battle: Stack gets +10 Force
Block Retreat	Battle: Losing stack take 1 extra casualty
Scorched Earth	Opponent loses 1D6 Revenue Points
Rank & File	Battle: Heavy Infantry get +3 Force each
Battle-Seasoned	Battle: Troops of Experienced Leader get +1 Force each
Thoroughly Trained	Battle: Troops of Experienced Leader get +1 Force each
Popular Cause	Battle: Troops get +1 Force each

## Warp Empires Ruleset

### Introduction

Generic ruleset for a series of empire building/conquest games.

### Map

The map depicts an irregular, interlocked set of territories.

### Control Markers

Use chits to represent control markers.

## Units

Use chits to represent units. Units include Leaders & non-leader units.

## Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

## Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

## Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

### Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

### Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

### Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

### Revenue Phase

Gain revenue points for every revenue generating territory you control.

### Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A unit's cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

### Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

### Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

### Unit Deck Abbreviations

- S** Slow
- M** Medium speed
- F** Fast
- F** Force
- F** Fortification
- #** Number of that unit in the chit pile.





# *Exploration In The Age Of Sail*

## **Introduction**

Card game for 2-4+ players. Theme of Exploration during the 15th to 18th Centuries.

## **Victory**

The player with the most discovery points at the end of the game is the winner.

## **End Of Game**

The game ends when the Exploration deck has been gone through twice.

## **The Decks**

There are 2 Decks:

1. The Expedition Deck
2. The Exploration Deck

## **Discovery Points**

The Discovery cards themselves when claimed serve as a record of Discovery Points (DP). Discovery cards you claim are kept in your Victory pile. Use paper and pencil for end of game bonus scores and totaling.

## **The Expedition Deck**

There are 4 types of cards in the Expedition Deck:

1. Explorer
2. Ship
3. Crew
4. Save

## **The Exploration Deck**

There are 3 types of cards in the Exploration Deck:

1. Ocean
2. Hazard
3. Discovery

## **Expeditions**

An Expedition consists of one Explorer, one Ship, and one Crew card. A player may have more than one expedition in play at a time. Each Expedition will have 3 Stats and 3 or 4 Traits.

## **Expedition Stats**

Every Expedition starts with 2 points in 3 Stats:

1. Hull
2. Morale
3. Men

Stats can be raised or lowered through exploration. Use tokens or glass beads to keep track of the point level for each stat. If any stat ever goes to zero points, the expedition fails and all Three cards in the expedition are discarded.

## **Expedition Traits**

Every card in an Expedition will have 1 or more Traits. Traits make an expedition immune to Hazards that test that trait. Ships will have either the trait of Sails or Stores or additional Hull Points.

Crews will have either the trait of Fight or Seaman-ship or additional Men Points. Explorers will have either the trait of Navigation or Leadership or additional Morale Points. Some Explorers will have an additional second trait.

## **Setup**

Shuffle the decks. The most well-traveled player goes first.

## **Turn Sequence**

Players take turns. Each turn has 4 Phases:

1. Outfit Phase
2. Expedition Phase
3. Exploration Phase
4. Ocean Phase

## **Outfit Phase**

Draw 1 card from the Expedition Deck. If the deck runs out, shuffle the discard and draw from it.

## **Expedition Phase**

If you have one Explorer, one Ship, and one Crew card, you may Play them together to the table as an expedition. The three cards are placed face-up, partially stacked, in front of the owning player.

## **Exploration Phase**

For each of your expeditions, flip over the top card of the Exploration deck. The possibilities are: A. Ocean card, B. Discovery card, C. Hazard card. A. If it is an Ocean card, stack it with the expedition.

B. If it is a Discovery card, compare the discovery level of the Discovery card with the Number of Ocean cards stacked with the Expedition:

1. If the number of Ocean cards is less than the level of the Discovery card, then

Discard the Discovery card. The Expedition continues its Journey.

2. If the number of Ocean cards is Equal to or greater than the level of the Discovery Card, the expedition has successfully arrived: Keep the Discovery card in your Victory pile for Scoring at the end of the game. Discard one random card from the Expedition, and place the other 2 Expedition cards into your hand. C. If the flipped card is a Hazard card, check to see if the expedition has the trait that Matches the trait posed by the Hazard. If it does, the expedition is unaffected by the Hazard. If the expedition does not have the trait, it will suffer the loss of 1 point in the Indicated stat, or it will lose 1 Ocean card stacked with the Expedition as described by The Hazard card. In either case, discard the Hazard card. A Save card may be discarded from your hand to negate a Hazard if the Traits match.

If the Exploration deck runs out the first time, shuffle the discard and draw from it. If the Exploration deck runs out a second time, the game ends and final scoring occurs.

## Ocean Phase

Max hand size is 7 cards. Discard excess cards.

## Expedition Deck Card List

Card:	#	Type	Trait:
Galleons	4	S	Stores
Carracks	4	S	Sails
Caravels	4	S	Hull points +2
Sailors	4	C	Seamanship
Conquistadors	4	C	Fight
Colonists	4	C	Men points +2
Christopher Columbus	1	E	Navigation, Western Explorer
Magellan	1	E	Navigation, Master
Vasco de Gama	1	E	Eastern Explorer
Hernan Cortez	1	E	Conqueror, Leadership, Fight
Hernando de Soto	1	E	Conqueror, Navigation
Verrazano	1	E	Western Explorer
John Cabot	1	E	Morale points +2
James Cook	1	E	Navigation, Pacific Explorer
Willem Jansz	1	E	Master
Jacques Cartier	1	E	Leadership
Bartolomeu Dias	1	E	Navigation
Pedro Alvares Cabral	1	E	Navigation, Seamanship
Favorable Winds	1	V	Sail
Strong Current	1	V	Sail
Resupply	1	V	Stores
Island	1	V	Stores
Cartography	1	V	Navigation
Sextant & Compass	1	V	Navigation
Promises	1	V	Leadership

## Final Scoring

Each Discovery card in your Victory pile is worth its indicated level. Additional scoring Bonuses: Get 5 Discovery Points for having the most Total Discovery cards. Get 5 Discovery Points for having the most Western Discovery cards.

Get 5 Discovery Points for having the most Eastern Discovery cards. Get 5 Discovery Points for having the most Pacific Discovery cards.

## Expedition Deck Card List Notation

**E** Explorer

**S** Ship

**C** Crew

**V** Save

**#** Number of Copies of that card in the deck

Western Explorer = Counts as +1 Ocean card for Claiming Western Discovery cards Eastern Explorer = Counts as +1 Ocean card for Claiming Eastern Discovery cards Pacific Explorer = Counts as +1 Ocean card for Claiming Pacific Discovery cards Master = Expedition get +1 points to all 3 Stats. Conqueror = Any Discovery card claimed by this Explorer is worth +1 Discovery Points

Card:	#	Type	Trait:
God, Gold, & Glory	1	V	Leadership
Cannons	1	V	Fight
Cold Steel	1	V	Fight
Weather the Storm	1	V	Seamanship
Repairs	1	V	Seamanship

**Exploration Deck Card List Notation****O** Ocean**H** Hazard**D** Discovery**DP** Discovery Points (Level)**Exploration Deck Card List**

Name:	#	Type	Notes:
Ocean	24	O	-
Mutiny	1	H	Leadership: Morale -1
Homesick	1	H	Leadership: Morale -1
Scurvy	1	H	Stores: Morale -1
Starvation	1	H	Stores: Morale -1
Natives	1	H	Fight: Men -1
Cannibals	1	H	Fight: Men -1
Disease	1	H	Stores: Men -1
Deserters	1	H	Leadership: Men -1
Pirates	1	H	Fight: Hull -1
Shallows	1	H	Seamanship: Hull -1
Storm	1	H	Seamanship: Hull -1
Hurricane	1	H	Seamanship: Hull -1
Off the Map	1	H	Navigation: Ocean -1
Uncharted Waters	1	H	Navigation: Ocean -1
Lost	1	H	Navigation: Ocean -1
Becalmed	1	H	Sails: Ocean -1
Doldrums	1	H	Sails: Ocean -1
Sargasso	1	H	Sails: Ocean -1
Canada	1	D	DP = 3 Western
North America	1	D	DP = 3 Western
Central America	1	D	DP = 4 Western
South America	1	D	DP = 3 Western
Caribbean	1	D	DP = 2 Western
East Africa	1	D	DP = 2 Eastern
India	1	D	DP = 3 Eastern
Indonesia	1	D	DP = 3 Eastern
China	1	D	DP = 4 Eastern
Japan	1	D	DP = 5 Eastern
Australia	1	D	DP = 4 Pacific
Philippines	1	D	DP = 5 Pacific
Polynesia	1	D	DP = 5 Pacific

**Links**

Age of Discovery





# Fall Of The Aztecs

## Introduction

Two player set piece strategic game. One player controls the Aztecs. The other player controls the Spaniards and their allies: The Totonac, Tlascalans, Texcocoans, and Cholula.

## Victory Conditions

The Spaniards must capture the Aztec leader Cuahtemoc. The Aztecs must capture the Spanish leader Cortez.

## The Map

Use a hex map. The map describes the Capitol city: Tenochtitlan. One side of the city is bordered by lake Texcoco.

Indicate housing, roads, plots, jungle, water, and temple hexes. Walls line the borders between hexes. The city is geometrically organized.

The city is surrounded by walls except the parts bordered by water. There are some internal walls.

## Chits

Use counters or chits to represent units.

## Setup

The Aztecs have 45 warrior units and one Cuahtemoc unit. The Spaniards have the following units: 5 Totonac units. 10 Tlascalan units.

5 Cholula units. 5 Texcocoan units. 15 Rogue Aztec units.

13 Brigantines (Boats). 5 Conquistador units and one Cortez unit. The Aztecs are inside the city. The Spanish are outside.

Every city must have at least 3 units in it. Each unit represents 10,000 indians or 100 Spaniards.

## Turn Sequence

Event Phase Spanish Move Phase Spanish Attack Phase Spanish Rally Phase Aztec Move Phase Aztec Attack Phase Aztec Rally Phase Fire Phase

## Event Phase

Roll twice on the Event Table.

## Event Table

D6	EVENT
1-3	1 Aztec dies of disease/starvation
4-6	1 Spanish Ally dies of disease/starvation

A player picks which of his units succumbs.

## Movement Phases

Units may not stack except for units riding brigantines. A unit gets 1D6 move points. Roll for each unit before it moves. A unit can get 2D6 move points but it cannot attack.

Roads and clear hexes cost 1 point to enter. Housing and plots costs 2 point to enter. Walls cost 2 points to pass.

Temples and jungles cost 3 points to enter. Only units on brigantines can move on water spaces. It costs brigantines 1 point to enter a water hex.

Units may pass through friendly units. Units may not enter or pass through spaces occupied by enemy units. Routed units cannot be moved toward enemy units.

If a routed unit is ever adjacent to an enemy unit, it must move away or be destroyed. Units cannot enter spaces with a fire counter.

## Attack Phases

A unit can attack an adjacent enemy unit. Routing units cannot attack. An attacking unit rolls 1D6.

All rolls of 5-6 on 1D6 indicate the defending enemy unit is defeated. On a natural or modified roll of 1 the attacker is defeated. Conquistadors get +1 to their rolls.

Units attacking routed units get +1 to their rolls. Leader units and friendly units adjacent to leader units get +1 to their rolls. Spanish units attacking Aztec units behind city walls get -1 to their rolls.

Aztecs attacking Conquistadors or Cortez get -1 to their rolls. Units on Brigantines get -1 to their rolls. If a unit is defeated roll 1D6.

On a roll of 1-2 the unit is destroyed. On a roll of 3-6 the unit is routed. A routed unit must immediately move away from the attacking unit exactly 1D3 move points or be destroyed.

Routed units are flipped over. Each friendly unit adjacent to the routing unit also routs on a roll of 1-2 on 1D6. If the defeated unit was in a housing hex, put a fire counter on the space.

A unit that defeats an enemy unit may move 1 space and attack again.

## Rally Phases

This players routed units not adjacent to enemy units may rally. Roll 1D6 for each unit. The unit is flipped face up on a roll of 5-6.

Add +1 if adjacent to a leader unit.

## Fire Phase

Fires go out on a roll of 1-2 on 1D6. Remove the fire counter.

## Link

The Conquest







# *First Settlement*

## **Introduction**

Card game for 2-4+ players. The game is a simulation of the hardships faced by the first English Colonists to the New World in the 1600s. Each player controls their own colony, modeled after Jamestown, the Plymouth Pilgrims, and the Boston Puritans.

## **Time & Game Length**

The game lasts 5 years. This represents the first 5 years of each players colony. Each Season is a turn, so the game runs for 20 turns.

Season = Turn. Each year starts with Winter.

## **Victory**

The player with the most Victory Points (VP) at the end of the game wins.

## **End Game Scoring**

Gain 2 VP for each Colonist Token you have. Each Building is worth a base 5 VP. Some Buildings are worth additional VP.

Gain 1 VP for each Land Purchase Token.

## **The Decks**

There are 6 Decks:

1. Leader Deck
2. Site Deck
3. Action Deck
4. Build Deck
5. Food Deck
6. Hardships Deck

## **Leader Deck**

Each player starts with 1 Leader randomly drawn. During play when a Leader is lost, a new card is drawn to replace them. Leaders provide a benefit to their colony.

Leaders have the title of Governor.

## **Site Deck**

A site is where the Colony is Founded. An individual site is described by 3 cards from the Site deck. Site cards give benefits and/or detriments to the colony.

## **Action Deck**

Each Player keeps a hand of Action cards. These cards represent Stocks of Trade goods as well as actions that can Mitigate Indian Raids, Mutinies, and Disease.

## **Build Deck**

These cards represent buildings and land use projects that (at a cost of food) can be built by your colonists. Buildings provide Benefits and Victory Points. Drawn Build cards are kept in a players hand; When built, They are placed face up in front of the player.

## **Food Deck**

These cards will determine how much food your colonists are able to Raise, grow, catch, and hunt each season.

## **Hardships Deck**

These cards represent the difficulties your colonists will face including: Disease, Spoilage, Blights, Indian Raids, Mutinies, and Others.

## **Colonist Tokens**

Each Colonist Token (CT) symbolizes 10 people.

## **Food Tokens**

Each Food Token (FT) represents enough food to feed 1 CT for 1 Season (1 Turn). Unused Food Tokens can be saved from turn to turn.

## **Stock Token**

The Stock Token (ST) represents whether you have Livestock or not. If you ever have a food shortage, it is assumed that all of the Livestock have been slaughtered and eaten; You loose your ST. This also represents stored food brought over from England.

Every time a Ship arrives, you regain your ST if you lost it.

## **Plant Tokens**

These represent seeds planted in the spring to be harvested in Fall.

## **Land Purchase Tokens**

These can be bought in Trade Phase.



## Dice

6 sided dice are needed. (1D6) 10 sided dice are needed (1D10)

## Setup

Players roll high on 1D10 to see who goes first. Each Player starts with 10 Colonist Tokens. Each Player starts with 1D6 Food Tokens (Victuals).

Each Player starts with a Stock Token. Each player draws 3 Leader cards, selects 1 and discards the other 2. Each player is dealt 4 Action cards and discards 1.

Each player is dealt 4 Build cards and discards 2. The game starts in Winter of the first year. Each player goes through the site selection process detailed below.

## Site Selection Process

Each player in turn gets to select 1 of 3 possible sites to found their colony: For each site draw 3 site cards, placed together face up. The player picks 1 site and keeps those 3 cards. The cards from the other 2 sites are shuffled back into the deck and then The next player selects his sites.

## Turn Sequence

Players take turns. Each turn has 17 Phases:

1. Time Phase
2. Draw Phase
3. Plant Phase
4. Ship Phase
5. Blight Phase
6. Food Phase
7. Harvest Phase
8. Spoil Phase
9. Trade Phase
10. Eat Phase
11. Starve Phase
12. Cold Phase
13. Sick Phase
14. Raid Phase
15. Rebel Phase
16. Hardship Phase
17. Build Phase

## Time Phase

Keep track of the season and the year. Play starts in Winter of the first year.

## Draw Phase

Skip this phase the first turn of the game. Draw 2 cards from the Action Deck. Draw 2 cards from the Build Deck and discard 1.

You may discard 2 cards (any type) to draw 1 card (any type). Max hand size is 5 cards. Discard excess cards.

## Plant Phase

Skip this phase if it is not Spring. Gain Plant Tokens equal to the number of CT you have.

## Ship Phase

Skip this phase the first turn of the game. Roll 1D10. On a roll of 7 or better, a ship (from England) arrives. The ship will contain 1D10 CT and 1D10 FT.

The ship replenishes your Stock Token if you lost it.

## Blight Phase

Draw and discard 10 Hardship cards. Discard 1 Plant token for each Blight Hardship card you drew.

## Food Phase

Draw 1 Food card for each CT you have. If it is Winter, only draw 1 Food card for every 2 CT you have. Place them face up in front of you.

Discard all Farm cards. If it is Winter discard all "Warm" cards. Discard Livestock & Victual cards if you do not have a Stock token.

Each useable Food card provides 1 or more FT. Discard the Food cards after you have collected the FT.

## Harvest Phase

Skip this phase if it is not Fall. Discard all your Plant Tokens. Draw 1 Food card for each PT discarded.

Each Farm card you drew produces FT equal to its value. Discard the cards after you have collected the FT.

## Spoil Phase

Draw and discard 10 Hardship cards. Discard X Food Tokens for each Spoilage Hardship card you drew. X is the value of the spoilage card.

## Trade Phase

You may play (discard) Trade Action cards. For each such card, you may gain either 1 Food Token or 1 Land Purchase Token. You may convert 5 FT into 1 VP.

## Eat Phase

Each CT consumes 1 FT. If you do not have enough FT, there is a Food Shortage.

## Starve Phase

Skip this phase if there was no Food shortage. Draw and discard 10 Hardship cards. Lose your Stock Token and 1 CT.

Discard X CT for each Hunger Hardship card you drew. X is the value of the hunger card.

## Cold Phase

Skip this phase if it is not winter. Draw and discard 10 Hardship cards. Discard 1 CT for each Cold Hardship card you drew.

If there is a Food Shortage, discard an extra 1 CT for each Cold Hardship card you drew.

## Sick Phase

Draw and discard 5 Hardship cards. Discard 1 CT for each Disease Hardship card you drew. If there is a Food Shortage, instead discard X Colonist Tokens for each Disease Hardship card you drew.

**X** the value of the Disease card.

You may discard a Medical Action card to negate 1 Disease card.

## Raid Phase

Draw and discard 10 Hardship cards. Discard X CT for each Indian Raid Hardship card you drew. X is the value of the Raid card.

You may discard a Defense Action card to negate 1 Raid card. Each Defense Building you have negates 1 Raid card each phase. A "Defense" Leader negates 1 Raid card each phase.

## Rebel Phase

Skip this phase if there was no Food shortage. Draw and discard 10 Hardship cards. You may discard a Morale Action card to negate 1 Mutiny card.

Each "Morale" Building you have negates 1 Mutiny card each phase. A "Morale" Leader negates 1 Mutiny card each phase. If there is 1 un-negated Mutiny card, discard your hand and gain a New Leader.

If there are 2 or more un-negated Mutiny cards the Settlers give up: The Survivors go back to England on the next ship and you lose the game.

## Hardship Phase

Draw and discard 10 Hardship cards. Special Hardship cards take effect in this Phase: Go Native: Lose 1 CT Return on next Ship: Lose 1 CT Kicked Out: Lose 1 CT, It goes to another random player. Lose Leader: Gain a New Leader Storm: No Ship for you next turn Fire: Lose 1 Random Building

## Build Phase

You may put 1 Building into play at a cost of 5 FT. You may build a second Building for 20 FT. Keep the building face up in front of you.

## Leader Deck Card List

Name:	Notes:
Nobleman	Hand Size +1
Sea Captain	All Fish Food cards earn +1 FT
Soldier	Defense +1 (Negate 1 Raid card in Raid Phase)
Explorer	All Wild Food cards earn +1 FT
Farmer	All Farm & Livestock Food cards earn +1 FT
Minister	Morale (Negate 1 Mutiny card in Rebel Phase)
Merchant	Get +1 to Roll in Ship Phase
Frontiersman	Get 1 extra Trade in Trade phase

Notes: If you start the game with the Explorer, you get to select from 4 sites instead of 3. The deck con-

tains 2 copies of each card.

## Site Deck Card List

Name:	Notes:
Freshwater Spring	Negates first Disease card each turn
Island	Negates the first Hunt card each turn. Defense +1
Hill Top	Defense +1 (Negate 1 Raid card in Raid Phase)
Good Hunting	All Hunt Food cards earn +1 FT
Cleared Land	All Farm Food cards earn +1 FT
Sheltered Cove	Negates the first Cold card each turn
Safe Harbor	Get +1 to Roll in Ship Phase
River Mouth	Get 1 extra Trade in Trade phase
Fishing Grounds	All Fish Food cards earn +1 FT
Swampy	Draw 3 extra Hardship cards in Sick Phase

Name:	Notes:
Many Indians	Get 1 extra Trade in Trade phase. Draw 1 extra card in Raid Phase
Windswept	Draw 2 extra Hardship cards in Cold Phase
Rocky Soil	All Farm Food cards earn -1 FT
Isolated	Negate the first Trade card you play in Trade Phase
Tidal Flats	All Wild Food cards earn +1 FT
Indefensible	Draw 1 extra Hardship card in Raid Phase
Salt Marsh	All Farm Food cards earn -1 FT. All Wild Food cards earn +1 FT
Good Pastures	All Livestock Food cards earn +1 FT
Rich in Furs	Trade cards earn 2 VP each instead of 1.
Quality Timber	Worth 20 VP

## Food Deck Card List

Name:	FT	Type:
Corn	5	Farm
Melons	1	Wild Warm or Farm
Chickens	1	Livestock
Bluefish	1	Fish
Indian Gifts	1	Wild
Indian Trade	1	Wild
Shellfish	2	Wild or Fish
Lobsters	2	Wild
Wild Turkeys	1	Hunt
Deer	2	Hunt
Fowl	1	Hunt
Pumpkins	2	Farm
Strawberries	1	Wild Warm or Farm
Blueberries	1	Wild Warm or Farm
Harvest	5	Farm
Dried Peas	3	Farm or Victuals
Milk	1	Livestock
Eggs	1	Livestock
Smoked Meats	1	Hunt
Oysters	1	Wild
Cheese	1	Livestock
Squash	2	Farm
Cod	2	Fish
Small Game	1	Hunt
Gardens	1	Wild Warm or Farm

Name:	FT	Type:
Salted Pork	2	Livestock
Beans	3	Farm
Clams	1	Wild
Crops	4	Farm
Maize	4	Farm
Cranberries	1	Wild Warm
Cows	2	Livestock
Whale Catch	3	Fish
Mussels	1	Wild
Ducks	1	Hunt
Geese	1	Hunt
Wheat	3	Farm
Barley	3	Farm
Grains	4	Farm
Trapping	1	Hunt
Herring	2	Fish
Ground Nuts	1	Wild
Beer	2	Farm or Victuals
Striped Bass	1	Fish
Butter	1	Livestock
Eels	1	Wild
Boiled Acorns	1	Wild
Goats	1	Livestock
Sheep	1	Livestock
Turtles	1	Wild

## Hardship Deck Cards

Name:	Value	Type:
Sickness	2	Disease
Starving Time	2	Hunger
Famine	2	Hunger
Spoiled Food	2	Spoilage
Rotten Food	1	Spoilage
Fire	-	Special

Name:	Value	Type:
Fungus	-	Blight
Malcontents	-	Mutiny
Agitators	-	Mutiny
Rebellion	-	Mutiny
Confrontation	1	Raid
Food Poisoning	1	Hunger

Name:	Value	Type:
Malnutrition	2	Hunger
Bitter Cold	-	Cold
Exposure	-	Cold
Freezing Temperatures	-	Cold
Drought	-	Blight
Early Frost	-	Cold
Smallpox	4	Disease
Harsh Winter	-	Cold
Illness	1	Disease
Crisis	-	Mutiny
Indian Raid	2	Raid
Skirmish	1	Raid
Scalpings	2	Raid
Indian War	3	Raid
Indian Fighting	2	Raid
Plague	4	Disease
Malaria	3	Disease
Storm	-	Special
Pestilence	2	Disease
Rodents	3	Spoilage
Insects	-	Blight

Name:	Value	Type:
Hypothermia	-	Cold
Snow	-	Cold
Frost Bite	-	Cold
Epidemic	4	Disease
Fever	2	Disease
Despair	-	Mutiny
Go Native	-	Special
Return on next Ship	-	Special
Kicked Out:	-	Special
Lose Leader	-	Special
Disorder	-	Mutiny
Conspiracy	3	Raid
Lice	1	Disease
Massacre	3	Raid
Typhus	3	Disease
Mosquitoes	2	Disease
Dysentery	3	Disease
Hostilities	1	Raid
Surprise Attack	2	Raid
Influenza	3	Disease

## Action Deck Card List

Name:	Notes:
Diplomacy	Defense
Emissary	Defense
Interpreter	Defense
Show of Force	Defense
Preemptive Strike	Defense
Retaliation	Defense
Treachery	Defense
Surgeon	Medical
Medicines	Medical
Quarantine	Medical
Strong Leadership	Morale
Compact	Morale
Common Goal	Morale

Name:	Notes:
Trial	Morale
Common Enemy	Morale
Quell Uprising	Morale
Cloth	Trade Good
Beads	Trade Good
Trinkets	Trade Good
Knives	Trade Good
Shoes & Coats	Trade Good
Guns	Trade Good
Pots & Kettles	Trade Good
Axes & Hoes	Trade Good
Liquor	Trade Good
Trading Party	Trade Good

## Build Deck Card List

Name:	Benefit:
Town Hall	Morale (Negate 1 Mutiny card in Rebel Phase)
Church	Morale (Negate 1 Mutiny card in Rebel Phase)
Taverns	Get 1 extra Trade in Trade phase
Trading Posts	Get 1 extra Trade in Trade phase
Warehouses	Negate one Spoilage card in Spoil Phase
Granary	Negate one Spoilage card in Spoil Phase
Lighthouse	Get +1 to Roll in Ship Phase

Name:	Benefit:
Docks	Get +1 to Roll in Ship Phase
Tobacco Plantation	Gain 2D6 VP in Harvest Phase in Fall
Cash Crops	Gain 2D6 VP in Harvest Phase in Fall
Lumber Mill	Worth 20 VP
Logging Camp	Worth 20 VP
Fences	All Livestock Food cards earn +1 FT
Clear Land for Pasture	All Livestock Food cards earn +1 FT
Fill in Swamp	Negates first Disease card each turn
Clear Land for Crops	All Farm Food cards earn +1 FT
Irrigation Project	All Farm Food cards earn +1 FT
Shipyards	All Fish Food cards earn +1 FT
Fishing Fleet	All Fish Food cards earn +1 FT
Stockade	Defense +1 (Negate 1 Raid card in Raid Phase)
Palisade	Defense +1 (Negate 1 Raid card in Raid Phase)

## Links

Plymouth Plantation Jamestown Settlement Massachusetts Bay Colony Roanoke Colony

## Optional Rules

### Trade Option

The Colonies had very little contact in the beginning, however, to Increase player interaction in this game, Players may at any time freely trade cards from their hands, as well as CT and FT.

## Simultaneous Turns Option

Players may take their turns together. If you choose to proceed together, each player goes in turn order (determined in setup) within each Phase.

## Random Season Start Option

Instead of starting in Winter (Historical Coincidence) players each Start in a random Season.

## Two Leader Option

Each colony has 2 Leaders.





# French Indian Wars

## Introduction

Card Game for 2 Players. French Indian War Theme circa 1753-1763.

## Victory

The first player to possess all 10 Fort Tokens wins.

## Fort Tokens

Each player starts the game with 5 Fort Tokens.

## The Deck

Players share a common deck. The deck contains 1 copy of each card in the card list.

## Setup

One Player is the British. The other player is the French. Players flip a coin.

The winner of the Toss starts as the Attacker. The loser of the Toss starts as the Defender.

## Turn Sequence

Each turn is divided into 5 Phases:

1. Recruit Phase
2. Strategy Phase
3. Expedition Phase
4. Siege Phase
5. Victory Phase

## Recruit Phase

Each Player is dealt 8 cards. If the deck ever runs out, shuffle the discard and draw from it.

## Strategy Phase

Each player may discard up to 4 cards and draw replacements.

## Common Deck Card List

Name	Type	Force
General	L	5
Lord	L	4

## Expedition Phase

The Attacking player plays his Journey, Wilderness, Indian, and Morale cards. The Defending player plays his Logistics, Wilderness, Indian, and Morale cards. Only one card of each type can be played in this Phase.

Each card has a point value. The player with the highest total point value wins. Defender wins ties.

If the Attacker wins, continue to Siege Phase. If the Defender wins, he wins the turn: Skip to Victory Phase. Irregular Troop cards can be used for Expedition Phase or Siege Phase.

## Siege Phase

The Attacking player plays his Leader, Siege, and Conventional Troop cards. The Defending player plays his Leader, Defense, and Conventional Troop cards. Only one card of each type can be played in this Phase.

Each card has a point value. The player with the highest total point value wins. Attacker wins ties.

Irregular Troop cards can be used in both Expedition Phase and Siege Phase.

## Victory Phase

If the Defender won in either Expedition or Siege Phase, he becomes the Attacker next turn. If the Attacker won both Expedition and Siege Phase, he takes a Fort Token from the Defender, and continues to be Attacker next turn. Players discard all cards they did not play.

## Card Type Notation

- L** Leader
- C** Conventional Troops
- R** Irregular Troops
- W** Wilderness Fighting
- S** Siege
- D** Defenses
- J** Journey
- X** Logistics
- I** Indians
- M** Morale

Name	Type	Force
Palisade	D	1
Stockade	D	2

Name	Type	Force
Commander	L	3
Captain	L	2
Missionary	L	1
Veterans	C	5
Marines	C	4
Regulars	C	3
Soldiers	C	2
Mercenaries	C	1
Indian Fighters	R	5
Frontiersmen	R	4
Militia	R	3
Trappers	R	2
Colonials	R	1
Iroquois Scouts	I	1
Huron Braves	I	2
Algonquin Warriors	I	3
Mohawk War Party	I	4
War Chief	I	5
Investment	S	1
Scale Walls	S	2
Mortars	S	3
Bombardment	S	4
Surprise	S	5

Name	Type	Force
Garrison	D	3
Cannons	D	4
Reinforcements	D	5
Expedition	J	1
Guides	J	2
Forced March	J	3
Wilderness Trek	J	4
Travel by Sea	J	5
Harsh Winter	X	1
Lost	X	2
Difficult Terrain	X	3
Delayed	X	4
Short Supplies	X	5
Hatreds	M	1
Outrage	M	2
Scalping	M	3
Discipline	M	4
Savagery	M	5
Skirmish	W	1
Sharpshooters	W	2
Guerilla Warfare	W	3
Raid	W	4
Ambush	W	5

## Solo Rules

Play opponents hand as well as your own. Your "opponent" skips Strategy Phase.

## Optional Rules

The British had a much larger population of Colonists than the French. Irregular Troop cards played by the British player get +1. The French had

better relations with the Indians.

Indian cards played by the French player get +1.

## Optional Historical British Advantage

In the late stages of the war, the British invested heavily in the conflict. Starting on turn 10, all Journey, Conventional Troops, and Siege cards played by the British player get +1.





# French Revolution

## Introduction

Card game for 2+ players. Simulation of the French Revolution (starting 1789).

## Victory

The first player to accumulate 10 Reform points is able to consolidate the Revolution and wins the game.

## The Deck

Players share a common deck.

## Setup

The most 'French' player begins as the leader of the Revolution.

## Turn Sequence

Each turn has 4 phases:

1. Unrest Phase
2. Revolution Phase
3. Reform Phase
4. Tactics Phase

## Unrest Phase

Each player fills their hand to 10 cards. If the deck runs out, shuffle the discard and draw from it.

## Revolutionary Deck Card List

Card Name:	Type:
Intellectuals	U
Student Uprising	T
Rebellion	T
Peasant Mob	T
Aristocrat	A
Guillotine	O
Unequal Taxation	U
Political Crisis	U
Increasing Population	U
Inflation	U
Food Shortages	U
Impoverishment	U
Low Wages	U
Rents & Dues	U
Scapegoats	T
Social Injustice	U

## Revolution Phase

The Current leader of the revolution may play Oppression cards. Other players may play Unrest cards & at least one Tactics card. The player that plays the most Oppression or Unrest cards wins the turn and becomes the new leader of the Revolution.

## Reform Phase

The current leader of the Revolution may play Reform cards. This player gets 1 Reform Point for every Reform card played. Other players may play Anti-Revolutionary cards to negate Reform cards on a one to one basis.

## Tactics Phase

Players may discard any cards from their hand they don't want.

## Card List Notation

- U** Unrest
- T** Revolutionary Tactics
- R** Reforms
- O** Oppression (Reactionary Tactics)
- A** Anti-Revolutionary

Card Name:	Type:
Declarations	R
Individual Rights	R
Separation of Church & State	R
The Rights of Man	R
Theocratic Absolutism	A
Revolutionary Politics	U
Feudal Privileges	A
Estates General	O
Absolute Monarchy	O
Emigration of Noblemen	U
Papal Rejection	A
Leader Discredited	U
Questioning Authority	U
War with Austria	U
War with Prussia	U
Intimidation	O



Card Name:	Type:
Economic Hardship	U
Reforming Aspiration	U
Governmental Impotence	U
Rural Revolt	T
Parisian Riot	T
National Assembly	R
French Constitution	R
Censorship	O
Centralized Government	R
Representative Government	R
Nationalize Church Lands	R
Executive Power	R
Legislative Power	R
Modernization	R
Abolish Feudal Institutions	R
Legal Equality	R
Rising National Debt	U
Popular Sovereignty	R
Ministers	O
Civil War	T
Foreign War	U
Universal Male Suffrage	R
Religious Tolerance	R
Rebuild Institutions	R
Instrument of Reform	R
Metric System	R
Church Sympathizers	A
Conservatism	O
Liberalism	U
Departements	R
Altar to Reason	R
Free Speech	R
Freedom of the Press	R
State Emergency	O
Extreme Politicians	U
Democratic Language	U
Executions	O
War with England	U
Catholic Clergy	A
Commoners	T
Bloodshed	O
Parliamentary Regime	R
Royalists	A
Landowners	A
Nobility	A
Malcontents	U
Intrigue	T
Class Divisions	U
Parisian Radicals	U
The Directory	A
Coup d'etat	T
Great Reforms	R
Formal Abolition	R

Card Name:	Type:
The Reign of Terror	O
Rhetoric	O
Street Fighting	T
Firing Squads	O
Parisian Insurrection	T
Republican Constitution	R
The Convention	R
Ideological Crisis	U
Storm the Bastille	T
Pillage & Burn	T
"Let Them Eat Cake"	U
King Louie XVI	A
Marie Antoinette	U
Liberty, Equality, Fraternity	U
Feuillants	O
Jacobins	U
Girondists	U
Rumors of Treason	U
Revolutionary Tribunal	O
Revolutionary Calendar	R
Robespierre	O
Ultrarevolutionaries	U
The Indulgents	U
Goddess of Reason	U
Cult of the Supreme Being	O
Arrests	O
Purges	O
Aspirations of the Bourgeois	U
Outbreak of Violence	T
The Great Fear	T
Destroy Feudal Dues Records	R
Counterrevolutionary Court	O
Frenzied Mobs	T
Storm the Tuileries	T
Massacres	T
Plebiscite	T
Corruption	U
Put Down Insurrection	O
Overthrow the Government	T
American Revolution	U
Rousseau	U
Voltaire	U
Montesquieu	U
Lists of Grievances	T
The Third Estate	U
Laissez-faire	U
Abolition of slavery	R
Naval War with America	U
Vendee	A
Clergy Civil Constitution	R
Nation in Arms	T
(meaning conscription)	-
Legislative Assembly	R

## Links

History of the French Revolution.

## Faq

In the Revolution Phase: (1) What is the purpose of the Tactical cards? Do you mean that you cannot play an Unrest card without playing a Tactical card too? A)Yes. You must play a Tactics card in order to have any of your Unrest cards count. (2) Can the current leader play only Oppression cards? A)Yes, he can only oppress, just as the others can only rebel. (3) If players play an equal number of Oppression or Unrest cards, does the current leader remain the leader for the next

turn? A)Current Leader wins ties.

(4) As I read the rules, the Current Leader plays Oppression cards, then the other players play Tactical and Unrest cards. Is this go-around done once before moving on to the Reform Phase? A)Yes, just once. Each player may play 1 or more cards. In the Reform Phase: Leader plays Reform cards. Others play AntiRevolutionary cards to negate this. Do you only go around the table once in this phase? A)Yes just once. Each player may play 1 or more cards.

## Notes

This game is also published in the Academic Gaming Review.





# Fusillade

## Introduction

Two-player card game of Napoleonic Warfare.

## The Deck

Players share a common deck. The deck contains three types of cards: Unit, Tactics, and Strategy. The deck contains one of each of the cards described in the lists.

## Troops

Each player starts with 100 points of troops. Use change to keep track of troop points.

## Victory

Reduce your opponents troop total to zero.

## Setup

Each player is dealt 7 cards. Flip a coin to see who goes first.

## Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Deploy Phase
2. Attack Phase
3. Casualty Phase
4. Maneuver Phase

## Deploy Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Leader or Action Cards may be discarded to draw extra cards equal to the cards force.

A Light Infantry or a Cavalry unit card may be discarded to look at your opponent's hand. Artillery Unit and Tactics cards may be discarded to cause your opponent to discard one Random card on a one to one basis.

## Attack Phase

You may choose to attack or not to attack. Your opponent may discard an "Enemy Blunder" Card to prevent you from attacking this turn. To attack play one Unit card face up on the table.

You may play more than one Unit card, but they must all be of the same type. For example: They must

all be Light Infantry, or all Artillery, but not a mix of both. Your opponent may discard an Infantry Unit card to cause a Cavalry unit just played to be discarded.

Your opponent may discard a Light Infantry Unit card to cause an Artillery unit just played to be discarded. Your opponent may discard an Artillery Unit card to cause an Infantry unit just played to be discarded. Your opponent may discard a Cavalry Unit card to cause a Light Infantry unit just played to be discarded.

Your opponent may discard a Terrain card to cause any attacking unit just played to be discarded. If any attacking unit cards remain, you may also play:

1. Tactics cards if they match the unit type.
2. One Strategy card of each of the five types.

For Example: Play one Morale and one Action card, but not two Morale cards.

## Casualty Phase

Add up the value of all the cards you played. Add two to your total for each card you played in excess of 5. This total is the number of casualties inflicted on your opponent.

Your opponent loses that many troop points. Your opponent may discard a Morale card to reduce casualties by half.

## Maneuver Phase

If you did not attack this turn you may discard up to 2 cards and draw replacements. Maximum hand size is 10 cards. Discard excess cards.

## Card Type Abbreviations

<b>IU</b>	Infantry Unit
<b>LU</b>	Light Infantry Unit
<b>CU</b>	Cavalry Unit
<b>AU</b>	Artillery Unit
<b>IT</b>	Infantry Tactic
<b>LT</b>	Light Infantry Tactic
<b>CT</b>	Cavalry Tactic
<b>AT</b>	Artillery Tactic
<b>LS</b>	Leader Strategy
<b>MS</b>	Morale Strategy
<b>AS</b>	Action Strategy
<b>TS</b>	Terrain Strategy
<b>EB</b>	Enemy Blunder

## **Unit Card List**

Card Name	Type	Force
Grenadiers	IU	3
Musketeers	IU	2
Old Guard	IU	3
Young Guard	IU	2
Sappers	IU	1
Gendarmes	IU	1
Grognards	IU	3
Fusiliers	IU	1
Highlanders	IU	2
Troopers	IU	2
Riflemen	LU	3
Partisans	LU	2
Legere	LU	2
Voltigeurs	LU	3
Skirmishers	LU	2
Landwehr	LU	1
Cacadores	LU	2
Militia	LU	1
Scouts	LU	1
Jagers	LU	3

Card Name	Type	Force
Cuirassier	CU	3
Chasseurs	CU	1
Mamelukes	CU	2
Cossacks	CU	2
Carabiners	CU	2
Uhlans	CU	3
Dragoons	CU	1
Lancers	CU	3
Reiter	CU	1
Hussars	CU	2
Howitzers	AU	3
Mortars	AU	2
Horse Artillery	AU	1
Gun Battery	AU	3
Field Pieces	AU	2
Congreve Rockets	AU	1
Ordnance	AU	2
6-Pounders	AU	1
Carronade	AU	2
12-Pounders	AU	3

### Tactics Cards List

Card Name:	Type	Force
Square Formation	IT	3
Volley Fire	IT	2
Fire at Will	IT	1
Disciplined Firepower	IT	3
Frontal Assault	IT	1
Bayonets	IT	2
Fusillade	IT	2
Fire Drill	IT	2
Sabers & Pistols	CT	1
Charge!	CT	2
Wheel About	CT	2
Overrun	CT	3
Attack Column	CT	2
Hit & Run	CT	1
Flank Attack	CT	3
Pursuit	CT	2

Card Name:	Type	Force
Rapid Deployment	LT	2
Probe	LT	1
Screen	LT	1
Sharpshooters	LT	3
Cover of Woods	LT	3
Crossfire	LT	2
Absorb Enemy Fire	LT	2
Harassment	LT	2
Limber	AT	1
Canister	AT	3
Round Shot	AT	2
Cannon Ball	AT	2
Shrapnel	AT	1
Spherical Case	AT	2
Enfilade Fire	AT	3
Bombardment	AT	2

### Strategy Cards List

Card Name	Type	Force
Musicians	LS	2
Captain	LS	3
Corporal	LS	1
Lieutenant	LS	2
Quartermaster	LS	2

Card Name	Type	Force
Encirclement	AS	3
Cover Retreat	AS	1
Blocking Terrain	TS	2
Redoubt	TS	3
Low Wall	TS	2

Card Name	Type	Force
High Morale	MS	2
Esprit de Corps	MS	3
Elite Units	MS	2
Discipline	MS	2
Rally	MS	1
Rearguard Action	AS	2
Refuse Flank	AS	2
Counter Attack	AS	2

Card Name	Type	Force
High Ground	TS	2
Reverse Slope	TS	1
Lost Cohesion	EB	2
Conscripts	EB	2
Lost Orders	EB	2
Pinned Down	EB	1
Broken	EB	3





# Gangs Of New York Skirmish

## Introduction

Board & Dice Game for 2 players Dead Rabbits vs Bowery Boys. Simulation of an all out Street Melee between two rival NY urban gangs circa 1864.

## Disclaimer

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## Victory

Kill your opponents Leader.

.	.	.	.	.	.	.	.	.	.
.	R	R	R	R	R	R	R	R	R
.	R	R	R	R	R	R	R	R	R
.	E	E	E	E	E	E	E	E	E

**R** Red Gang  
**B** Blue Gang  
**E** Empty Space

## Dice

10 six sided dice are needed.

## Turn Sequence

The turn is divided into 3 phases:  
1. Initiative phase

## Roll Result Table

1D6	Result:
1	One knifer may kill an opponent in an orthogonally adjacent space
2	One Axer may kill an opponent in a diagonally adjacent space
3	Your Leader may kill an adjacent opponent
4	Move one of your men one space in any direction
5	Move one of your men two spaces in any direction
6	Move one of your men like a knight in chess

## Melee Phase

Take turns using one roll at a time. The Initiative winner goes first A Leader must be hit ("Killed") four

## Men

Each player gets a set of 16 men: 8 Knifers 7 Axers  
1 Leader

## Counter Set & Board Included!!!!!!!!!!!!!!

Thanks Janne. Great stuff. Click here for set.

## The Board

Use a 6 x 8 grid (Cut-down Chessboard).

## Setup

Place your men in your last 2 rows, like thus:

.	.	.	.	.	.	.	.	.	.
.	E	E	E	E	E	E	E	E	E
.	B	B	B	B	B	B	B	B	B
.	B	B	B	B	B	B	B	B	B

2. Dice Phase
3. Melee Phase

## Initiative Phase

Both players roll 1D6. High roll wins Initiative. Reroll ties.

## Dice Phase

Both players roll 5 dice.

times before he is finally killed. Men cannot stack. Only one man per space.





# Gettysburg

## Introduction

American Civil War card game for 2 players. Gettysburg: 1-3 July, 1863. The biggest battle ever fought on the soil of North America.

## The Deck

The deck contains 52 cards, one of each on the card list. All cards are shuffled together into a single common deck.

## Setup

One side is the Union, the other is the Confederacy.

## Victory

The first player to win 5 rounds is the winner.

## Turn Sequence

Players take turns(rounds). The Rebel player goes first. Each turn is divided into 3 phases:

1. Plan Phase
2. March Phase
3. Attack Phase

## Plan Phase

Both players may discard some, none, or all of their cards. Players draw cards to fill their hands to a maximum of 6 cards. If the deck ever runs out of cards, shuffle the discard pile and draw from it.

## March Phase

Both players may discard some, none, or all of their cards. Players draw cards to fill their hands to a maximum of 6 cards.

## Attack Phase

The Union player may only play Union cards. The Confederate player may only play Confederate cards. Either player may play cards of the "Either" type.

Played cards are played face up on the table. All played cards are all revealed simultaneously by both players. The current player may play one location card if he has one.

Each player may play one officer card. Each player may play one military unit card. Players may play up to two battle cards each.

Each player adds up the Force values of his cards. The player with the higher total wins the round. The Union player wins all ties.

All played cards are discarded.

## Card List Notes

- U** Union
- C** Confederate
- E** Either
- O** Officer
- B** Battle
- M** Military Unit
- L** Location

## Card List

Type	Side	Force	Card Name
O	U	3	Brigadier General John Buford
B	U	1	Spencer repeating carbines
O	C	6	General Robert E. Lee
O	C	5	Major General Jeb Stuart
O	U	4	Major General George Meade
L	U	4	Cemetery Hill
M	C	6	Confederate 3rd Corps
L	C	3	Seminary Ridge
M	U	3	Union 1st Corps
O	C	3	General Ambrose P. Hill
O	U	2	General Abner Doubleday
M	C	6	Rebel 2nd Corps
O	C	1	General Richard Ewell



Type	Side	Force	Card Name
M	U	3	Federal 11th Corps
O	U	2	General O. O. Howard
O	U	1	General Shimmelfennig
M	U	3	Federal 3rd Division
L	C	2	Lutheran Seminary
L	U	3	Culps Hill
M	U	3	Union 1st Cavalry Division
B	U	1	Springfield Rifle Musket
B	C	1	Enfield Rifle
O	U	2	Major General John Reynolds
O	U	2	Major General Winfield Scott Hancock
L	U	2	Cemetery Ridge
L	U	3	Little Round Top
L	U	1	Big Round Top
O	C	2	Lieutenant General James Longstreet
M	C	6	Confederate 1st Corps
O	U	1	General Daniel Sickles
M	U	3	Union 3rd Corps
L	C	3	The Peach Orchard
L	C	3	The Wheatfield
L	C	4	Devils Den
B	C	3	Confederate Sharpshooters
L	U	1	Trostle Farm
B	C	2	Smoothbore 12-pounder
B	U	2	Parrot 10-pounder
O	U	2	Brigadier General Gouverneur Warren
B	U	3	Army of the Potomac
B	C	6	Army of Northern Virginia
O	U	2	Brigadier General John Gibbon
B	U	2	Surprise offensive
B	U	4	Longstreet's hesitation
O	C	3	Major General George Pickett
B	U	4	Pickett's charge
B	E	2	Barrage
B	E	2	Bombardment
O	C	2	Brigadier General Lewis Armistead
B	C	3	Rebel Yell
O	U	1	Brigadier General George Armstrong Custer
B	U	2	Union Field Batteries





# Great Dynasties Of Europe

## Introduction

Card game for 2-6+ players. Theme: European Royal Houses 1300-1900.

## Victory

The player with the most Victory Tokens at the end of the game wins.

## Game Length

Each turn represents 25 years (roughly 1 generation). Starting in 1300 and ending in 1900. There are 24 turns.

## Victory Tokens

Players share a common pool of Victory Tokens (VT).

## Territory Deck

Players share a common Territory Deck. Each card represents a region that can be owned by a player. Each Territory belongs to one of 10 Regions.

## Dynasty Deck

These represent the available Dynasties. Each has a starting Territory and a Special Ability.

## Dice

Six sided dice (D6) are needed.

## Gold Tokens

Players share a common pool of Gold Tokens (GT).

## Army Tokens

Players share a common pool of Army Tokens (AT).

## Overseas Territory Tokens

Players share a common pool of Overseas Territory Tokens (OT). Each such Token represents a Territory in the New World, Africa, India, and elsewhere.

## Setup

Players roll high on 1D6 to see who goes first. Each player draws 3 Dynasty cards and picks one. The others are shuffled back in the deck.

Each player gets the Territory card associated with their Dynasty. These Territories are called the Ancestral Homes. Remaining Territories form a Neutral Territory Deck.

Each player starts with 1D6 Armies. Each player starts with 2D6 Gold. Each player starts with 2D6 VT.

Each player starts with 1D6 Territory cards drawn from the Deck.

## Treachery Rolls

When you gain a Territory, sometimes you will be directed to Make a Treachery Roll. Roll 1D6: On a roll of 1 or less you gain a random Neutral Territory. On a roll of 2-3 you gain a Neutral Territory of your Choice. On a roll of 4 you gain a Random Territory from an Opposing Player.

On a roll of 5-6 or more gain a Territory of your choice from an Opposing Player. When taking a Territory from an Opponent, the last Territory you may take is Their Ancestral Home. If a player loses his Ancestral Home he loses the game And all his territories become Neutral. He may start over with a new Dynasty. If there are ever no Neutral Territories left, add 3 to your roll.

## Turn Sequence

Players take turns. Each turn has 9 Phases:

1. Marriage Phase
2. Inheritance Phase
3. Economy Phase
4. Upkeep Phase
5. Military Phase
6. Culture Phase
7. Event Phase
8. Conquest Phase
9. End Phase

## Marriage Phase

Roll 1D6 (The Marriage Roll): On a roll of 6 you gain a Territory. Make a Treachery Roll and subtract 3.

## Inheritance Phase

Roll 1D6 (The Inheritance Roll): On a roll of 6 you gain a Territory. Make a Treachery Roll and subtract 3.

## Economy Phase

Roll 1D6 (Corruption Rolls) for each Territory you control: On a roll of 1 you gain 1 Gold. On a roll of 2

you gain 2 Gold. On a roll of 3 you gain 3 Gold.

On a roll of 4 or 5 you gain nothing. On a roll of 6 you lose 1 Gold.

## Upkeep Phase

Pay 1 Gold for each Army you control. Unsupported Armies are lost.

## Military Phase

Pay 3 Gold to build 1 Army. You may do this up to 1D6 times (Recruit Roll)

## Culture Phase

Check for each of the 10 Regions. If you have the most Territories in a Region get 1 VT. Roll 1D6 (The Culture Roll).

Pay this many Gold to gain 1 VT. As long as you pay, you may make another Culture Roll. Overseas Territories count as a single Region for this purpose.

## Event Phase

Draw and Reveal 1 card from the Event deck and resolve it. This will often be the simple loss or gain of Territories, Armies, Gold, and VT. Some Events will cause a War of Survival or a General War.

Discard Resolved Event cards. If the Event deck runs out, shuffle the discard and draw from it.

## War Of Survival

These are the result of certain Event cards. Each such card has a Magnitude Rating (MR). Roll a 1D6 (Survival Roll) a number of times equal to the MR of the Event.

## Dynasty Deck Card List

Dynasty:	ST:	SA:
Habsburg	Austria	Reroll 1 Inheritance Roll OPT
Orange	Netherlands	Reroll 1 Corruption Roll OPT
Tudor	England	Reroll 1 Marriage Roll OPT
Burgundy	Burgundy	Reroll 1 Conquest Roll OPT
Stuart	Scotland	Reroll 1 Treachery Roll OPT
Romanov	Russia	Reroll 1 Recruit Roll OPT
Grimaldi	Lombardy	Reroll 1 Culture Roll OPT
Hohenzollern	Swabia	Add 1 to any 1 of your Rolls OPT
Oldenburg	Saxony	Start with +3 Armies
Bourbon	Gascony	Start with +4 VT
Capetian	Aquitaine	Start with +2 Territories
Valois	Lorraine	Start with +10 Gold
Jagiellon	Lithuania	Reroll 1 General Roll OPT
Luxembourg	Bohemia	Reroll 1 Survival Roll OPT

On a Roll of 1-3 nothing happens. On a roll of 4-6 you lose 1 Army. If you have no Armies left, you lose a Territory of your Choice.

Lost Territories become Neutral.

## General War

These are the result of certain Event cards. Choose one Opponent to be your Primary Foe. All other players must individually choose a side to Ally with.

All Players roll 1D6 for each of their Armies (General Roll). On a Roll of 5 or 6 one opposing Army of your Choice is Destroyed. If the opposing side has no Armies remaining, you instead take control of 1 Target enemy Territory (Main Foe or Ally).

You must distribute captured Territories as evenly as possible between yourself and your allies.

## Conquest Phase

If you did not fight a War of Survival this turn, you may fight a War of Conquest. Roll 1D6 (Conquest Roll) for each of your Armies you commit: On a Roll of 1 the army is destroyed. On a roll of 2-5 nothing happens.

On a Roll of 6 you gain 1 Territory: Make a Treachery Roll to determine which Territory you get. If you win an opponent's Territory, he may negate this by losing 1 of his Armies.

## End Phase

Pass the dice to the next player in line.

## Dynasty Deck Notation

**ST** Starting Territory

**SA** Special Ability

**OPT** Once Per Turn on your own Turn

**VT** Victory Tokens

**Territory Deck Notation**

**G** Germany  
**A** Anglo-Saxon  
**F** France  
**S** Spain

**K** Scandinavia  
**I** Italy  
**B** Balkans  
**X** Baltic  
**E** Eastern Europe  
**L** Low Countries

**Territory Deck Card List**

Territory:	Region:	Territory:	Region:
England	A	Hungary	E
Scotland	A	Transylvania	E
Wales	A	Romania	E
Ireland	A	Russia	E
Bavaria	G	Muscovy	E
Saxony	G	Poland	X
Bohemia	G	Prussia	X
Austria	G	Lithuania	X
Moravia	G	Estonia	X
Swabia	G	Norway	K
Flanders	L	Denmark	K
Belgium	L	Sweden	K
Luxembourg	L	Finland	K
Netherlands	L	Croatia	B
Aragon	S	Dalmatia	B
Castile	S	Slavonia	B
Navarre	S	Montenegro	B
Leon	S	Lorraine	F
Portugal	S	Brittany	F
Sardinia	I	Burgundy	F
Tuscany	I	Normandy	F
Sicily	I	Aquitaine	F
Naples	I	Gascony	F
Lombardy	I		

**Event Deck Notation**

**WOS** War of Survival  
**MR** Magnitude Rating  
**LORT** Lose 1 Random Territory

**OT** Overseas Territory  
**MATR** Make a Treachery Roll  
 Leader = Player with the most Territories or VT  
**AP** All Players

**Event Deck Card List**

Event:	Notes:
Rebellion	WOS MR =3
Ottoman Empire	WOS MR =8
Civil War	WOS MR =4
War of Succession	General War
Grand Alliance	General War
Modernization	Gold +2 VT +2
Renaissance Masters	VT +3
Forge Empire	Gain 1 OT
Discovery	Gain 1 OT
Exploration	Gain 1 OT

Event:	Notes:
Colonization	Gain 1 OT
Annexation	Gain 1 Territory MATR
The Turks	WOS MR =6
Balance of Power	General War
Stagnation	Lose 1D6 Gold
Treaty	Gain 1 Territory MATR
Confederation	Gain 1 Territory MATR
Pretender	Gain 1 Territory MATR
Consort	Gain 1 Territory MATR
Religious War	WOS MR =7
Reformation	WOS MR =9
Black Death	AP: Lose 3 Gold and 3 Armies
Gain Titles	Gain 1 Territory MATR
Nationalism	WOS MR =10
Enlightenment	Buy up to 1D6 VT for 1 Gold each
Allies	Gain 2 Armies
Holy War	Get a Second Conquest Phase
Mercenaries	Buy up to 1D6 Armies for 1 Gold each
New World	Gain +1 OT
Prosperity	Gain 1D6 Gold
Industrialization	Gain 1D6 Gold
Bank Loans	Gain 1D6 Gold
Revolution	WOS MR =5
Progress	Gain 2 Gold and 2 VT
Patron of The Arts	Buy up to 1D6 VT for 1 Gold each
Incompetent Ruler	Lose 3 Gold and 3 VT
Diplomacy	Negate the Next WOS against You
Inbreeding	Lose 2 VT
Assassination	Skip Conquest Phase
Divorce	Lose 1 VT
Dynastic Split	LORT
Lineage Broken	LORT
Family Tree Branches	LORT
No Male Heir	LORT
Complex Legalities	LORT
Forfeit Claim	LORT
Abdication	LORT
Exile	LORT

## Links

Dynasties Wikipedia





# Great Estates

## Introduction

Card and Board Game for 2-4+ players. Theme: The finances and status of the great country houses built in England and Scotland in the 18th and 19th centuries. Each player controls one noble who is making improvements to his estate.

## Victory

The game ends when any player has more than 30 Improvements. End game scoring is then conducted. The player with the most status wins.

## The Board

The board is a circular track with 16 spaces:

1. Country (start)
2. Agriculture
3. Architect
4. Mining
5. Land
6. Accomodations
7. Industry
8. Features
9. London
10. Trade
11. Style
12. Titles
13. Rents
14. Construction
15. Credit
16. Collections

## Pawns

Each player gets a pawn of a unique color. Pawns move around the track.

## Dice

Six sided dice are needed.

## The Aristocrats

Name:	Special Ability:
Duke	Starts with Estate Size +2
Marquis	Starts with 2 Random Status Cards
Earl	Starts with 10 extra Coins

## Decks

There are 2 Decks of cards: The Income Deck and the Status Deck. The top 4 cards of each deck are always kept face up. If any cards are purchased or discarded immediately draw a new one to replace it.

If a deck runs out, shuffle the discard and draw from it.

## Coins

Each coin is worth 1000 Pounds.

## The Income Deck

The income deck has six types of cards:

- A** Agriculture
- M** Mining
- I** Industry
- T** Trade
- L** Titles
- C** Credit

Each card has a cost and an income value.

## The Status Deck

The status deck has six types of cards:

- R** Architecture
- S** Style
- O** Collections
- X** Accommodations
- F** Features
- N** Construction

Each card has a cost and a status value

## Setup

Each player gets 20 Coins. Each player starts with an Estate Size = 10. Each player picks one of the Aristocrats.

Roll high on 1D6 to see who goes first. Shuffle the decks. Flip over the top 4 cards of each deck.

These are face-up and spread out and are available for purchase.

Name:	Special Ability:
Count	Starts with 2 Random Agriculture Cards
Merchant	Starts with 5 land and 4 Random Trade Cards

## Estate Size

You cannot have more total Agriculture, Mines, and Industry Improvements than your Estate size. Beginning estate size is 10. Each point of Estate size is equivalent to 300 acres.

## Turn Sequence

On your turn roll one die. You may go either forwards or backwards. If you land on a space that has one or more matching cards face up, you may buy them.

Place cards you own face up in front of you. OR If you land on a space that has an income type matching income cards you own you may Collect income from them equal to their total income value. Note: You cannot buy and collect income in the same turn.

If you land on the Country space you may discard all the face up income cards and go again. If you land on the London space you must pay 2 Coins then you may discard all The face up status cards and go again. If you land on the Land space you may pay 2D6 Coins to increase the size of your Estate by 1.

If you land on the Rent space gain 1D6 Coins.

## Agriculture

When you land on the agriculture space you can both collect income and purchase any available agri-

culture improvement cards.

## Credit

Credit cards do not cost anything to buy. They give an immediate one time windfall of coins and are then discarded. If two or more are available, you may only take one.

## Trade

Trade is very profitable, but also risky. Every time you gain income from a Trade card roll 1D6: On a roll of 6 discard the card.

## Industry

Industry requires large investments, but generates accordingly large incomes.

## End Game Scoring

Note there are 6 Suites in the Status Deck. Add up the Status Points of all of your Status cards. A Set is one card from each suite.

Get an extra 30 Points for each complete Set you own.

## Income Deck Card List

Name:	Type:	Cost:	Income:
Farming	A	1	1
Enclosures	A	1	1
Barley & Oats	A	2	1
Husbandry	A	2	1
Horticulture	A	3	2
Orchards & Groves	A	3	2
Drain Marshes	A	4	2
Cattle Drovers	A	4	2
Timber Yard	A	5	3
Forestry	A	5	3
Coal	M	3	2
Quarries	M	4	2
Limestone	M	5	3
Clay	M	6	3
Lead	M	7	4
Strip Mine	M	8	4
Iron Ore	M	9	5
Shaft Mine	M	10	5
Drift Mine	M	11	6

Name:	Type:	Cost:	Income:
Marble	M	12	6
Textiles	I	2	1
Linen Factory	I	4	2
Weaving	I	6	3
Spinning	I	8	4
Cotton Mill	I	10	5
Brick Works	I	12	6
Pottery Works	I	14	7
Paper Mill	I	16	8
Glass Works	I	18	9
Forge & Foundry	I	20	10
Cotton	T	1	2
Caribbean	T	2	2
African	T	3	4
American Colonies	T	4	4
Manufactured Goods	T	5	6
Sugar	T	6	6
Tobacco	T	7	8
Slave Trade	T	8	8
Bounties	T	9	10
Smuggling	T	10	10
Pensions	L	1	1
Political Posts	L	2	1
Sinecures	L	3	2
Keeper of the Signet	L	4	2
Master of Works	L	5	3
Lord Advocate	L	6	3
Secretary of State	L	7	4
Keeper of the Privy Seal	L	8	4
President of the Privy Council	L	9	5
Chancellor	L	10	5
Loans & Mortgages	C	-	5
Extension of Credit	C	-	5
Peerage Rank	C	-	10
Safe Securities	C	-	10
Provincial Banks	C	-	15
National Banks	C	-	15
Patronage System	C	-	20
Financial Interests	C	-	20
Public Investments	C	-	25
Board of Trustees	C	-	25

## Status Deck Card List

Name:	Type:	Cost:	Status:
Carpentry	N	1	1
Masonry	N	2	2
Plasterwork	N	3	3
Interiors	N	4	4

Name:	Type:	Cost:	Status:
Ornamentation	R	1	1
Classical	R	2	2
Scottish	R	3	3
English	R	4	4



Name:	Type:	Cost:	Status:
Showcase	N	5	5
Imports	N	6	6
Landscapes	N	7	7
Conspicuous	N	8	8
Significant	N	9	9
Extensive	N	10	10
Fashionable	S	1	1
Decorative	S	2	2
Aristocratic	S	3	3
Elegant	S	4	4
Innovative	S	5	5
Sophisticated	S	6	6
Harmonious	S	7	7
Grand	S	8	8
Lavish	S	9	9
Grandiose	S	10	10
Tapestries	O	1	1
Silver	O	2	2
Acquisitions	O	3	3
Rich Decor	O	4	4
Porcelain	O	5	5
Furniture	O	6	6
Sculpture	O	7	7
Portraits	O	8	8
Paintings	O	9	9
Works of Art	O	10	10

Name:	Type:	Cost:	Status:
Distinctive	R	5	5
Palladian	R	6	6
Commissions	R	7	7
Symbol of Refinement	R	8	8
Symbol of Nobility	R	9	9
Symbol of Power	R	10	10
Stables	X	1	1
Apartments	X	2	2
Billiard Room	X	3	3
Library	X	4	4
Hunting Lodge	X	5	5
State Rooms	X	6	6
Wings	X	7	7
Gardens & Parks	X	8	8
Pavilions	X	9	9
Great Gallery	X	10	10
Cabinetry	F	1	1
Cornices	F	2	2
Mouldings	F	3	3
Paneling	F	4	4
Friezes	F	5	5
Carvings	F	6	6
Stucco Ceilings	F	7	7
Chimney Pieces	F	8	8
Staircases	F	9	9
Façade	F	10	10





# Great Powers

## Introduction

Simultaneous Bidding Game for 3-8 players. Each player is a "Great Power" circa 1835-1935.

## Game Length

The game ends after 10 Turns. Each turn represents 10 Years.

## Victory

The player with the most Victory Points (VP) at the end of the game wins.

## Tokens

Players share a common set of Tokens: White = Victory Points Black = Industry Green = Population

**Red** Nationalism

**Blue** Navies

Brown = Armies Yellow = Colonies Tokens can be replaced with counters, markers, chits, or cubes. Token Denominations of 1, 5, and 10 are recommended. Each player's traits are always available for everyone to see. This may require some other type of bookkeeping system to facilitate.

## Bidding Cards & Traits

Each player has a set of 6 Bidding Cards, 1 for each Trait:

1. Industry
2. Population
3. Nationalism
4. Navies
5. Armies
6. Colonies

## Leader Baton

The Baton is used to indicate which player goes first in the current turn.

## The Event Deck

One Event card is played each turn.

## The Action Deck

Players have the opportunity to take 1 Action card in Action Phase.

## Setup

Each player starts with 5 Tokens of each of the 7 types of Tokens. One Random player is given the Leader Baton (or winner of Thumb war).

## Turn Sequence

Each turn has 7 Phases:

1. Deal Phase
2. Bid Phase
3. Results Phase
4. Action Phase
5. Score Phase
6. Event Phase
7. End Phase

## Deal Phase

Turn the top X+1 cards of the Action deck face up.

**X** Number of Players.

If the deck runs out, shuffle the discard and draw from it.

## Bid Phase

Each player picks 3 of his Bid cards and places them face down in order: first, second, and third. You may NOT bid on a Trait you have the highest Level in.

## Results Phase

Start with the leader and proceed clockwise. Each player reveals their first Bid card and immediately scores for that Bid according to the appropriate Bid Results Chart. After all the first Bids are resolved, complete the second Bids and then the third Bids.

Important note: Bids are cumulative through the entire turn. For example: If 2 people made industry bids on their first bid, and you made an Industry bid for your second bid, it would be the third Industry bid for the turn.

## Industry Bid Results Chart

The first player to bid on Industry in the turn gets 1 Industry Token. The second player to bid on Industry in the turn gets 2 Industry Tokens. The third player to bid on Industry in the turn gets 4 Industry Tokens and must lose 1 Population Token due to hazardous working conditions.

The fourth player to bid on Industry in the turn misses the boat and gets nothing. The fifth (and higher) player to bid on Industry in the turn loses 1 Industry Token due to economic depression.

## Population Bid Results Chart

The first player to bid on Population in the turn gets 1 Population Token. The second player to bid on Population in the turn gets 2 Population Tokens. The third player to bid on Population in the turn gets 4 Population Tokens and must lose 1 Nationalism Token due to the influx of immigrants.

The fourth player to bid on Population in the turn misses the boat and gets nothing. The fifth (and higher) player to bid on Population in the turn loses 1 Population Token due to epidemic.

## Nationalism Bid Results Chart

The first player to bid on Nationalism in the turn gets 1 Nationalism Token. The second player to bid on Nationalism in the turn gets 2 Nationalism Tokens. The third player to bid on Nationalism in the turn gets 4 Nationalism Tokens and must lose 1 Population Token due to purges and pogroms.

The fourth player to bid on Nationalism in the turn misses the boat and gets nothing. The fifth (and higher) player to bid on Nationalism in the turn loses 1 Nationalism Token due to internal rebellions and power struggles.

## Armies Bid Results Chart

The first player to bid on Armies in the turn gets 1 Army Token. The second player to bid on Armies in the turn gets 2 Army Tokens. The third player to bid on Armies in the turn gets 4 Army Tokens and must lose 1 Population Token due to conscription.

The fourth player to bid on Armies in the turn misses the boat and gets nothing. The fifth (and higher) player to bid on Armies in the turn loses 1 Army Token due to a military coup.

## Navies Bid Results Chart

The first player to bid on Navies in the turn gets 1 Navy Token. The second player to bid on Navies in the turn gets 2 Navy Tokens. The third player to bid on Navies in the turn gets 4 Navy Tokens and must lose 1 Industry Token due to the diversion of resources into Naval Programs.

The fourth player to bid on Navies in the turn misses the boat and gets nothing. The fifth (and higher)

player to bid on Navies in the turn loses 1 Navy Token due to decommissioning aging ships.

## Colonies Bid Results Chart

The first player to bid on Colonies in the turn gets 1 Colony Token. The second player to bid on Colonies in the turn gets 2 Colony Tokens. The third player to bid on Colonies in the turn gets 4 Colony Tokens and must lose 1 Navy Token due to dispersal of the Fleet.

The fourth player to bid on Colonies in the turn misses the boat and gets nothing. The fifth (and higher) player to bid on Colonies in the turn loses 1 Colony Token due to Revolts by the Natives.

## Action Phase

Each player may take 1 face-up Action Card. This is in the same turn order as bidding. A player must after selecting a card either discard it or resolve it.

Some resolutions require a payment of Tokens. Discard the remaining Action card.

## Score Phase

Highest Level = Most Tokens. Resolve these in the following order: The player with the highest Army level gets 7 VP. The player with the highest Navy level gets 5 VP and may steal 1 Colony Token from any Target Player.

The player with the highest Industry level gets 5 VP and 1 Navy Token and 1 Army Token. The player with the highest Population level gets 5 VP and gets to play 1 extra Bid card next turn. The player with the highest Nationalism level gets 5 VP and may look at the next Event card in the deck.

The player with the highest Colony level gets 5 VP and gets to draw 3 Action cards and may resolve 1.

## Event Phase

Flip the top card of the Event deck face up and Resolve it.

## End Phase

The Leader passes the Baton to the player to his Left.

## Event Deck Card List

Card Name:	Notes:
Imports	The player with the highest Colony Level gets 10 VP
Exports	The player with the highest Industry Level gets 10 VP
Sea Power	The player with the highest Naval Level gets 10 VP
Warmongers	The player with the highest Army Level gets 10 VP
Patriotism	The player with the highest Nationalism Level gets 10 VP
Imperialism	The player with the highest Colony Level gets 10 VP

Card Name:	Notes:
Unification	The player with the highest Nationalism Level gets 10 VP
Arms Race	The player with the highest Industry + Army Level gets 10 VP
Immigration	The player with the highest Population Level gets 10 VP
Great War	See War Rules
War in East Europe	See War Rules
War in West Europe	See War Rules

## Great War Rules

In Event of War the Leader picks a target player to be his Foe. The Foe picks one other player to be his ally. The Leader then picks another player to ally with.

This continues until all players are on one side or the other. The side with the total highest Army and Navy Level wins. Break ties with Industry and then Nationalism.

The winners each gain 10 VP. The winners lose half (rounding down) of their Armies and Navies. The losers

lose all but 1 of their Army and Navy Tokens.

## War In East Europe Rules

This is resolved like the Great War except the only combatants are the Leader and the player to his right.

## War In West Europe Rules

This is resolved like the Great War except the only combatants are the Leader and the player to his left.

## Action Deck Card List

Card Name:	Notes:
Gilded Age	Gain 5 VP and lose 1 Industry Token
Mass Production	Gain 2 Industry Tokens
Science & Industry	Gain 1 Industry Token and 2 VP
Militarism	Gain 3 Armies and 1 Navy and lose 1 Industry Token
Parliamentary Government	Gain 2 Nationalism Tokens
Communist Revolution	Gain 4 Nationalism Tokens and lose 1 Population Token
Civil War	Target Player loses 2 Armies
Shipyards	Gain 2 Navy Tokens
Conscription	Gain 4 Army Tokens and lose 1 Population Token
The Great Game	Look at next card in Event Deck
Balance of Power	Steal 1 Nationalism Token from Target Player
Gunboat Diplomacy	Gain 4 Colony Tokens and lose 1 Navy Token
War with Japan	Target Player loses 2 Navy Tokens
Boer War	Gain 4 Colony Tokens and lose 1 Army Token
Boxer Rebellion	Gain 1 Colony Token and 1 Nationalism Token
New Imperialism	Gain 2 Colony Tokens
Art Nouveau	Gain 3 VP
Art Deco	Gain 3 VP
Impressionism	Gain 3 VP
Abstract Art	Gain 3 VP
Five Year Plan	Play an extra Bid card next Turn
Peasant Uprising	Target Player loses 1 Population Token and 1 Army
Assassination	Target player plays 1 less Bid card next Turn
Stock Market Crash	Target Player loses 2 Industry Tokens
Great Depression	All other Players lose 1 Industry Token
Worlds Fair	Gain 1 Industry Token and 2 VP
Military Buildup	Gain 2 Armies and 2 Navies and lose 1 Industry Token
Dust Bowl	Target Player loses 2 Population Tokens
Colonial Immigrants	Gain 4 Population Tokens and lose 1 Colony Token
Jewel in the Crown	Gain 1 Colony Token and 2 VP
New Deal	Play an extra Bid card next Turn
League of Nations	Gain 1 Nationalism Token and 2 VP

Card Name:	Notes:
Colonial Possessions	Gain 2 Colony Tokens
Opium Wars	Gain 2 Colony Tokens
Flying Columns	Gain 4 Colonies and lose 1 Army
Industrial Revolution	Gain 4 Industry Tokens and lose 1 Population Token
Improved Munitions	Gain 2 Army Tokens
Trade Unions	Gain 4 Population and lose 1 Industry
Capitalism	Gain 1 Industry and 2 VP
White Man's Burden	Gain 1 Population and 1 Colony
Native Troops	Gain 2 Armies
Naval Mutiny	Target Player loses 2 Navy Tokens
East India Company	Gain 1 Colony and 2 VP
Jingoism	Gain 1 Colony and 1 Nationalism Token
Manifest Destiny	Gain 1 Population and 2 VP
The Fashoda Crisis	Steal 1 Colony from target Player
The Congo	Gain 2 Colony Tokens
Land Purchase	Steal 1 Colony from target Player
Hong Kong	Gain 1 Colony and 2 VP
Sepoy Revolt	Target Player loses 2 Army Tokens
Socialism	Gain 4 Nationalism and lose 1 Navy
Emperor	Gain 2 Nationalism Tokens
Factories	Gain 2 Industry Tokens
Sick Man of Europe	Target Player loses 2 Nationalism Tokens
Spheres of Influence	Gain 1 Colony and 2 VP
Bankers & Financiers	Play an extra Bid card next Turn
Migrations	Steal 1 Population Token from Target Player
Potato Famine	Target Player loses 2 Population Tokens
Crown Prince	Gain 2 Nationalism Tokens
Merchantmen	Gain 1 Colony 1 Navy and 1 VP
Suez Canal	Gain 1 Industry 1 Colony and 1 VP
Battleships & Submarines	Gain 2 Navy Tokens
Propaganda	Gain 2 Nationalism Tokens
Transcontinental Railway	Gain 1 Industry and 2 VP
Invention	Gain 2 Industry Tokens
Coal & Oil Reserves	Gain 2 Industry Tokens
Urbanization	Gain 1 Industry and 2 VP
Railroads	Gain 2 Industry Tokens
Monopoly	Steal 1 Industry Token from Target Player
Ocean Liners	Gain 1 Industry Token and 1 Population Token
Population Explosion	Gain 4 Population Tokens and lose 1 Nationalism Token
Guns & Butter	Gain 1 Army Token and 1 Population Token
Fascism	Gain 4 Nationalism Tokens and lose 1 Population Token
Biology & Medicine	Gain 1 Population and 2 VP
Physics & Chemistry	Gain 1 Industry and 2 VP
Agricultural Reform	Gain 2 Population
The Novel	Gain 3 VP
Feminism	Gain 3 VP
Partition of Africa	Gain 2 Colony Tokens
Missionaries	Gain 2 Colony Tokens
Ideology	Gain 2 Nationalism Tokens
Genocide	Target Player loses 2 Population
Photography	Gain 3 VP
Jazz	Gain 3 VP
Aeroplanes	Gain 1 Army and 1 Navy Token

Card Name:	Notes:
Victorian Era	Gain 1 Colony and 1 Nationalism Token
Telegraph and Telephone	Gain 1 Industry and 2 VP
Electric Lights	Gain 3 VP
Automobiles	Gain 1 Industry and 1 Army Token





# *Grenadier Tactics*

## **Introduction**

Card Game of Napoleonic Warfare.

## **Victory**

Destroy all Opposing Units in Play.

## **The Decks**

There are 2 Decks: The Army Deck & The Battle Deck.

## **The Army Deck**

All cards are Units. At this Scale a Unit represents: An Infantry Company, Cavalry Platoon, or Artillery Battery. Each Unit has a Defense Rating

## **Defense Rating**

A Measure of how much damage a Unit can take before it Breaks and Flees the Field.

## **Battle Deck**

Card Types Include:

1. Attack Cards (Damage Card)
2. Opportunity Attack Cards (Damage Card)
3. Defense Cards
4. Event Cards
5. Leader Cards (Attaching Card)
6. Terrain Cards (Attaching Card)

## **Damage Cards**

Attack Cards & Opportunity Attack Cards are together referred to as Damage Cards. Each Damage Card has a Damage Rating. This represents losses in men, morale, and cohesion of the target Unit.

There is a further distinction among Attack Cards. They can either be: Shoot Cards or Melee Cards.

## **Defense Cards**

The Target Unit being attacked may play an appropriate Defense Card to Negate a Primary Attack.

## **Event Cards**

Event Cards produce a wide variety of affects.

## **Attaching Cards**

Units will have during the course of play, Battle cards attached to them. Place the Attached card face-up slightly underneath the Target Unit card. Terrain & Leader Cards provide Damage bonuses: Any attack made by the Unit does extra Damage.

## **Damage Markers**

Use Counters, coins, chits, etc. for Damage Markers (DM).

## **Players**

This is basically a two player game. There are 2 opposing Armies. However, if more want to play, players may join one side as an ally.

If there is an odd number of players, one player may play 2 Hands.

## **Setup**

Each player is dealt 5 Random Units. Players put their units face up in front of them on the Table. The player with the most Light Infantry goes first.

If tied, the player with the most Cavalry goes first. If still tied, flip a coin. Each player is dealt a hand of 5 Random Battle Cards.

## **Turn Sequence**

Players take turns. Each turn has 6 Phases:

1. Draw Phase
2. Reserve Phase
3. Attack Phase
4. Shoot Resolution Phase
5. Opportunity Phase
6. Melee Resolution Phase
7. End Phase

## **Draw Phase**

Draw 1 Card from the Battle Deck & put it in your hand. If the deck runs out, shuffle the discard and draw from it.

## **Reserve Phase**

You may discard a Reserve card to draw a random Unit card from the Deck and put it into play on your side. (You may have more than 5 Unit cards) You may attach a Leader card to one of your Units. A Unit may have a Maximum of one Leader Attached. You may move Leaders to different Units.



You may attach a Terrain card to one of your non-Cavalry Units. A Unit may have a Maximum of one Terrain Card Attached. You may play a Rally card in this Phase to remove 4 Damage Markers from 1 Unit.

## Attack Phase

You may play one Attack card. This is called the Primary Attack. Choose a Unit that is making the Attack.

The Attack Card must match the Type of Unit making the Attack. Choose an enemy Unit as the Target of the Attack. Note that Line Infantry may only make Primary Melee attacks vs Other Infantry and Artillery.

Note: A Unit making a Primary Melee (Not Shoot) Attack must first discard any Attached Terrain Cards.

## Shoot Resolution Phase

Resolve Primary Attacks of the Shoot Type in this Phase. Discard the Attack card and place a number of Damage markers equal to Its Damage Rating onto the target Unit Card. If the Total Damage Markers on a Unit is greater than the Defense Rating of The Unit, The Unit is Defeated.

The Defeated Unit & any attached Leader is kept by the player that Defeated it in his Victory Pile for later Bragging rights. All other cards attached to the Defeated Unit are discarded. You may play a Rout card

to automatically Defeat a Unit with 2 or More damage counters on it.

The Target Unit being attacked may play an appropriate Defense Card to Negate the Primary Attack. A Unit that Defeated another Unit may take and attach a Terrain card from The Defeated Unit. (It must first discard any Terrain card already attached)

## Opportunity Phase

The Unit being attacked by a Melee attack may play an appropriate Opportunity Attack Card against the Attacking Unit. Resolve these Attacks just like Attack cards in Shoot Resolution Phase. The Opportunity Attack negates the Primary Attack only if the Unit making the Primary attack is destroyed.

## Melee Resolution Phase

Resolve Primary attacks of the Melee Type in this Phase just like Attacks in the Shoot Resolution Phase

## End Phase

Max hand size is 5 cards. Discard excess cards.

## Army Deck Unit Card List Notation

- A** Attack Damage
- D** Defense Rating
- #** Copies of card in Deck

## Army Deck Unit Card List

Card Name:	#	D	A	Notes:
Imperial Guard	2	9	+2	Line Infantry
Grognards	3	8	+1	Line Infantry
Grenadiers	4	7	+1	Line Infantry
Troopers	5	6	-	Line Infantry
Fusiliers	6	5	-	Line Infantry
Green Troops	5	4	-1	Line Infantry
Rifle Men	2	7	+1	Light Infantry
Jagers	3	6	-	Light Infantry
Voltiguers	4	5	-	Light Infantry
12 Pound Cannon	2	6	+2	Artillery
8 Pound Cannon	3	5	+1	Artillery
6 Pound Cannon	4	5	-	Artillery
Horse Artillery	2	4	-1	Artillery
Cuirassiers	3	9	+2	Heavy Cavalry
Carabiniers	1	8	+1	Hvy Cavalry (Light Muskets)
Dragoons	2	7	-	Light Cav + Inf (Muskets)
Lancers	2	6	+1	Light Cavalry
Hussars	3	5	-	Light Cavalry (Pistols)

Note: Yes, Dragoons count as both Light Cavalry with Guns & Light Infantry.

## Battle Deck Card Type Notation

- S** Shoot Attack Cards
- M** Melee Attack Cards
- O** Opportunity Attack Cards
- D** Damage



**DM** Damage Markers  
**F** Defense Cards  
**E** Event Cards  
**L** Leader Cards  
**K** Kill Target Leader  
**#** Copies of card in Deck  
**1+** One or More

Troops = Infantry or Cavalry

**LT** Light Troops

**Spy** Look at Opponents hand

Barrage = All opposing units of a target player take this much damage Note: Barrage cards are not affected by any type of Damage Modifier.

## Battle Deck Card List

Card Name:	Type	#	Notes:
Fusillade	S	4	D = 1; Line Infantry
Line of Muskets	S	6	D = 2; Line Infantry
Volley Fire	S	4	D = 3; Line Infantry
Bayonet Charge	M	4	D = 4; Line Infantry
Shock Action	M	2	D = 3; Line Infantry & Cavalry
Wheel About	S	4	D = 1; Cavalry with Guns
Sabers	M	4	D = 2; Cavalry
Cavalry Charge	M	4	D = 3; Cavalry
Overrun	M	4	D = 4; Heavy Cavalry
Harassing Fire	S	4	D = 1; Light Infantry
Rifles	S	3	D = 2; Light Infantry
Sharpshooter	S	1	D = K; Light Infantry
Probe	S	2	D = 1 + Spy; Light Troops
Shells	S	3	D = 1; Artillery
Cannon Balls	S	4	D = 2; Artillery
Bouncing Roundshot	S	4	D = 3; Artillery
Bombardment	S	2	D = 1; Artillery (Barrage)
Cannonade	S	2	D = 1; Artillery (Barrage)
Enfilade	S	4	D = 3; Artillery & Infantry
Canister	O	4	D = 4; Artillery vs Melee Attack
Disciplined Fire	O	3	D = 3; Line Infantry vs Melee Attack
Counter Charge	O	2	D = 3; Cavalry vs Cavalry Attacks
Infantry Square	F	3	Line Infantry vs Cavalry Melee Attack
Skirmish	F	4	Light Troops vs any Attack
Withdraw	F	4	Light Troops vs Melee Attack
Find Cover	F	4	Light Infantry vs Shoot Attacks
Open Order	F	2	Infantry vs Shoot Attacks
Reverse Slope	F	2	Infantry vs Artillery Attacks
Commanding Colonel	L	1	Unit gets Atk +1 & Def +2 & Hand Size +1
Magnificent Major	L	1	Unit gets Melee Attacks +2 & Defense +2
Courageous Captain	L	1	Unit gets Attack +1 & Defense +2
Heroic Lieutenant	L	1	Unit gets Attack +1 & Defense +1
Stalwart Sergeant	L	1	Unit gets Defense +2
Brave Corporal	L	1	Unit gets Attack +1
Low Wall	T	1	Unit gets Defense +2
Redoubt	T	1	Unit gets Defense +4
High Ground	T	1	Unit gets Shoot Attacks +1 & Defense +1
Blocking Terrain	T	1	All Attacks on this Unit do -1 Damage
Reserve	E	5	Draw and Play 1 Unit Card
Outflank	E	2	Draw 3 Battle Cards if you have more Units
Breakthrough	E	2	You get an extra turn after this one
Dispatch	E	2	Draw 5 Battle cards and discard 4

Card Name:	Type	#	Notes:
Fog of War	E	2	Opponent must discard 2 random Cards
Rout	E	5	Defeat a Unit with 2+ Damage Markers
Scouts	E	4	Spy, then draw 1 card from the Battle deck
Killed in Action	E	1	Discard Leader on Unit with 1+ DM's
Screen	F	2	Negate Attack. Put 1 DM on 1 of your LT's
Strategy	E	2	Draw 2 cards from the Battle Deck
Rally	E	5	Remove 4 Damage Markers from 1 Target Unit
Caught in the Open	M	1	D = 5; Cavalry vs Light Infantry
Maintain Distance	F	4	Cavalry vs any Non-Cavalry
Pursuit	M	2	D = 5; Light Cavalry vs Unit with 3+ DM's

### Quick Start

For a quicker start, only make one copy of each card in both decks.

1. Line Infantry
2. Light Infantry
3. Light Cavalry
4. Heavy Cavalry
5. Artillery

### Alternate Setup

For more balanced starting Forces. Each player gets 1 random Unit of each of the 5 Types of Units:

### Alternate Victory Conditions

Any player reduced to 2 Units retires from the field.





# Grognards

## Introduction

Board & card game for 2 players. Napoleonic warfare theme. Abstract skirmish level combat. Each figure represents a company or unit of men.

## Victory

You rout the enemy if you destroy 6+ of his units.

## The Map

Use two 8x8 chessboards side by side. The distance between players remains the same, but the flanks are extended.

## Terrain

There are several types: Clear- No effect. Deep Water- Units cannot move into it or through it. Forest- Units can move or attack into it or out of it, but not through it.

Hill- Units cannot attack through it, except for Artillery attacks of 5-6. Units on a Hill may get +1 to the range of their attacks. Buildings- Attacks into a Building fail 50% of the time (flip a coin).

Units cannot move or attack through a building. Shallow Water or Marsh- Units cannot move through it. They must stop upon entering. Road- Units moving along a road get +1 to their Move.

## The Men

Use chits or miniatures to represent units. There are 3 types of units: Cavalry, Infantry & Artillery. Each player starts with: 4 Cavalry 8 Infantry 4 Artillery

## Setup

Distribute Terrain onto the board. Each player places one unit on each square of his back two rows. Units may not stack.

## The Cards

Players share a common deck. The deck contains 1 copy of each card in the Card list.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase

2. Move Phase

3. Fire Phase

## Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

## Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

## Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically Killed and removed from the map.

Cavalry units can only use Cavalry Cards. Infantry units can only use Infantry Cards. Artillery units can only use Artillery Cards.

Your opponent may play certain Defense cards to negate your attack.

## Card List Notation

**M** Movement

**A** Attack

**R** Artillery

**I** Infantry

**C** Cavalry

**D** Defense

**U** Any type of Unit

**K** as a Knight would move in Chess

**Type** Purpose of card

**Use** What type of unit can use the card

## Card List

Card Name:	Range	Type	Use	Note
Socket Bayonets	1	A	I	
Sword Bayonets	1	A	I	
Grenadiers	2	A	I	
Fusillade	2	A	I	
Volley	3	A	I	
Three Deep Line	3	A	I	
Musketry	3	A	I	
Rifles	4	A	I	
Sharpshooters	4	A	I	
Echelon	1	M	I	
Advancing Line	1	M	I	
March	2	M	I	
Column	2	M	I	
Skirmishers	K	M	I	
Double Canister	1	A	R	
Canister	2	A	R	
Roundshot	3	A	R	
Mortar	K	A	R	
Cannonballs	4	A	R	
Spherical Case	5	A	R	
Shrapnel	6	A	R	
Limber	1	M	R	
Artillery Wagon	1	M	R	
Lances	1	A	C	
Sabers	1	A	C	
Overrun	1	A	C	
Pistols	2	A	C	
Carbines	3	A	C	
Trot	1	M	C	
Canter	2	M	C	
Gallop	3	M	C	
Outflank	K	M	C	
Charge	4	M	C	
Spur	5	M	C	
Open Order	-	D	I	Negate an Artillery attack
Square Formation	-	D	I	Negate a Cavalry attack
Rally	-	D	U	Negate any Attack
Wheel About	-	D	C	Negate any Attack
Screen	-	D	I	Negate any Attack





# Gunfight At The O.k. Corral

## Introduction

Skirmish Board and Card Game for 2 Players. October 26, 1881 Arizona. One player is the Earps.

The other player is the Cowboys.

## Winning

Kill 3 opposing gunmen.

## The Board

Fremont Street in the town of Tombstone. Use an 8x8 square grid chessboard. Each Square is 6 feet across.

## The Cowboys

Name:	Notes:
Frank McLaury	Good Shot; Horse and Rifle
Tom McLaury	Horse and Rifle
Billy Clanton	-

## The Earps

Name:	Notes:
Wyatt Earp	Good Shot
Virgil Earp	-
Morgan Earp	-
Doc Holiday	Shotgun

## The Decks

There are 2 Decks:

1. The Action Deck
2. The Wound Deck

## Setup

Set up your men on your back 4 rows, up to one man per row, with none of your men touching or sharing a column or on the farthest left or right columns.

## Action Deck Card List

Name:	#	Type	Range	Notes
Move into Street	2	M	K	-
Cross Street	3	M	2	-
Walk Slowly	4	M	1	-

Each player starts with a hand of 5 cards. Flip a coin to see who goes first.

## Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Draw Phase
2. Move Phase
3. Shoot Phase

## Draw Phase

Fill your hand to 5 Action cards. For each of your men killed, draw 1 less card.

## Move Phase

You may play move cards to move your men. Each man may move only once per turn. Move the man the exact number of spaces written on the card.

## Shoot Phase

You may play a card to have a man shoot. Each man may shoot a max of once per turn. The shot is fired at an exact range as written on the card.

The Shot will automatically "Hit" unless your opponent plays a Defense card to negate it. If a shot is not negated draw 1 wound card from the Wound Deck and Apply its effects to the target. At the end of Shoot phase you may discard any cards from your hand you No longer want.

## Card List Notation

- S** Shoot
- M** Move
- D** Defense
- X** Special
- K** Like a Knight in Chess
- W** Wounded
- N** Not Wounded
- A** Any Range you want up to 4
- #** Copies of that card in the deck

Name:	#	Type	Range	Notes
Walk at Good Pace	2	M	3	Not if Wounded
Run	2	M	4	Not if Wounded
Shotgun Blast	1	S	1	Doc Holiday Only
Nickel-Plated Revolver	1	S	K	Doc Holiday Only
Hide Behind Horse	1	D	-	Frank or Tom Only
Rifle	1	S	4	Frank or Tom Only
Six Shooter	1	S	2	Orthogonal Only
Single Action Revolvers	1	S	2	Diagonal Only
Draw & Cock	1	D	-	Only vs a Man's first Shot
Out of Bullets	1	D	-	Only vs Man who has Fired
Couple of Steps Back	1	M	1	Only directly Backwards
First Shot	1	S	3	Only if it is the first or second shot of the fight
Go for your Revolver	1	S	3	Only for a Man's first shot of the fight
Level your Pistol	1	S	K	-
Ike Begs for Mercy	1	D	-	Cowboys Only. Use during first 3 turns Only
Stand and Shoot	1	S	3	Only if Shooter did not Move this Turn
Continue to Fire	1	S	3	Draw 2 Wound Cards
Rapid Succession	1	S	2	Draw 2 Wound Cards. Cannot Shoot next turn
Cool as a Cucumber	1	X	-	Draw 2 Cards. Earps Only
Black Powder Smoke	1	D	-	Not on Opponent's first 2 turns
Confusion	1	D	-	Opponent Discards 1 Random Card
Trip	1	D	-	Shooter cannot move next turn
Long Coats	1	D	-	Earps Only
Wounds	1	D	-	Only vs Shooter that is wounded
Exchange Shots	1	S	A	Only vs Man who shot at you last turn
Narrow Space	1	X	-	Draw 2 Cards
Nice Shot	1	S	A	Frank or Wyatt Only
Colt SA Army Revolver	1	S	2	Billy or Frank Only
Point Blank	2	S	1	Orthogonal Only
Short Range	2	S	1	Diagonal Only
Take Aim	1	S	4	-
Conflicting Stories	1	X	-	Negate a Card just played

## Wound Deck Card List

Name:	#	Type	Notes:
Head Shot	1	W	Killed
Ribcage	1	W	Killed
Lung Puncture	1	W	Killed
Navel	1	W	Killed
Beneath Right Ear	1	W	Killed
Under the Arm	1	W	Killed
Shot through the Calf	1	W	Max move = 1 for remainder of fight
Shoulder Blades	1	W	Cannot Move or Shoot next 2 turns
Stunned	1	W	Cannot Move or Shoot next turn
Hip Grazed	1	W	Cannot Move next turn
Wrist Wound	1	W	Cannot Shoot next turn
Abdomen	1	W	Draw 1 less card (As if killed)
Bruised by a Bullet	1	W	Draw 1 less card next turn
Graze	2	W	-

Name:	#	Type	Notes:
Near Miss	5	N	Draw 1 less card next turn
Wide Miss	5	N	-

<img Src= "http://2.bp.blogspot.com/-06zc\_WDkz2M/UAAWk3E3VI/AAAAAAAAIfE/fL6Am2ekIRI/s1600/gunfight\_1.jpg" data-bbox="58 137 500 171"/> **Links**  
OK Corral Must See. Cool Birds Eye View Animation







# Gunslingers

## Introduction

Board, dice, & card game for 2+ players. Wild West Theme. Battle between gunslingers.

Abstract skirmish level combat. Each figure represents a single man (unit).

## Victory

You win if you kill all enemy gunslingers.

## The Map

Use an 8x8 chessboard.

## Map Features

Use chits to indicate terrain features:

- Fence
- Building
- Tree
- Canyon
- Water
- Clear (Unmarked spaces)

## Dice

Six sided dice (Shooters) are needed.

## Gunslinger Deck

Use pawns, chits or miniatures to represent gunslingers on the map. The gunslinger deck contains one card representing each gunslinger.

## Action Hands

Each gunslinger has his own hand of action cards. If you are controlling more than one gunslinger, you will have a hand for each one.

## Gunslinger Deck Card List Notation

- C** Cowboy  
**O** Outlaw  
**I** Indian  
**L** Lawman  
**S** Soldier  
**P** Pistol  
**R** Rifle

## Gunslinger Deck Card List

Name	Type	Gun	Guts	Legs	Smarts	Cool	Arms	Eyes	Hands
Sheriff	L	P	3	3	5	3	3	3	3
Deputy	L	P	2	4	3	2	3	3	2
Texas Ranger	L	R	3	4	6	3	3	4	3
Bounty Hunter	L	R	4	4	5	4	3	4	3
Preacher	L	P	2	2	3	3	2	2	1
Shootist	O	R	3	4	5	3	3	4	3
Pistoleer	O	P	3	4	5	4	3	4	4
Renegade	O	P	3	5	6	4	3	3	3
Gambler	O	P	2	4	6	4	2	3	4
Mexican Bandit	O	P	4	3	4	3	4	3	2
Mountain Man	O	R	4	3	6	4	4	3	2
Hired Gun	C	P	2	4	2	2	3	2	1
Miner	C	P	2	3	4	3	2	2	2
Saloon Girl	C	P	2	3	3	3	2	2	1
Homesteader	C	R	2	3	3	1	2	2	1
Drifter	C	R	2	4	4	3	2	4	2
Trapper	C	R	4	4	5	3	4	3	2
The Kid	C	P	2	5	4	2	2	2	2
Rangehand	C	R	2	4	3	2	3	3	2
Prospector	C	P	3	3	5	3	4	2	2

Name	Type	Gun	Guts	Legs	Smarts	Cool	Arms	Eyes	Hands
Apache Warrior	I	R	3	5	5	2	4	3	3
Blackfoot Scout	I	R	2	5	6	3	3	4	3
Yankee	S	R	3	4	5	2	3	3	2
Confederate	S	R	3	4	4	3	3	4	2

## Gunslinger Attributes

- Each gunslinger has 7 numerical attributes:
- Guts: Number of hits he can take before dying.
- Smarts: Maximum action card hand size.
- Cool: Number of action cards he can draw in Draw Phase
- Legs: Max number of spaces he can move in one turn.
- Arms: Ability in HTH combat (Allows use of certain cards)
- Eyes: Weapon Accuracy (Allows use of certain cards)
- Hands: Max number of attacks the gunslinger can make per turn.

## Setup

Set up the board with terrain feature chits. Determine how many gunslingers each player will control. Each player places his gunslingers on squares of his back two rows.

Each Gunslinger starts with a full hand of cards.

## The Action Card Deck

Gunslingers share a common deck of action cards. The Deck has 2 copies of each Move card and 1 copy of all other cards.

## Turn Sequence

gunslingers take turns. Each turn has 3 phases:

1. Draw Phase
2. Move Phase
3. Shoot Phase

## Draw Phase

Draw a number of action cards equal to the gunslingers Cool attribute. Max hand size = Smarts At-

tribute. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

## Move Phase

Play (discard) a Move card to move your gunslinger. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. A man can only use one move card per turn. Men may not stack.

## Shoot Phase

Play (discard) an Attack card to have the gunslinger attack. The attack card has a number. This is the MAXIMUM range of the attack.

Next roll 1D6. This is the Attack Roll. If the Attack roll is equal to or less than the Shooter's Eyes Trait the Attack hits. (At Range = 1 Shooters eyes are +1; At Range = 4+ eyes are -1) Attacks do one wound (Hit of damage) to the target.

Use Chits or coins to record damage. A man reduced to 0 Hits (Guts) is killed and removed from the board. Each hit reduces the value of all attributes by one.

Your opponent may play Defense cards to negate your attack.

## Card List Notation

- M** Movement  
**A** Attack  
**D** Defense  
**X** Special  
**W** Wound (Attack must hit first)  
**K** as a Knight would move in Chess  
**Type** Purpose of card

## Card List

Card Name:	Range	Type	Notes:
Sprint	5	M	Only gunslingers with legs attribute 5+
Run	4	M	Only gunslingers with legs attribute 4+
Scurry	3	M	Only gunslingers with legs attribute 4+
Hurry	3	M	-
Break Away	3	M	-
Strut	2	M	-
Walk	2	M	-
Creep	1	M	-

Card Name:	Range	Type	Notes:
Sneak	1	M	-
Dodge	-	D	Negate attack if you moved last turn
Duck	-	D	Negate attack: Only gunslingers w legs attribute 4+
Sun in your Eyes	-	D	Negate attack if you are in a Clear Space
Cover	-	D	Negate attack if you are in a Building Space
Prone	-	D	Negate attack if you did not move last turn
Out of Sight	-	D	Negate attack if you are in a Non-clear Space
Behind Rocks	-	D	Negate attack if you are in a Canyon Space
Wild Shot	-	D	Negate attack if shooter moved this turn
Behind Tree	-	D	Negate attack if you are in a Tree Space
Surrender Terms	-	D	Negate attack by a Lawman
Low on Ammo	-	D	Negate attack if opponent attacked already this turn
Loss of Blood	-	D	Negate attack by wounded man
Metal Plate	-	D	Negate attack on an Outlaw
Bible	-	D	Negate attack on a Lawman
Ten Gallon Hat	-	D	Negate attack by a Rifle
Sombrero	-	D	Negate attack by a Pistol
Misfire	-	D	Negate attack of range 2+
Stampede	-	D	Negate attack if you are in a Fence Space
Planned Shot	6	A	Only gunslingers with a rifle & eyes attribute 4+
Careful Aim	5	A	Rifle only
Sharp shot	5	A	Only gunslingers with a rifle & eyes attribute 4+
Line up Target	4	A	Only gunslingers with a rifle & eyes attribute 4+
Long Barrel	4	A	Rifle only
Brace Rifle	4	A	Rifle only
Trick Shot	3	A	Only gunslingers with a rifle & eyes attribute 4+
Dead shot	3	A	Only gunslingers with pistols & eyes attribute 4+
Guns Blazing	3	A	-
Fanfiring	2	A	Pistol only
Six Shooter	2	A	Pistol only
Two-fisted Shooter	2	A	Pistol only
Easy Target	3	A	Rifle only
Out in the Open	3	A	Only vs target in a clear space
Short Range	2	A	-
Shoot from the Hip	2	A	-
Shot in the Back	3	A	Only vs surrounded Target
Ricochet	3	A	-
Ambush	3	A	Only if you are in a building
Quick Draw	2	A	Only gunslingers with hands attribute 4+
Cause Avalanche	3	A	Only vs Target in Canyon
Rifle butt	1	A	Rifle only
Bang	2	A	-
Bowie Knife	1	A	Cowboys only
Pistol Whipped	1	A	Pistols only
Derringer	1	A	Pistols only
Set Fire	1	A	Only vs gunslingers in buildings
Saber Cut	1	A	Soldiers only
Strangle	1	A	Only vs gunslingers with lower Arms attribute
Fisticuffs	1	A	Only gunslingers with Arms attribute 4+
Tomahawk	1	A	Indians only
Head Shot	-	W	Target Attack does +1 Damage
Limp	-	W	Target of Target Attack gets Legs -1
Reload	-	X	Draw 3 cards

Card Name:	Range	Type	Notes:
Cock	-	X	Draw 2 cards
Whiskey	-	X	Gunslinger regains 1 lost hit but is Eyes -1
Bite the Bullet	-	X	Gunslinger regains 1 lost hit but is Legs -1
Way Blocked	-	X	Negate a Move Card just played
Difficult Footing	-	X	Negate a Move Card just played
Pinned Down	-	X	Negate a Move Card just played
Mexican Standoff	-	X	All players discard their hands & draw 3 cards

### Optional Rule – Horses

Gunslingers on Horses have a legs attribute = 6, and may play 2 Move cards per turn. Gunslingers on Horses have a eyes attribute modifier of -1. Discard any card from the gunslingers hand to mount/dismount.

If you are hit flip a coin. If tails your horse is shot out from under you.

### Optional Rule – Shotguns

Treat Shotguns like Rifles except: Maximum range = 4 Treat range = 5 cards as range = 3 cards.

### Optional Rule – Rifle & Pistol

Some gunslingers may carry both a rifle and a pistol. Only one can be used to attack in a turn. Discard any card from the gunslingers hand to switch weapons.

### 4 Way Showdown

4 players each with one gunslinger. Gunslingers start in the corner squares.





# Hell On Wheels

## Introduction

Card game for 2-6+ players. Theme: Small Vice Towns that would pop up and move with the Men working on the Union Pacific Railroad in the 1860's. Players build Vice Establishments to earn profits.

## Victory

The Player with the most Money at the end of the game wins.

## Game End

The game ends when the Town Mini-deck has run out and there is no Town card to place in the Future Town Position.

## Money

The smallest denomination of money is \$1000 or 1K. Use Poker chips to keep track of Money.

## Town Mini-deck Card List

Town	Type
Julesberg	Spontaneous
Benton	Spontaneous
Corinne	Existing
Laramie	Spontaneous
Cheyenne	Planned

## Control Markers

Each player has a set of a unique color. These are placed on Establishment and Civilized Cards to show Ownership.

## Town Card Mini-deck

There is a Mini-deck of 10 Town cards. Towns are of 3 Types: Spontaneous, Planned, and Existing. Spontaneous means the Hangers on build the town on their own from nothing.

Planned means the railroad company invests in building the town from nothing. Existing means the Town was already there and the RR is running through it. Spontaneous Towns have 1 extra level of Mayhem.

Existing Towns have 1 less level of Mayhem.

Town	Type
Grand Island	Planned
North Platte	Existing
Sidney	Spontaneous
Rawlins	Planned
Omaha	Existing

## The Game Board

The Game board has 3 Positions: Past Town Present Town Future Town

## Railroad Deck

Also called the RR Deck. This has 6 Types of Cards: Establishments, Civilized, Customers, Mayhem, Raids, Opportunist Establishment cards come in 3 Types: Saloons, Gambling Houses, Brothels

## Setup

Shuffle the Decks. Each player starts with \$20,000 (20K). Draw the top card of the Town Deck and place it in the Present Town Position.

Draw another card from the Town Deck and place it in the Future Town Position.

## Supervisor Token

One player will be in possession of the Supervisor Token (ST). They are known as the Supervisor. This determines player turn order within Phases.

Depending on the Phase rules the Supervisor either goes first and play proceeds clockwise or the player to the Supervisors right goes first and play proceeds counterclockwise.

## Turn Sequence

Each Turn has 10 Basic Phases:

1. Supervisor Phase
2. Railroad Phase
3. Civilized Phase
4. Taxes Phase
5. Establishment Phase
6. Customer Phase
7. Past Town Phase
8. Present Town Phase
9. Future Town Phase
10. End of The Line Phase

## Opportunist Phases

Before and after every Phase in the Turn Sequence there is an Opportunist Phase. In Supervisor Order Players may play Raid or Opportunist cards one at a time during these Phases. Continue playing cards until all players pass. Raid Cards can be used to discard a target Mayhem card, or to discard a target Establishment card if the Town contains a number of Mayhem cards equal to or in excess of the number of players +1.

## Supervisor Phase

Players Bid to see who is the Supervisor. Bids are simultaneous. Players open their Palms to reveal Money Chips. If tied players roll high on 1D6.

Only the winner pays the Bid Money. The Winner takes the Supervisor Token.

## Railroad Phase

Each player draws 6 RR cards. If the RR Deck is empty shuffle the discard and draw from it. Players may pay to draw up to 3 additional RR Cards: 2K for the First Card. 4K for the Second. 6K for the Third.

## Civilized Phase

In Reverse Order, players may play one or more Civilized cards onto: The town currently in the Past Town Position, or A planned Town in the Future Position, or onto any Existing Town regardless of position. Place the card onto the Position with a control Marker on it. A player may pass. If he passes, he can play (Build) nothing this Phase.

It costs 1K to play a Civilized Card. A Town can't have 2 Civilized Cards of the Same Type.

## Taxes Phase

Do this for each of the 3 Positions: The player with the most Civilized cards in a Town is the Mayor. If tied, go in Supervisor Order to determine who the Mayor is. Each other player must pay the Mayor 5K for each Establishment they have in the town.

## Establishment Phase

In Reverse Order, players may play one or more Establishment cards onto any Town or combination of Towns. Place the card onto the Position with a control Marker on it. A player may pass. If he passes, he can play (Build) nothing this Phase.

It costs 1K to play an Establishment Card.

## Customers Phase

In Reverse Order, players may play one or more Customer and Mayhem cards onto any Town or combination of Towns. A player may pass. If he passes, he can play nothing this Phase.

## Past Town Phase

The Past Town will generate Money for its Saloons:

\$  $10K + 5K(X) + 5K(Y)$

**X** The number of Customer cards in the Town.

**Y** The number of Mayhem cards in the Town.

Each saloon present gets an even share of the Total Rounding Down. Example: The Town has 3 Customers and 3 Mayhem cards so

\$  $40K = 10K + 5K(3) + 5K(3) = 10K + 15K + 15K$

The Town has 3 Saloons so each Saloon earns  $13K = 40K/3$ . Repeat this process for the Gambling Houses and then the Brothels.

## Present Town Phase

The Present Town will generate Money for its Saloons:

\$  $20K + 5K(X) + 5K(Y)$

**X** The number of Customer cards in the Town.

**Y** The number of Mayhem cards in the Town.

Each saloon present gets an even share of the Total Rounding Down. Repeat this process for the Gambling Houses and then the Brothels.

## Future Town Phase

The Future Town will generate Money for its Saloons:

\$  $10K + 5K(X) + 5K(Y)$

**X** The number of Customer cards in the Town.

**Y** The number of Mayhem cards in the Town.

Each saloon present gets an even share of the Total Rounding Down. Repeat this process for the Gambling Houses and then the Brothels.

## End Of The Line Phase

Discard the Town Card and all attached cards in the Past Position. Move the Town Card and attached cards from the Present to the Past Position. Move the Town Card and attached cards from the Future to the Present Position.

Draw a new Town card from the Mini-Deck and place it in the Future Card Spot. Max hand size is 3 cards. Discard excess cards.

## Railroad Deck Notation

**C** Civilized

**W** Customers

**M** Mayhem

**R** Raids

**O** Opportunist

**S** Saloons

**G** Gambling Houses

**B** Brothels

**#** Copies of that card in deck

**OPT** Opponent

**Rr Deck Card List**

Card	Type	#	Notes:
Saloons	S	7	-
Gambling House	G	6	-
Brothels	B	5	-
Church	C	2	-
School	C	2	-
Jail	C	2	-
Post Office	C	2	-
Town Hall	C	2	-
Tracklayers	W	1	-
Irish	W	1	-
Construction Crews	W	1	-
Workers	W	1	-
Scots	W	1	-
Mexicans	W	1	-
Civil War Vets	W	1	-
Blacks	W	1	-
Scandinavians	W	1	-
Railroaders	W	1	-
Miners	W	1	-
Traders	W	1	-
Migrants	W	1	-
Young Men	W	1	-
Townsfolk	W	1	-
Prostitution	M	1	-
Rowdiness	M	1	-
Depravity	M	1	-
Drunkenness	M	1	-
Murders	M	1	-
Rampant Crime	M	1	-
Drinking	M	1	-
Gambling	M	1	-
Shootings	M	1	-
Anarchy	M	1	-
Boomtown	M	1	-
Lawlessness	M	1	-
Vice	M	1	-
Rough & Tumble	M	1	-
Alcohol	M	1	-
Ungovernable	M	1	-
Harass Settlers	M	1	-
Supervisor	R	1	-
General Dodge	R	1	-
Jack Casement	R	1	-
Vigilantes	R	1	-
Law & Order	R	1	-
Lawmen	R	1	-
Lynching's	R	1	-
RR Boss	R	1	-
Marshall	R	1	-
Vile Men	O	1	OPT must discard 2 Random Cards
Indian Attack	O	1	Discard target Customer Card
Arsonist	O	1	Discard target Establishment/Civilized Card



Card	Type	#	Notes:
Con Men	O	1	Steal 2 Random Card from OPT Hand
Desperados	O	1	Move up to 3 Mayhem Cards to another Town
Outlaws	O	1	Target OPT loses 5K
Ladies of the Evening	O	1	Move up to 3 Customer Cards to another Town
Gamblers	O	1	Steal 3K from OPT
Entrepreneur	O	1	Gain 5K
Hangers On	O	1	Move up to 2 Establishments forward 1 Town
Scoundrels	O	1	Draw 3 cards
Claim Jumpers	O	1	Steal ownership of one Target Establishment
Blackmail	O	1	This card worth 7K for Supervisor Bid

## Links

Hell on Wheels Building the Union Pacific





# Hidalgo

## Introduction

Scenario for Warp Quest. for the ??Warp Quest Core Rules. Based on the Movie Hidalgo.  
Horse Race across the Arabian Desert. Each player (Pawn) represents a Rider & Horse.

## Disclaimer

Hidalgo is a copyrighted Property. This is merely a Fan Site.

## Attribute Table

1D6:	Attribute:
1	Endurance +2
2	Fighting +2
3	Survival +2

## The Scenario

The map spaces represent distance and time. There is only one Module (card list). The track is 50 spaces long.  
The first player to reach the end wins the race.

## Rider Attributes

Each rider starts with: Endurance = 10 Horse (Pick Breed) 6 rolls on the Attribute Table:

1D6:	Attribute:
4	Will +2
5	Speed +1
6	Agility +2

## Speed

Add your Speed Bonus to your Movement Roll.

## Horse Breed

Pick a Breed: Hot Blood Desert Horse (Arabian, Barb): Survival +2 Cold Blood Racing Horse (Thoroughbred): Speed +1 Warm Blood Mixed Breed (Anglo-Arab, Mustang): Endurance +2

## Challenges

If you fail a Survival or Fighting challenge you lose 1D3 Endurance and miss your next turn. If you are

ever reduced to zero Endurance you automatically lose.

## Fighting

If you land on an opponents pawn there will be a fight. Both players roll 1D6 & add their Fighting Bonus. The lower total loses the Challenge.

## Card List Notation

- FC** Fighting Challenge
- SC** Survival Challenge
- WC** Will Challenge
- AC** Agility Challenge

## Card List

Name:	Challenge:
Bandits	FC x2
Nomads	FC
Arab Tribesmen	FC x2 DM+1
Bedouins	FC X2 DM+2
Berber Tribesmen	FC DM+1
Ambush	FC DM+2
Trap	FC
Scorpion	FC or AC
Poison Asp	FC & AC
Quicksand	AC DM+1
Heat	SC x2
Ocean of Fire	SC x2

Name:	Challenge:
Sharp Rocks	AC DM+2
Endless Dunes	WC & AC
Desert	SC & AC & WC
Injury	SC & AC DM+1
Shifting Sands	SC or AC
Madness	WC x2
Lost	SC & WC
Exhaustion	WC x2 DM+1
Sun Stroke	SC DM+2
Sand Storm	SC
Lameness	WC or AC
Chafing Tack	WC DM+1
Horsemanship	AC
Dehydration	SC DM+2
Sun Poisoning	SC DM+1
Mirage	WC
Sun Burn	SC DM+1
Gun	Aid: Fight +2
Spear	Aid: Fight +1 or Agility +1
Pistol	Aid: Fight +2
Revolver	Aid: Fight +3
Tulwar	Aid: Fight +2
Lasso	Aid: Agility +2
Camel Butter	Aid: Survival +2
Dates	Aid: Survival +2
Locust Swarm	Aid: Survival +1 (Food)
Water Conservation	Aid: Survival +3
Waterskin	Aid: Survival +2
Fitness	Aid: Survival +1 or Agility +1 or Will +1
Canteen	Aid: Survival +1
Willpower	Aid: Will +3
First Aid	Restore 3 lost Endurance
Checkpoint	Restore 4 lost Endurance
Oasis	Restore 3 lost Endurance
Well	Restore 2 lost Endurance
Rifle	Aid: Survival +1 or Fight +2
Courage	Aid: Survival +1 or Will +1
Hawk	Aid: Survival +1 or Fight +1
Knife	Aid: Survival +1 or Fight +1
Fellow Rider	Aid: Any +1
Equestrian Skill	Aid: Agility +2 or Fight +1

## Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking

to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

## Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on

the board.

- Use a small trinket to represent the Objective.
- There is only one Objective.

## The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

## The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

## The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

## Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

## Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

## Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

## Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

## Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





# House Of Habsburg

## Introduction

Card game for 3-6 players. Each player represents a branch of the Royal Habsburg Dynasty. Players try to make and steal the most and best Holdings.

## Game End

The game ends when there are no cards left in the deck and no player has any cards left in their hand that they can or will play.

## Victory

The player with the most Victory Tokens and Victory Points worth of Melded Holding cards they control at the end of the game wins.

## Victory Points & Tokens

Each Melded Holding card is worth from 1 to 5 Victory Points. Each Victory Token is worth 1 VP. Use Coins to represent Victory Tokens.

## The Deck

Players share a common deck. The deck has 1 copy of each card in the card list. There are 5 types of Cards: Person Cards Holding Cards Claim Cards Succession Cards Disaster Cards

## Setup

Each player is dealt 3 cards. The most inbred player goes first. Play proceeds clockwise.

## Turn Sequence

- Players take turns. Each turn has 4 Phases:
1. Draw Phase
  2. Meld Phase
  3. Event Phase

## Card List

Name	Type	Value
Holy Roman Empire	H	5
Austria	H	5
Spain	H	5
Hungary	H	5
Bohemia	H	4

## 4. End Phase

## Draw Phase

Draw 1 card from the deck and put it in your hand.

## Meld Phase

You may make 1 or more Melds. A Meld consists of exactly 3 cards from your hand: 1 Person Card, 1 Holding Card, and 1 Claim Card. Place the Meld face up in front of you.

If the top card of the discard pile is a Holding card, you may use that instead of a Holding card from your hand. Every time you make a Meld, gain 1 Victory Tokens equal to the value of the Person card.

## Event Phase

You may play (discard) 1 Succession card or 1 Disaster card or 1 Claim card or 1 Person card. If you play a Succession, steal a target Meld with a Claim Value equal to or less than the value of the Succession card. If you play a Disaster, discard a target Meld with a Person card equal to or less than the value of the Disaster card.

If you play a Person card, draw 2 cards from the deck. If you play a Claim card, steal 1 random card from target players hand.

## End Phase

Max hand size is 5 cards. Discard excess cards.

## Card List Notation

- P** Person Cards  
**H** Holding Cards  
**C** Claim Cards  
**S** Succession Cards  
**D** Disaster Cards

Name	Type	Value
Marriage	C	3
Marry Well	C	4
Intermarriage	C	3
Duke	C	4
Conquest	C	4

Name	Type	Value
Netherlands	H	4
Mexico	H	4
Peru	H	4
Portugal	H	3
Swabia	H	3
England & Ireland	H	3
Tuscany	H	3
Lorraine	H	2
Lombardy	H	2
Transylvania	H	2
Burgundy	H	2
Croatia	H	1
Slavonia	H	1
Dalmatia	H	1
Galicja	H	1
Maria Theresa	P	5
Maximilian	P	5
Otto	P	5
Charles	P	5
Francis	P	5
Rudolph	P	4
Leopold	P	4
Frederick	P	4
Phillip	P	4
Ferdinand	P	4
Albert	P	3
Franz	P	3
Karl	P	3
Sigismund	P	3
Josef	P	3
Heinrich	P	2
Ladislav	P	2
William	P	2
Ernest	P	2
Carlos	P	2
Balthasar	P	1
Matthias	P	1
Lorenz	P	1
Gottfried	P	1
Peter	P	1

Name	Type	Value
Wage War	C	2
Battle	C	2
Heiress	C	3
Archduke	C	5
Emperor	C	5
King	C	5
Occupation	C	1
Reconquered	C	2
Elected	C	1
Possessions	C	1
Inbreeding	C	1
Uncle & Niece	C	2
First Cousins	C	2
Grand Prince	C	5
Margrave	C	4
Happy Austria	C	5
Alliance	C	3
Royal Wedding	C	3
Grand Duke	C	4
Queen Consort	C	1
Ottoman Turks	D	5
War with France	D	2
War with Prussia	D	5
Extinction	D	4
Compromise	D	1
Dutch Revolt	D	3
Thirty Years War	D	3
Dethroned	D	1
War of Succession	D	2
Line Dies Out	D	4
Second	S	5
Third	S	4
Fourth	S	3
Fifth	S	2
Sixth	S	1
Lineage	S	1
Inheritance	S	3
Dynasty	S	4
Hereditary Lands	S	2
Branch Division	S	5

## Links

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# *Imperial Powers*

## **Introduction**

Board Game for 3-5 players. Theme: Imperial Expansion of European Powers circa 1600-1750.

## **Victory**

The game ends after 10 Turns. The player with the most Victory Point (VP) Chips at the end of the game wins. If tied, the player who is Leader in the most Regions wins.

If still tied, let it remain a tie.

## **Components**

Central Region Map Player Bidding Strips Influence Deck (Small cards) Development Deck (Medium Cards) Development Counters Power Counters Event Deck (Big Cards) Ten Sided Dice Six Sided Dice Instigator Token Player Influence Tokens Victory Point Chips

## **Central Region Map**

The Region Board is divided into 10 Areas (Regions):

1. Europe
2. Africa
3. Orient
4. India
5. South East Asia
6. Middle East
7. North America
8. South America
9. Central America
10. Caribbean

Each Region must be big enough to contain Power and Development counters and stacks of Player Influence Tokens.

## **Player Bidding Strip**

Each player gets a strip. Each strip is divided into 10 Regions corresponding to the 10 Areas on the Central region Board. Each Region must be big enough to conceal a stack of Influence cards.

## **Imperial Powers**

## **Influence Deck**

This is a 50 Card deck. Influence cards are used by players to assign influence points to various regions.

## **Development Deck**

This is a 50 card deck. Development cards increase the value of various regions. Some cards are Power cards, most are Resource Cards.

Power cards allow the Regional Leader to draw extra Influence cards. Resource cards award from 1-4 Victory points to the Leader.

## **Development And Power Counters**

These are shared in common by all players. They are placed on Regions on the Central Region map to represent Economic Development.

## **Event Deck**

This is a deck of 10 cards. These are used to alter Influence Totals on specific regions.

## **Instigator Token**

The player with the Instigator Token goes first in the current Phase.

## **Player Influence Tokens**

Each player has a set of Tokens of a unique color. Tokens should have denominations of 1, 5, and 10.

## **Victory Point Chips**

Players share a common set of VP Chips. Use denominations of 1, 5, and 10.

## **Setup**

Each Region on the Map starts with 2 Resource Counters. Each player rolls 1D10. High Roll gets the Instigator Token.

Then going clockwise, each player picks 1 Imperial Power as their identity. Each player gets a set of Player Influence Tokens.



Name	Special Ability
Britain	Draw 1 Extra Influence Card in Draw Phase
France	May move an extra card in Tactics Phase
Spain	Earns 3 Extra VP in Score Phase for each Region he is Leader in
Dutch	Draws 1 extra Development card and keeps his Dev cards face down
Portuguese	Starts game with 20 extra VP and 2 extra Influence Cards

## Turn Sequence

Each turn is divided into 8 Phases:

1. Draw Phase
2. Bid Phase
3. Develop Phase
4. Tactics Phase
5. Reveal Phase
6. Score Phase
7. Event Phase
8. End Phase

## Draw Phase

Each player is dealt 5 random cards from the Influence Deck. If a player is the Leader of a Region that has a Power counter, he draws one extra Influence card per power counter present. Each player also draws 2 Random cards from the Development Deck.

If a deck ever runs out, shuffle the discard and draw from it. Influence cards are kept hidden in players hands. Development cards are kept face up so everyone may see.

## Bid Phase

Each player assigns each of his Influence cards to different Regions. One Influence card can only be assigned to one Region, but it can be any of the 10 Regions. A player may assign multiple cards to a single Region.

A player may chose to assign a region zero cards. A player must assign all of his cards. Assigned cards are placed stacked under their assigned region on a players Bidding Strip.

Thus all assignments (Bids) are hidden (secret).

## Develop Phase

Each player plays 1 Development card and discards his others. The indicated region gains Resource or

Power Counters. Then discard played cards.

## Tactics Phase

Each player may move 1 of their Influence cards to different region.

## Reveal Phase

Player slide their Bidding strips forward to reveal what Influence cards they assigned to each region. Players then place an equal value of their Influence Tokens onto the corresponding areas of the Central Region Map. Then all players discard all Influence cards.

## Score Phase

The player with the most Influence in a Region gets Victory Point Tokens equal to the number of Resource and Power Tokens in that Region. The player with the second most Influence in a Region gets Victory Point Tokens equal to half the number of Resource and Power Tokens in that Region rounding down. The player with the third most Influence in a Region gets 1 Victory Point Token.

## Event Phase

Shuffle the Event deck. Starting with the Instigator and going clockwise, each player in turn draws the top card of the Event deck and assigns it to a Region that has not yet been assigned an Event card this turn. This continues until all Event cards have been assigned.

## End Phase

The Instigator gives the Instigator Token to the player on his left.

## The Event Deck

Name:	Notes:
Status Quo	Influence Levels remain the same
Conquest	The player with lowest Influence is reduced to zero Influence
Exploitation	The Region Scores again. Then Leader reduced to half Influence
Great Game	All players Influence in Region reduced by 1D6 each
Rebellion	Leader reduced to half Influence
Revolution	All Influence of all Players removed



Name:	Notes:
Balance of Power	This players influence increased by 1D6
Nation Building	Region gains 1 Resource Point
Domination	All but Leader reduced to zero Influence
Small Wars	Reduce all players Influence by half

## Influence Deck

Name	Influence	Name	Influence
Settlers	5	Factories	6
Colonists	4	Trade Route	8
Royal Troops	6	Native Troops	4
Fleet	7	Native Allies	4
Missionaries	3	Treaty	4
Diplomats	3	Agents	2
Spies	1	Expedition	2
Armies	8	Forts	5
Merchants	4	Navy	9
Trading Company	7	Gunboats	5
Charter	4	Governor	5
Investors	5	Garrisons	3
Explorers	1		

Note: The deck contains 2 copies of each card

## Development Deck Notation

**P** Power  
**R** Resource

## Development Deck

Region:	Name:	Bonus:	Region:	Name:	Bonus:
Europe	Weapons	4R	Middle East	Rugs	3R
Europe	Shipbuilding	1P	Middle East	Wine	2R
Europe	Manufactured Goods	3R	Middle East	Opium	1P
Europe	Fine Art	2R	Middle East	Spices	4R
Europe	Science	1R	Middle East	Incense	1R
Africa	Slaves	4R	N America	Furs	3R
Africa	Diamonds	3R	N America	Timber	2R
Africa	Ivory	1R	N America	Cotton	1P
Africa	Gold	2R	N America	Tobacco	4R
Africa	Grain	1P	N America	Rice	1R
Orient	Silk	4R	S America	Cocoa	2R
Orient	Jade	3R	S America	Coffee	3R
Orient	Tea	1P	S America	Gold	4R
Orient	Porcelain	2R	S America	Silver	1P
Orient	Pearls	1R	S America	Rubber	1R
India	Gems	1P	C America	Silver	1P
India	Spices	4R	C America	Peppers	3R
India	Rugs	2R	C America	Corn	1R
India	Ivory	1R	C America	Gold	4R
India	Seed Oil	3R	C America	Potatoes	2R
SE Asia	Spices	4R	Caribbean	Lumber	3R
SE Asia	Vanilla	1R	Caribbean	Fish	1R

Region:	Name:	Bonus:
SE Asia	Rubber	1P
SE Asia	Palm Products	2R
SE Asia	Coconut Oil	3R

Region:	Name:	Bonus:
Caribbean	Rum	4R
Caribbean	Sugar	1P
Caribbean	Indigo	2R





# *Indian Territory*

## **Introduction**

Each player controls one North American Indian Tribe. Players use their people to gather food and to raid each other and the white men.

## **Victory**

The game ends after 6 Turns. The player with the Most Victory Points (VP) at the end of the game wins. If you ever lose all your PT or LT you automatically lose.

## **Nations**

Each player picks one of the Nations listed in the Nation List as their identity.

## **Population Tokens (red)**

These are used to conduct actions such as raiding and hunting. Each Population Token (PT) represents about 50 People.

## **Land Tokens (blue)**

Extra Land Tokens (LT) give more access to food and resources.

## **Food Tokens (brown)**

Food Tokens (FT) are used to feed your people. They are gained by claiming certain cards.

## **Horse Tokens (white)**

Horse Tokens (HT) give advantages to Raids.

## **Weapon Tokens (black)**

Weapon Tokens (WT) give advantages to Raids.

## **Spirit Tokens (yellow)**

Spirit Tokens (ST) have a variety of uses.

## **Trade Tokens (orange)**

Trade Tokens (TT) represent things like Furs and skins or crafted items that are Used to trade with whites for things like Guns and Horses.

## **Craft Tokens (green)**

Craft Tokens (CT) represent an accumulation of skilled labor.

## **Player Mats**

Each player should have his own Mat with spaces for:

1. Unactivated PT
2. Activated PT
3. PT reserved for Raiding
4. PT reserved for Trading
5. All other Tokens

## **Spirit Deck**

Players share a common deck. Cards are of 2 basic types: Resource Cards and Bonus Cards. Resource cards provide Tokens and are then Discarded.

Bonus Cards are placed face-up in front of the owner and Provide either a continuous benefit or are discarded for a one-time benefit.

## **Dice**

Six sided Dice are needed. Dice are used to resolve Raids and Events.

## **Eagle Feather**

Possessor of the Eagle Feather goes first in the Hunt and Raid Phases. Play then proceeds clockwise.

## **Setup**

Each player gets 10 PT and 10 LT and 10 ST. Players roll high on 1D6 to see who gets the Eagle Feather.

## **Turn Sequence**

Each turn has 9 Phases:

1. Season Phase
2. Braves Phase
3. Hunt Phase
4. Territory Phase
5. Food Phase
6. Raid Phase
7. Trade Phase
8. Encroachment Phase
9. Spirit Phase

## **Season Phase**

Place 7X cards from the top of the spirit deck face up.

**X** the number of players.

If the deck runs out, shuffle the discard and draw from it.

## Hunt Phase

Players take turns activating Population Tokens one at a time starting with The Eagle Feather holder and then going clockwise. An activated PT can claim a face up spirit card or go on a raid or go Trading. Resolve Spirit card purchases and conversions as soon as they are claimed.

Some Spirit Cards have a purchase cost in Tokens. This must be paid immediately. If the purchase cost cannot be paid, the card cannot be claimed. If the Spirit card is a resource card, immediately gain the indicated type of Tokens and then discard the card.

Raids are resolved in Raid Phase. Trades are resolved in Trade Phase. Use the Player Mats to keep track of status of PT. Gathering Option: Activate a PT to gain 1 FT (Plant variety).

Prayer Option: Activate a PT to gain 1 ST. Work Option: Activate a PT to gain 1 CT.

## Territory Phase

If you have more LT than PT, gain FT equal to the difference. If you have less LT than PT, lose FT equal to the difference.

## Raid Opponent Table

2D6	Result
2-3	Ambushed: lose 1 PT
4	Battle: Both Sides lose 1 PT
5	Standoff: Nothing
6	Thievery: Steal 1D6 FT
7	Counting Coup: Gain 1D6 ST

2D6	Result
8	Horse Raid: Steal 1D6 HT
9	Scalps: Opponent loses 1PT. You gain 1D6 ST
10	Captives: Steal 1 PT
11+	Overrun: Steal 1 LT

## Raid Non Player Indian Table

2D6	Result
2-3	Fighting: lose 1 PT
4-5	Standoff: Nothing
6	Thievery: Gain 1D6 FT
7	Counting Coup: Gain 1D6 ST

2D6	Result
8	Horse Raid: Steal 1D6 HT
9	Scalps: Gain 1D6 ST
10	Captives: Gain 1 PT
11+	Overrun: Gain 1 LT

## Raid White Men Table

2D6	Result
2-3	Soldiers: lose 1 PT
5	Standoff: Nothing
6	Thievery: Gain 1D6 FT
7	Counting Coup: Gain 1D6 ST

2D6	Result
8	Horse Raid: Gain 1D6 HT
9	Scalps: Gain 1D6 ST
10	Kidnapping: Gain 1 PT
11+	Gun Stash: Gain 1D6 WT

## Trade Phase

Players may trade Tokens with each other. Players may trade with white men at the following Conversion Rates: 4 TT for 1 HT 7 TT for 1 WT 2 TT for 1 FT A

## Food Phase

Each player discards FT equal to their PT. If they are short roll once on the Starvation Table for each FT they are short.

## Starvation Table

1D6	Result:
1-2	Lose 1 PT
3-4	Lose 1D6 HT or 1 PT
5-6	Lose 1D6 ST or 1PT

## Raid Phase

Players take turns conducting Raids. Start with the Eagle Feather holder and then go clockwise. Each PT held in reserve conducts its own raid.

When making a Raid, declare the target of the Raid: Target Opponent, Non-player Tribe, or White Men. The max number of Raids you can conduct against a single opponent in a turn is two. Roll once on the Indicated Table for each raiding party: When raiding an opponent, add 1 if you have more weapons.

When raiding an opponent, add 1 if you have more horses. Every time you go on a Raid, lose 1 WT after the raid is resolved.

player may buy (from the whites) up to 3 Tokens per PT they put in reserve for Trading.

## Encroachment Phase

Each player rolls once on the Encroachment Table. Add one to the roll if you raided the white men this

turn. If you did not raid the white men and you did trade with them this turn, get -1 to the roll.

## Encroachment Table

2D6	Result:
1-3	Peace: Gain 1 WT or 2 HT or 3 FT
4	Government Treaty: Nothing
5	Small Pox: Lose 1 PT
6	Lose the Old Ways: Lose 1 random Bonus Card
7	Whiskey: lose 1D6 TT

2D6	Result:
8	Settlers: Lose 1 LT
9	Railroads: Lose 1 LT
10	Sent to Reservations: Lose 1 PT and 1 LT
11	Army Fort: Lose LT
12+	Massacre: Lose 1 PT

## Spirit Phase

Discard all Unclaimed Face-Up Spirit Cards. The Eagle Feather is passed one player clockwise.

**X** Bonus Card

**P** Plants

**H** Hide Animals

**F** Fish

**RR** Raid Roll

**TO** Target Opponent

## Spirit Deck Card List Notation

**R** Resource Card

## Spirit Deck Card List

Name:	Type	Cost	Notes:
Buffalo	RH	-	4 FT and 3 TT
Bison	RH	-	4 FT and 3 TT
Corn	RP	-	5 FT
Maize	RP	-	5 FT
Squash	RP	-	3 FT
Berries	RP	-	2 FT
Salmon	RF	-	5 FT
Melons	RP	-	2 FT
Crops	RP	-	3 FT
Tools	R	-	2 CT
Skilled Work	R	-	3 CT
Woodcraft	R	-	4 CT
Group Activity	R	-	5 CT
Craftsman	X	-	Gain 1 CT in TP
Harvest	RP	-	3 FT
Pemmican	RA	1 CT	4 FT
Rain Dance	RP	-	2 FT and 2 ST
Spear Fishing	RF	-	3 FT
Net Fishing	RF	2 CT	4 FT
Jewelry	R	2 CT	2 TT and 3 ST
Moccasins	R	1 CT	2 TT and 2 ST
Shell Fish	RF	-	3 FT and 1 TT
Elk	RH	-	3 FT and 2 TT
Antelope	RH	-	3 FT and 2 TT
Deer	RH	-	2 FT and 2 TT
Beavers	RH	-	1 FT and 2 TT
Bear	RH	-	2 FT and 3 ST and 3 TT
Wolves	RH	-	1 FT and 1 ST and 2 TT
Hunting Dogs	X	-	Gain 1 FT in TP
Irrigation Trenches	X	1 CT	Plant cards earn +1 FT

Name:	Type	Cost	Notes:
Weddings	R	9 FT	1 PT
Feast	R	2 FT	6 ST
Pottery	X	5 CT	Gain 1 ST or TT in TP
Horse Herds	R	-	3 HT
Hand Made	R	-	2 CT
Artistry	R	-	3 CT
Horse Breeding	X	5 CT	Gain 1 HT in TP
Wild Stallions	R	-	1 HT
Fowl	R	-	2 FT
Mares & Foals	R	-	2 HT
War Bonnet	R	1 CT	1 WT and 2 ST
Mustangs	R	-	2 HT
Trappers	R	3 TT	2 WT
Trading Post	R	4 TT	2 WT
Gifts	R	-	2 FT or 2 ST or 2 TT
Trade Rifles	R	5 TT	3 WT
Knives	R	-	1 WT and 1 CT
Carvings	R	4 CT	7 TT and 3 ST
Ghost Dance	R	-	5 ST
Sweat Lodge	X	3 CT	Gain 1 ST in TP
Mound Building	X	4 CT	Gain 1 ST in TP
Shaman	R	-	3 ST
War Chief	X	7 ST	Get +1 to RR
War Party	X	-	Discard to get +3 to RR
Revenge Raid	X	-	Discard to get +3 to RR
Surprise Attack	X	-	Discard for +2 or -2 RR
Trap	X	-	Discard to give -3 to RR
Palisade	X	4 CT	Opponents -1 to RR against you
Alliance	X	2 ST	Discard to get 2 extra Raids this turn
Federation	R	9 ST	1 PT
Peace Pipe	X	1 ST	Discard: You and TO may not raid each other this turn
Weaving	X	4 CT	Gain 1 TT in TP
Families	R	9 FT	1 PT
Tipis	R	9 FT	1 PT
Eagle Trapping	R	1 CT	Get control of Eagle Feather
Tracker	X	-	Gain 1 FT in TP
Scouts	X	3 FT	Get +1 to RR
Warriors	X	3 ST	Get +1 to RR
Totem Poles	X	3 CT	Gain 1 ST in TP
Medicine Bag	R	-	2 ST
Canoes	X	4 CT	Fish cards earn +1 FT
Tomahawks	R	2 CT	1 WT
Prairie	R	-	2 FT and 1 HT
Forest	R	-	1 FT and 1 CT and 1 TT
Mountains	R	-	1 CT and 1 ST and 1 TT
Plains	R	-	1 HT and 1 FT and 1 TT
Rivers	RF	-	2 FT and 1 TT
Desert	R	-	1 CT and 2 ST
Great Spirit	R	-	4 ST
Beans	RP	-	4 FT
Migration	R	9 FT	1 LT
Cotton Textiles	X	3 CT	Gain 1 TT or 1 ST in TP
War Clubs	R	2 CT	1 WT

Name:	Type	Cost	Notes:
Bows & Arrows	X	4 CT	Animal Hide Cards earn +1 FT
Religious Ceremony	R	-	4 ST
Purification Ritual	R	-	3 ST
Vision Quest	X	1 ST	Discard to cause die roll to be rerolled
Dream Catcher	R	-	1 ST and Look at next 7 cards in deck
Animal Spirit Guides	R	-	2 ST and 1 FT

### End Game Scoring

Player with most LT gets 10 VT Player with most PT gets 9 VT Player with most HT gets 8 VT Player with most WT gets 7 VT Player with most ST gets 6

VT Player with most CT gets 5 VT Player with most TT gets 3 VT Player with most FT gets 2 VT Player with the most Bonus Cards get 4 VT If tied in a category, all tied players get the points -1.

### Nations List

Tribe:	Notes:
Pueblo	Plant Cards earn +1 FT
Shoshoni	May use Bonus cards as Resource cards instead: Zero Cost: Gain 2 Food
Chinook	Gain +1 CT in TP
Sioux	Hide Animal Cards earn +1 FT
Delaware	Raid Rolls against them are at -1
Iroquois	Get +1 to Raid Rolls
Natchez	Gain +1 ST in TP
Creeks	Start with +1 PT
Apache	Start with +1 LT
Fox	Steal 1 TT from 1 Target player in TP
Commanche	Start game with 5 HT

### Extra Scoring Optional Rules

Have a scoring round after the third turn. OR play 7 turns and score after the 3rd, 5th, and 7th.





# Indian Wars

## Introduction

Card game for 2 Players. Theme: American Indian Wars in the Post Civil War Years. One player is the Whites.

The other player is the Indians.

## Victory

Reduce your opponent to zero Blood Chips. Note: If both players are reduced to zero at the end of a Turn, the player with the least negative total wins. A White win indicates an early end of the Indian Wars in The White Mans favor.

An Indian win indicates additional Resistance and a Continuation of the Indian Wars. (By 1870 there were more Whites in Kansas than Indians in the entire US)

## Blood Chips

Each player starts with 20 Blood Chips.

## The Deck

Players share a common deck. There are 7 types of cards: Initiative, White Combatant, Indian Combatant, Firepower, Aftermath, Special, and Historical Except for Special cards and some Historical Cards, all cards have a numerical Score. Most cards can be played by both players. Some can only be played by one.

## Turn Sequence

Each turn has 6 Phases:

1. Resources Phase
2. Initiative Phase
3. Combatants Phase
4. Firepower Phase
5. Aftermath Phase
6. Endings Phase

## Resources Phase

Each Player draws 7 cards. A player may discard up to 4 cards and draw replacements. If the deck ever runs out, shuffle the discard and draw from it.

## Initiative Phase

Players lay down their Initiative cards from their hands. The player with the highest total Initiative score wins the Initiative contest. (The winner of the Initiative is fighting on his terms) The loser of the contest loses 1 Blood Chip.

If the loser played no Initiative cards, he loses 2 Blood Chips. In a tie, neither player loses a Blood Chip.

## Combatants Phase

The White Player may lay down White Combatant cards from his hand. The Indian Player may lay down Indian Combatant cards from his hand. The player with the highest total Combatant score wins the combatant contest.

(The winner has the most or the best forces) The loser of the contest loses 1 Blood Chip. If the loser played no Combatant cards, he loses 2 Blood Chips. In a tie, neither player loses a Blood Chip.

## Firepower Phase

Players lay down their Firepower cards from their hands. The player with the highest total Firepower score wins the Firepower contest. (The winner has an advantage in guns and ammunition) The loser of the contest loses 1 Blood Chip.

If the loser played no Firepower cards, he loses 2 Blood Chips. In a tie, neither player loses a Blood Chip.

## Aftermath Phase

The player who won the Initiative contest plus the most contests overall may play Aftermath cards. (Remember there are 3 contests: Initiative, Combatants, and Firepower) Note: In a Tie neither player may play Aftermath cards. For every Aftermath card you play, your opponent must discard 1 Blood chip.

Every time you play an Aftermath card, your opponent may draw 1 extra Card in the next turn's Resource Phase.

## Endings Phase

Players discard their hands.

## Card List Notation

- I** Initiative
- W** White Combatant
- X** Indian Combatant
- F** Firepower
- A** Aftermath
- S** Special
- H** Historical
- US** White player only may use this card
- RM** Indian player only may use this card



**B** Either player may use card  
**D** Card can only be played if you lost the Initiative  
**Y** White player may use this as an Aftermath card

**Z** Indian player may use this as an Aftermath card  
**RP** Resource Phase

## Card List

Card Name:	Type	Use	Score	Notes:
Raid	I	B	2	-
Ruse	I	B	3	-
Ambush	I	RM	5	-
Patrol	I	US	1	-
Surprise	I	B	5	-
Cavalry Charge	I	US	4	-
Pursuit	I	B	3	-
Trap	I	B	4	-
Pitched Battle	I	US	1	-
Surrounded	I	B	4	-
Hit & Run	I	RM	4	-
Guerilla Tactics	I	RM	4	-
Skirmish	I	B	1	-
Texas Rangers	W	US	4	-
US Cavalry	W	US	4	-
Soldiers	W	US	2	-
Homesteaders	W	US	1	-
Settlers	W	US	1	-
Cowboys	W	US	2	-
Indian Recruits	W	US	5	-
Horse Soldiers	W	US	3	-
Fort	W	US	4	D
Wagon Train	W	US	2	D/Z
Buffalo Soldiers	W	US	5	-
Troopers	W	US	3	-
Yellow Legs	W	US	3	-
Warriors	X	RM	4	-
Braves	X	RM	4	-
Camp	X	RM	1	D/Y
Village	X	RM	1	D/Y
War Party	X	RM	5	-
Scouts	X	RM	2	-
Hunters	X	RM	3	-
Plains Indians	X	RM	2	-
Chief	X	RM	5	-
Raiders	X	RM	3	-
Redskins	X	RM	4	-
Tribesmen	X	RM	3	-
Renegades	X	RM	3	-
Pistols	F	US	3	-
Firearms	F	B	4	-
Long Arms	F	US	5	-
Revolvers	F	B	3	-
Knives	F	B	1	-
Rifles	F	B	5	-
Clubs & Shields	F	RM	1	-

Card Name:	Type	Use	Score	Notes:
Bows & Arrows	F	RM	3	-
Lances	F	RM	2	-
Tomahawks	F	RM	2	-
Six-Shooters	F	US	3	-
Carbines	F	US	4	-
Bullets	F	B	3	-
Massacre	A	B	-	-
Atrocities	A	B	-	-
Slaughter	A	B	-	-
Scalping	A	B	-	-
Captives	A	B	-	-
Revenge	A	B	-	-
Surrender	A	US	-	-
Relocation	A	US	-	-
Warpath	A	RM	-	-
Rampage	A	RM	-	-
Butchered	A	B	-	-
Reservation	A	US	-	-
Murder	A	B	-	-
Confederation	S	RM	-	Draw 2 Cards in RP
Uprising	S	RM	-	Draw 2 Cards in RP
War Cry	S	RM	-	Draw 2 Cards in RP
Bugle Call	S	US	-	Draw 2 Cards in RP
Indian Fighters	S	US	-	Draw 2 Cards in RP
Offensive	S	US	-	Draw 2 Cards in RP
Pony Express	S	US	-	Draw 2 Cards in RP
Last Stand	S	B	2	Use as Initiative or Combatant card
Wounded Knee	H	US	-	Use as a Double Aftermath card
Armstrong Custer	H	US	3	Use for Combatant & Aftermath
Philip Sheridan	H	US	-	Draw 3 Cards in RP
George Crook	H	US	4	Use for Initiative & Combatant
Kit Carson	H	US	5	Use for Initiative
Little Big Horn	H	RM	5	Use for Initiative & Combatant
Geronimo	H	RM	5	Use for Initiative
Red Cloud	H	RM	4	Use for Initiative & Combatant
Crazy Horse	H	RM	5	Use for Combatant
Sitting Bull	H	RM	-	Draw 3 Cards in RP
Ghost Dancers	H	RM	-	Draw 2 Cards in RP

**Links**

Indian Wars Wikipedia

**Card Set Available**

Thanks Ron! Card Set





# Indus Valley

## Introduction

Card game for 2-7 players. Each player represents a city of the Bronze Age Indus Valley Civilization (IVC). Also known as the Harappan Culture.

## Game End

The game ends after 10 turns. Each turn represents 200 years. The IVC flourished (present day Pakistan) 3300 - 1300 BCE.

## Victory

At the end of the game each player looks at his 7 point categories. A players final score is equal to his score in his lowest scoring category. The player with the highest Final Score Wins.

## Point Categories

Players accumulate points in 7 Point (Scoring) Categories:

1. Farming
2. Animals
3. Materials
4. Products
5. Trade
6. Building
7. Culture

Players use paper and pencil to keep track of their scores.

## The Deck

Players share a common deck. Each card has the trait of one or more scoring categories.

## Cities

Before play each player picks one of the following Cities as their own:

# City:	Special Ability:
1. Harappa	Draw 1 extra card per turn in Draw phase
2. Mohenjo Daro	Hand size +2
3. Lothal	All Melds score +3 points
4. Dholavira	Draw 1 card every time you make a Meld
5. Ganweriwala	Starts game with 7 points in every Category
6. Kalibanga	May make melds of just 2 cards each
7. Rakhigarhi	Can use Culture cards as wild cards

## Turn Sequence

Each turn has 4 Phases:

1. Draw Phase
2. Trade Phase
3. Meld Phase
4. End Phase

## Draw Phase

Each player draws 3 cards OR fills their hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

## Trade Phase

Players may trade Cards and Points with each other. Trades do not have to be equal. Players should keep their point totals secret, however they can trade points. Players are of course on the honor system.

Limit this phase to 5 minutes.

## Meld Phase

Each player may make 1 or more melds in this phase. A Meld must consist of 3 or more cards in the same Category. A Meld score points in that category equal to the Square of the number of cards in the meld. For example: A Meld of 5 Farming cards would earn 25 points in the Farming category score.

## End Phase

Max hand size is 5. Discard excess cards.

## Card List Notation

- F** Farming
- A** Animals
- M** Materials
- P** Products
- T** Trade
- B** Building
- C** Culture

**Common Deck Card List**

Name:	Type:
Agriculture	F
Pottery	P
Trade Network	T
Great Bath	B
Citadel	B
Multistorey Houses	B
Merchants	T
Grain	F
Gold Jewelry	P
Cloth	P
Precious Metals	M
Metallurgy	M
Handicraft	P
Copper	M
Lead	M
Tin	M
Lapis Lazuli	M
Urban Culture	C
Religious Ritual	C
Municipal Government	C
Urban Planning	C
Wells	B
Sanitation System	B
Engineering	C or B
Granaries	B or F
Courtyards	B
Flood Control	C
Burials	C
Proto-Hinduism	C
Harbors	T or B
Maritime Trade	T
Ornaments	P
Caravans	T or A
Dredged Canals	T or B
Sail Boats	T
Bread	F
Rice	F
Flint	M
Tools	P
Barley	F
Peas	F
Wheat	F
Adobe Bricks	M or B
Sheep	A

Name:	Type:
Goats	A
Cows	A
Water Buffalo	A
Beads	P
Shell Buttons	P
Bronze	M
Metals	M
Shops	T
Grand Marketplace	T
Mustard	F
Script	C
Fishing	A
Melons	F
Ploughs	F or A
Bullock Carts	T or A
Cremation Urns	C
Musical Instruments	C or P
Agate	M
Ceramics	P
Dance	C
Furnaces	C
Jungle Hunting	A or C
Ivory	P or A
Zebu Cattle	A
Terracotta Figurines	P
Metal Statues	P
Dentistry	C
Covered Drains	B
Weights & Measures	C
Arithmetic	C
Sesame Seeds	F
Dates	F
Cotton	P or F
Chickens	A
Dogs	A
Cats	A
Camels	A
Pigs	A
Elephants	A
Architecture	C or B
City Walls	B
Dockyards	T or B
Warehouses	T or B
Steatite Seals	T or P

**Links****Ivc**

wikipedia Harappa





# Into The Valley Of Death

## Introduction

Scenario for WarpQuest. for the ??WarpQuest Core Rules. Simulation of the Charge of the Light Brigade, the final phase of battle of Balaclava in 1854.

Conversion of the "Charge of the Light Brigade" game in the Solo section.

## Your Men

The player controls a British cavalry group of 12 men known as a 'Troop'. All men are mounted on

horses. All men are armed with a sword. One of the men is the Captain, the leader of the troop.

Another man is the Trumpeter. The other 10 men are referred to as riders. There are 3 types of Troops: Dragoons, Hussars, and Lancers.

Pick which type you want your troop to be. Your Troop has 6 random skills. Roll on the Troop Skill Table:

## Troop Skill Table

1D6	Skill Type:
1	Speed +1
2	Ride +1
3	Morale +1

1D6	Skill Type:
4	Trooper +1
5	Fight +1
6	Tough +1

Dragoons get an additional Speed +1 Hussars get an additional Morale +1 Lancers get an additional Fight +1

(safe) or otherwise instructed. Lost includes: Killed, routed, stopped, wounded, lost horse, run ahead, fall behind, etc.

## Riding Skill

Add your Speed score to your Movement Roll.

## Losses

Every time you fail a challenge you lose one man, unless the Card directions include the instruction

## Modules

There are two Modules: The First is the "Charge". The Second is the "Russian Gun Battery". There is no 'Artifact'.

When you reach the end space, you must turn around and make the return trip.

## Module 1 "charge"

Card Name:	Notes:
Spur	Aid: Ride +1 or Fight +1
Horsemanship	Aid: Ride +1
Steady Pace	Aid: Ride +1
Discipline	Aid: Morale +1
Rally	Aid: Morale +1
Trumpeter	Aid: Morale +1
Captain	Aid: Morale +1
Stiff Upper Lip	Aid: Tough +1
Merely a Flesh Wound	Aid: Tough +1
Momentum	Aid: Tough +1
Leadership	Aid: Morale +1
Close Up Files	Aid: Ride +1
Blown Horse	Ride x2

Card Name:	Notes:
Flat & Level	Ride x2(safe). If successful Move forward 1D6
Flat & Even	Ride x2(safe). If successful Move forward 1D6
Trot	Ride x2(safe). If successful Move forward 1D6
Gallop	Ride x2(safe). If successful Move forward 1D6
Panicked Horses	Ride x2. If you fail go back 1D6 spaces, DM +1
Riderless Mount	Ride x2(safe). If successful gain 1 Trooper
Morale Test	Morale x2
Break Morale	Morale x2
Heavy Casualties	Morale x2
Gaps in the Line	Morale x2
Carnage	Morale x2
Officer Down	Morale x2
Stragglers	Morale x2. (safe) If successful gain one Trooper
Survivors	Morale x2. (safe) If successful gain one Trooper
Charge Falters	Morale x2. If you fail go back 1D6 spaces
Retreat	Morale x2. If you fail go back 1D6 spaces
Hesitate	Morale x2. If you fail go back 1D6 spaces
Hurried	Morale x2
Wounded Man	Ride x2. If you fail go back 1D6 spaces
Dead Horse	Ride x2. If you fail go back 1D6 spaces
Uneven Ground	Ride x2. If you fail go back 1D6 spaces
Corpse	Ride x2. If you fail go back 1D6 spaces, DM -1

Running the Gauntlet Ride x2. If you fail go back 1D6 spaces, DM -1

Smoke & Dust	Ride x2. If you fail go back 1D6 spaces, DM -1
Cannon Fire	Tough & Morale
Double Canister	Tough x2, DM +2
Canister	Tough x2, DM +2
Round Shot	Tough x2
Cannon Ball	Tough x2
Exploding Shell	Tough & Morale, DM -2
Shrapnel	Tough x2, DM -2
Musket Fire	Tough & Morale
Shot, Shell & Grape	Tough & Morale
Musket Volley	Tough x2, DM +1
Fusillade	Tough x2, DM +1
Musketry	Tough x2
Fire at Will	Tough x2
Salvo at Point Blank Range	Tough x2
Concentrated Crossfire	Tough x2
Unhorsed	Ride x2
Murderous Fire	Tough x2
Musket Balls	Tough x2
Rifle Shot	Tough x2
Wounded	Tough & Morale
Horse Shot from under him	Tough & Morale

## Module 2 "russian Gun Battery"

Card Name:	Notes:
Officer with Saber	Fighting x2, DM +1
Cossacks	Fighting & Horsemanship, DM +2
Russian Cavalry	Fighting x2
Lancers	Fighting & Horsemanship
Greatcoats	Fighting x2
Brave Artilleryman	Fighting x2, DM -1
Cowering Gunner	Fighting x2, DM -2
Infantry	Fighting x2
Exhaustion	Tough x2
Fear	Morale x2
Russian Reserves	Fighting x2, DM -1
Surrender Offer	Morale x2
Complete Confusion	Morale x2
Take Prisoners	Morale x2
Melee	Fighting & Tough
Line of Bayonets	Fighting & Morale
Hopelessly Outnumbered	Fighting & Morale
Bravery	Aid: Morale +1
Charge	Aid: Fighting +1
Steadfast	Aid: Morale +1
Hold them Back	Aid: Morale +1
Scatter the Russians	Aid: Fighting +1
Sabres	Aid: Fighting +1
Pistols	Aid: Fighting +1
Lances	Aid: Fighting +1

## Scoring

Get 2 points for every man that makes it back. Get 1 point for every Challenge successfully overcome.

## History

Of the 673 men who went into action 113 were killed and 247 wounded.

## Variant Rules

For a variant of this game click here: [??Charge of the Light Brigade](#)

## Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

## Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

## The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

## The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

## The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

## Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

## Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

## Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

## Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

## Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.







# Iron Bridge Gorge

## Introduction

Card game for 2-4+ players. Based on the growth of Industry in the Severn Gorge in England at The beginning of the 1700's. The Birthplace of the Industrial Revolution.

Each player is an Ironmaster who controls a company in the region.

## Victory

The player with the most Victory Points at the end of the game wins.

## Game End

The game ends after 25 Rounds.

## Rounds

Each player gets one turn during a Round. A Round is equivalent to 4 years.

## The Deck

Players share a common deck. Each card represents a mine, workshop, patent, or infrastructure improvement. Cards are also referred to as resources.

## Dice

Six sided dice are needed.

## Victory Points

Use Tokens to represent Victory Points (VP) As you earn them, you put them in your victory pile.

## Event Table

Roll	Event:	Notes:
1	Nothing	Nothing noteworthy occurs this Round
2	Worker Shortage	All Revenues reduced by half this Round
3	Drought or Freeze	Water Power Reduced; Blast Furnace generates no Revenue
4	Charcoal Shortage	All Resources requiring Charcoal generate no Revenue
5	Flooding	All Mines generate no Revenue
6	Innovation	Roll on Innovation Table

## Innovation Table

## Money

Use coins to represent money.

## The Bank

A pile of coins not owned by any player.

## Setup

Each player starts with 10 coins.

## Round Sequence

Each round is divided up into 7 steps:

1. Development Step
2. Event Step
3. Revenue Step
4. Initiative Step
5. Turn Step
6. Scoring Step
7. End Step

## Development Step

Flip over the top  $X + 1D6$  cards of the deck.

**X** the number of players.

These are placed lined up, where everyone can see them. These are called Opportunity cards. If the deck runs out, shuffle the discard and draw from it.

## Event Step

Roll 1D6 once on the Event Table. Events last the entire Round and affect all players. Innovations last the remainder of the game and affect all players.

Roll	Innovation:	Notes:
1-2	Steam Pumping Engines	Iron Mines +1 Revenue; Ignore Flooding Events
3-4	Reverberatory Furnace	Works requiring Charcoal can now use Coke instead
5-6	Long Wall Mining	Iron Mines +1 Revenue

If you reroll an Innovation already in existence, nothing happens.

5. Bank Phase
6. End Phase

## Revenue Step

Each Resource produces a number of coins (from the Bank) equal to its Revenue value. If you do not own a Requirement of a resource, you must pay an opponent that controls That requirement 1 coin, or the Bank if no one owns it. Example: You own a Pig Iron Blast Furnace. It produces 4 coin.

It requires Charcoal Maker, an Iron Ore Mine, and a Limestone Quarry. You own a Charcoal Maker too, so you get to keep that coin. You don't, but both your opponents own Iron Ore Mines: You give one of them 1 coin.

No one owns a Limestone Quarry so you give the Bank 1 coin.

## Initiative Step

Each player bids coins to see who goes first. Highest bid gets the first turn in the Turn Step. Other players get to go clockwise.

If tied, roll high on 1D6 to see who goes first. All Bid money is lost.

## Turn Step

Each player gets a Turn in this Step. See the Turn Sequence Section.

## Scoring Step

The player with the most Fuel Resources in play gets 2 VP The player with the most Iron Resources in play gets 2 VP The player with the most Transportation Resources in play gets 2 VP The player with the most Clay Resources in play gets 1 VP The player with the most Limestone Resources in play gets 1 VP

## End Step

Discard all remaining Opportunity cards.

## Turn Sequence

This describes a single players turn during Turn Step. Each player gets a turn. A turn has 6 phases:

1. Decision Phase
2. Expansion Phase
3. Trade Phase
4. Build Phase

## Card List

## Decision Phase

Take any one card from the Opportunity Row, and put it in your hand.

## Expansion Phase

You may pay 10 coin to draw 1 card from the deck and put it in your hand You may do this multiple times.

## Trade Phase

You may trade with your opponents. You may trade coins, cards in hand, resources in play, VP's, and non-binding promises. You may make multiple trades.

## Build Phase

You may pay 5 coin to put a card into play face-up in front of you. Unskilled resources cost 3 coin. Skilled resources cost 7 coin.

The card is now a resource and will generate revenue and other benefits. You may do this multiple times. If you have a Land Lease resource in play other resources cost 1 less to play.

## Bank Phase

If you have a Loan, you must pay the Bank 1 coin interest. You may take a loan from the Bank for 10 coin. (You may only have one such loan at a time) You may pay back your loan.

You may sell Cards and Resources to the Bank for 5 coins each.

## End Phase

Max hand size is 5 cards. Discard excess cards.

## Card List Notation

**F** Fuel  
**I** Iron  
**C** Clay  
**L** Limestone  
**T** Transportation  
**O** Other Industry  
**U** Unskilled Industry  
**S** Skilled Industry  
**Rev** Revenue

Card Name:	#	Type	Rev	Requirements:
Coal Mine	4	F	1	None
Iron Ore Mine	4	I	1	None
Clay Mine	3U	C	1	None
Limestone Quarry	4	L	1	None
Timber Yard	3	F	1	None
Charcoal Maker	4U	F	2	Timber
Coke Maker	3U	F	2	Coal
Pig Iron Blast Furnace	4	I	4	Charcoal, Iron Ore, Limestone
Quicklime Kilns	2U	L	3	Limestone, Coal
Fertilizer Stockpiles	1U	L	2	Quicklime
Stone Cutters	1	L	2	Limestone
Brick Works	2	C	3	Coal, Clay
Tile Works	1	C	3	Coal, Clay
Jackfield Pottery Works	2	C	3	Clay
Porcelain Works	2S	C	4	Clay
Cast Iron Foundry	2	I	3	Pig Iron, Charcoal
Wrought Iron Forge	2S	I	4	Pig Iron, Charcoal
Boring Mill	1S	I	3	Pig Iron
Nail Maker	1U	I	2	Wrought Iron
Chain Maker	1	I	3	Wrought Iron
Steam Engine Maker	1S	O	4	Wrought Iron
Lead Smelter	1	O	2	Coal
Rope Maker	1S	O	1	None
Bitumen Well	1U	O	1	None
Farmland	3	O	1	None
Grain Mill	1	O	2	Farmland
Brewery	1	O	3	Farmland, Coke
Land Lease	2	O	1	None
Worker Cottages	2	O	1	None
Patents	2	O	1	None
Roads	1U	T	1	None
Wagon Ways	1	T	1	None
Canals	1	T	1	None
River Trows	1	T	1	None
Iron Tub Boats	1	T	1	None
Inclined Planes	1	T	1	None
Tunnels	1S	T	1	None
Iron Bridge	1	T	2	See Notes

## Notes

To build the Iron Bridge, you must have Wrought Iron Forge in play. The Bridge costs 20 Coin and gives a one time award of 5 VP. A Patents Resource gives you a one time award of 3 VP.

If you own a Workers Cottage, you are unaffected by Worker Shortages.

## Links

[Wikipedia](#)





# Kit Carson

The KIT CARSON card game. Rev 10.23.04

## Introduction

A strategic solo card game in the life & times of the legendary Kit Carson. A multi-player version of the game is described in appendix D.

## Victory

- I: Live long enough to own 25 beaver pelts.
  - II: or Play for high score (fewest turns to victory)
- Pelts cached, traded, stolen, or lost do not count towards your victory total.

## Components

- 1-standard deck of playing cards (frontier expansion deck), discard jokers
- 1-standard deck of playing cards (frontier adventure deck), keep 1 joker

#	Cat
1	Mountain-Men
2	Trappers, Prospectors, Soldiers
3	Guns, Powder, Ammo
4	Food & Water

Category 2 will be either all trappers, prospectors, or soldiers you can not mix them. Categories 1 through 6 have a maximum value of eight (8), excess points are discarded. When mountain-men drops below zero (0) you start over with a new character.

## Turn Sheet

The turn sheet records weeks 1-52 and indicates the time of year.

Lives	Trappers	Horses	Mules	Guns	Food	Movement
-	5	5	-	5	5	-

## War

Use the following chart to determine attack strength (number of dice to roll): Do not include injured horses or injured men when determining attack strength. If there are fewer horses than men then use the numbers in the chart below to prioritize who fights on horseback and who fights on-foot. Apply the multiplier to each man of each type:

- 1-roll of pennies (or tokens)
  - 6-nickles
  - 2-dimes
  - 1-pawn
  - 1-player sheet
  - 1-turn sheet
  - 2-standard 6-sided dice (preferably red & white)
- This game requires a large playing surface!

## Player Sheets

The value of a box with no tokens is zero (0). Beaver pelts are recorded in the pelt box using assorted coins (dimes, nickels, pennies). Injured trappers, prospectors, soldiers, horses & mules are recorded with a 2nd token.

A 2nd token is often required to record distance travelled (distance=sum of both tokens) Otherwise all information on the player sheet is recorded using 1 token per category:

#	Cat
5	Horses
6	Mules (pack animals)
7,8	Distance Travelled

## Setup

The frontier starts out with 1-row and 6-columns of expansion cards. Draw six (6) cards from the expansion deck and arrange them face-down as follows:

d d d d d d

Place your pawn above column one (1). Place a token on week 1 on the turn sheet. Record the following starting values on your player sheet:

#		HORSEBACK	ON-FOOT
1	SOLDIER	x3	x2
2	MOUNTAIN-MAN	x3	x3
3	TRAPPER	x2	x1
4	PROSPECTOR	x1	x1

Roll the attack dice, every one (1) rolled indicates your men killed one (1) enemy. Attacks are simultaneous... Roll the attack dice using one (1) die per enemy existing prior to your attack.

Every one (1) indicates that one of your horses or men was hit, roll a die for damage:

D6	Result
1	horse injured
2	mountain-man injured
3	trapper/pro prospector/soldier injured

If there are no men or horses left and you rolled a five (5), you are dead. Otherwise if you roll a category without a token reroll until you can apply damage. If the enemy had more men than you did and no one was killed add or advance a coin other than a penny to record +1 mountain men to maximum of eight (this extra mountain-man can not be used until after the battle is over).

If you wish to continue the fight: Reduce ammo by 1 (one) if you are not travelling with soldiers. Continue to fight, repeat the above steps.

## Flee

If there are still enemies out there you can flee and move to the last expansion you occupied and draw another event card. Place coins on the top of the expansion card to represent the original number of enemies you encountered.

## Recruit

Kit Carson's legend grows, mountain-men added during the battle are officially recorded.

## Turn Sequence

Players take turns

1. Scout (Explore New Frontier)
2. Move (Blaze-Trail; Western Expansion)
3. Cache (Hide pelts)
4. Indians (Hostile Indian Territory)
5. Events (Soldiers, Trappers, Indians, Horse Thieves)
6. Trap (Beaver, Fox, Mink)
7. Hunt (Bison, Bear, Antelope, Elk, Deer)
8. Trade (Barter for food, mules, horses & guns)
9. Seasons (Advance the turn marker through spring, summer, fall, & winter)
1. SCOUT

Any card face-down and adjacent to the player's pawn is turned up. Draw two (2) expansion cards the 1st face-down, the 2nd face-up. Roll a red die for the 1st card and a white die for the 2nd card.

The value on each die determines the column number for each expansion card. Compare the # cards in the column rolled to the # of cards in the adjacent column(s). Place the new expansion card in the column rolled and adjacent to the last card in the column with the most cards (see Appendix A for an example).

### 2. MOVE

Each player starts each turn with 10 MOVES. Subtract 1 MOVE point for every injured trapper. Subtract 1 MOVE point for every trapper without a healthy horse.

D6	Result
4	horse killed
5	mountain-man killed
6	trapper/pro prospector/soldier killed

## Expansion Card Movement Costs

The number of MOVES required to pass through an expansion card is equal to the value of the card itself (Aces=1, Face cards=10) multiplied by number(s) in the chart below: Use the highest compared value:

- If you own mules compare the FOOT column.
  - If you do not own horses compare the FOOT column.
  - If you own horses compare the HORSE column.
- LAND HORSES FOOT WINTER - DIAMONDS x1 x2 x2 (prairie) SPADES x1 x2 x1 (desert) CLUBS x5 x4 x2 (mountains) HEARTS x2 x3 x1 (rivers/lakes) If you are traveling with PROSPECTORS (supply wagons) multiply the result by 2. If it is WINTER multiply the result by the winter multiplier. If you have enough MOVES to pass through then you can advance to any adjacent card. If you advance to an adjacent card remove any tokens in the distance travelled box. You can continue moving from card to card as long as you have MOVES remaining. Otherwise use your player sheet to record how far you travelled into the expansion card.

## Uncharted Territory (face-down)

If you move into an expansion card that is face-down you must use at least 1 MOVE, but you have the option of turning around and returning to the expansion card from which you just came. Although you will have to use the full number of MOVES again to pass back through that card.

## Featured Expansion Cards (aces)

Aces in the expansion deck follow the rules above, but have additional characteristics: DIAMONDS Trading Post SPADES Taos (Kit's home town) CLUBS Fort Hall HEARTS Summer Rendezvous (just an ordinary card any other season)

## Staying At Featured Expansion Card (aces)

If you are on an ace expansion card and did not move this turn you may:

Increase food by one (1) if it is below five (5).

Increase ammo by one (1) if it is below five (5). Recover from one (1) injury.

### 3. CACHE

You may hide (bury) your pelts for later retrieval. Pelts cached do not count toward your victory total, however, if you retrieve them they do. Place coins representing the number of pelts you wish to cache under the expansion card.

When you wish to retrieve your pelts roll: 1,2 Pelts are missing (stolen) 3-6 You find all your pelts intact.



**4. INDIANS**

If you move into hostile Indian territory (coins at the top of a land card): Roll 2 dice, if the total is less than or equal to the number of Indians then fight. See the

CARD	Descr
ACES	Hostile Indians
HEARTS	Friendly Indians
DIAMONDS	Horse Thieves
BLACK JACKS	Trappers (fur company)

**Hostile Indians**

Draw the next card in the deck. If it is an ace or face-card discard it and continue to draw until you get a number card. The number value on the card represents the number of Indians.

Fight (see WAR section).

**Friendly Indians**

See TRADE section.

#	Result
1	Horse thieves got away.
2,3	Retrieve your horses without incident (stealth).
4-6	Fight (see WAR section)

**Trappers**

Roll 1d6 this is the number of trappers encountered. You may join the new group and discard any trappers, prospectors or soldiers. Your current group of trappers (if you have any) may join the new group.

You may go out on your own.

**Prospectors**

Roll 1d6 this is the number of prospectors encountered. You may join the new group. You may go out on your own.

**Soldiers**

Roll 1d6 this is the number of soldiers encountered. You may join the new group. Your current group of soldiers (if you have any) may join the new group.

LAND	FALL/SPRING	SUMMER	WINTER	-
DIAMONDS	0	0	-2	(prairie)
SPADES	-4	-6	-4	(desert)
CLUBS	+1	+1	-3	(mountains)
HEARTS	+2	+2	-2	(rivers/lakes)

Roll the hunt dice, every one (1) indicates you found sufficient food & water this turn. Otherwise reduce your food/water by one (1).

If food/water is reduced below zero a trapper/pro prospector/soldier is injured.

If all trappers/prospectors/soldiers are already injured then a mountain man is injured.

If all of you men are already injured then a trap-

per/pro prospector/soldier is dead.

**5. EVENT**

Draw a card from the event deck, if you draw an ace or a face-card an event has occurred:

CARD	Descr
BLACK QUEENS	Prospectors (supply company)
BLACK KINGS	Soldiers (U.S. Army)
JOKER	Captain Shunan (French bully)

**Horse Thieves**

Roll 1d6 this is the number of horses stolen. Draw the next card in the deck. If it is an ace or face-card discard it and continue to draw until you get a number card.

The number value on the card represents the number of horse thieves. You may pursue the horse thieves:

You may go out on your own.

**Captain Shunan**

If you have mountain men one (1) becomes injured in fight with Captain Shunan. If you do not have mountain men one (1) of your trappers/prospectors/soldiers is injured. Increase your mountain man category by one (1).

Once used remove the Joker from play.

**6. HUNT**

If you are in Taos, at a fort, a trading trading post, meeting with friendly Indians or at the rendezvous in the summer you can skip the hunt phase. Otherwise the number of hunt dice equals the number of healthy men in your group. Modify the number of hunt dice using the chart below:

per/pro prospector/soldier is dead.

If all of your trappers/prospectors/soldiers are already dead then a mountain man is dead.

If all of your mountain men are already dead then Kit is dead, start with a new character.

**7. TRAP**

If you are on a HEART (river/lake) expansion card and did not move this turn you may trap. A beaver tail (a

penny tails-up) at the bottom of a HEART expansion card indicates that the area has been trapped before. Beaver population=(card value)-(beaver tails) Number of available pelts=(beaver population)-(number of trappers in your group) Roll 1d6 for every trapper.

One (1) indicates success, add a beaver tail to the card and a pelt to your player sheet. You may carry

1 pelt per trapper, 2 pelts per horse, and 4 pelts per mule. Excess pelts are discarded.

#### 8. TRADE

You may trade pelts for horses, mules, guns and/or food. The following table shows how many of each type of item you can get per pelt.

	GUNS	FOOD	HORSES	MULES
RENDEZVOUS	3	3	3	3 (only active in the summer)
TRADING POST	2	2	2	2
SUPPLY COMPANY	2	2	1	1
FORT	2	0	1	0
TAOS	1	1	0	1
INDIANS (friendly)	0	1	1	0

#### 9. SEASONS

Advance the turn token 1 square.

### Appendix A

Example of frontier expansion: Assume you start your turn with the following land map:

uuuddd

. . . . . u

. . . . . d

You roll 5 on the red die (add a card face-down under the last card in column 5):

uuuddd

. . . . . u

. . . . . d

. . . . . d

You roll 4 on the white die Since column 5 has more cards than column 4... the card is placed face-up in

column 4 adjacent to the last card in column 5:

uuuddd

. . . . . u

. . . . . d

. . . . . ud

### Appendix B

In these rules the word adjacent does not include diagonal.

### Appendix C

Descriptions of expansion cards are provided for effect only (not required)

**A** Ace

**J** Jack

**Q** Queen

**K** King

Card	Descr
Ah	Blackfeet
2h	San Pedro
3h	Platte River
4h	Laramie River
5h	White River
6h	Wind River
7h	Green River
8h	Snake River
9h	Rio Grande
10h	Colorado
Jh	Mohave
Qh	Arapahoe
Kh	Cheyenne
Ad	Sioux
2d	Sacramento Valley
3d	Brown's Hole
4d	Bear River Valley
5d	New Park
6d	Big Timbers
7d	Pipestone

Card	Descr
Ac	Creek Indians
2c	Cascade Mountains
3c	Tejon Pass
4c	Sierra Madre Mountains
5c	Grand Tetons
6c	Sierra Nevada Mountains
7c	Fremont's Pass
8c	Yellowstone
9c	Big Horn Mountains
10c	Rocky Mountains
Jc	Bent & St. Vrain Supply Company
Qc	Arapahoe
Kc	General Kearney
As	Crow Indians
2s	Smoke Creek Desert
3s	Yuha Desert
4s	Painted Desert
5s	Trans-Pecos Desert
6s	Sonoran Desert
7s	Chihuahuan Desert

Card	Descr
8d	Black Hills
9d	Buffalo Grasslands
10d	Great Basin
Jd	Hudson Bay Company
Qd	American Fur Company
Kd	Northwest Fur Company

Appendix D Rule changes for the multiplayer version of the game

## Victory

The first player to stay alive and retain 25 beaver pelts wins.

## Components

- 1-extra frontier expansion deck for every additional 2 players.
- 1-pawn for each player
- 1-player sheet per person

Card	Descr
8s	Great Basin
9s	Sevier Desert
10s	Mohave Desert
Js	Supply Company
Qs	Pawnee
Ks	General John "Pathfinder" Fremont

Additional coins and tokens are required. A larger playing surface is required when using extra expansion decks.

## Setup

Each player is assigned a player number (player #1, 2, etc.) Draw six (6) cards from the land deck and arrange them as follows:

1 2 3 4 5 6

d d d d d d

**d** Card Face Down

Each players pawn is placed above the column corresponding to their player number.







# Land Of Industry

## Introduction

Board game for 2-6 players. Theme: Industrial growth in the 19th to early 20th Centuries.

## Victory

The player with the most Victory Points at the end of the game wins. The game ends the turn the last card is drawn from the deck.

## Victory Points

Use Tokens to keep track of Victory Points.

## Money

Money is units of \$1 Million, \$5 Million, and \$10 Million. Use play bills or coins to keep track of Money.

## Dice

10 sided Dice (D10) are needed.

## Income Level

This is how much Money you make each turn. Use Poker Chips as Income Chips to keep track of Income Level.

## Route Markers

Each player has a set of rectangular (brick) markers of a unique color. These are used to mark ownership of Railways and Shipping Routes. A Route with a Marker on it is considered to be "Built Out".

## Development Markers

These are circular disks all of the same color used in common by all players. These are used to keep track of how many resources have been built on a city. A City can have a maximum of 4 Development Markers (DM).

When a City is at its Max it is considered to be "Built Out".

## The Basic Map

The Basic Map has 15 numbered Cities.

- Cities (Black Lined Squares with Red Numbers) are connected to each other by:
- Railways (Black lines)
- Rivers (Thick dark blue lines)
- Canals (Dotted blue lines)
- The areas adjacent to cities include the following Terrain Types:

- Coastal (Light Blue Border)
- Lakes (Medium Blue Blob)
- Forest (Green Irregular Shape)
- Plains (Thick Green Lines)
- Mountains (Grey Angles)
- Hills (Brown Hemi-Circles)
- Deserts (Thick Yellow Lines)

Export Markets are indicated by an "X" symbol. Cities are connected to other Cities and Exports by Railways (Black Lines) or Shipping Lines (Thin dark blue lines). Note some Railways are double (Two thin black lines).

Un-built Railways, Canals, Rivers, and Sea Shipping Lines are collectively referred to as Routes.

## Adjacency Rules

Cities are adjacent to all areas they touch. For example: City 5 is adjacent to 3 Plains, 1 Forest, and 1 Desert. City 2 is adjacent to the Coast, 2 Deserts and 1 Plains.

City 13 is adjacent to 1 Plains, 1 Mountains, and 1 Hills. City 1 is adjacent to the Coast, 1 Forest, and 1 Plains.

## The Basic Development Deck

The Basic Deck has 100 Development Cards: 60 Sites, 30 Railways, and 10 Shipping Lines. The deck also contains 10 Action Cards.

## Setup

Shuffle the deck. Determine First Player Randomly.

- Each player starts with \$10.
- Each player starts with 10 VT (Victory Tokens).
- Each player is dealt 2 cards.

## Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Event Phase
2. Revenue Phase
3. Planning Phase
4. Build Phase
5. Shipping Phase
6. Mayor Phase
7. Magnate Phase
8. Waste Phase

## Event Phase

Skip this phase each players first 5 turns of the game. Roll 1D10 on the Event Table:

1D10	Event:	Notes:
1	Used-Up	Discard 1 Resource Site. Lose 1 IC
2	Labor Strike	Lose \$1 and 1 VT
3	Oppprtunity	Draw 1 Card
4	Obsolescence	Discard 1 Processing Site. Lose 1 IC
5	Taxes	Lose \$2
6-10	Nothing	

## Revenue Phase

Gain \$1 for free. Also gain \$1 for every 2 Income Chips you own. The number of income chips you own = Income Level.

## Loans

You may take a Loan in Revenue Phase: Gain \$5 and discard 1 Income Chip and lose 1 Victory Token. You can take a max of 2 Loans per turn (your turn).

## Planning Phase

Keep the top 5 cards of the deck face-up. These are called the Draft cards. You may take 1 of the Draft cards or draw the top card of the deck.

Every time a Draft card is drawn immediately replace it with the top card of the deck. You get 1 Free card draw. You may buy extra cards for \$5 each.

## Build Phase

You may build one or more cards from your hand. It costs \$X to build a Development card. X is specified on the card.

Place the Card face-up in front of you. You now "own" it, and the card is referred to as a "Development". Not all locations are immediately available to be built upon. In the basic scenario City #1 is at the beginning of the game the starting point and is considered to be "Available".

Sites can only be built in Available Cities. Lines and Rails can only be built on Routes that are connecting to Available Cities.

A City becomes available as soon as a connecting railway or Shipping Line (via water) is built to it. When you build a site, place a Development Marker on the Target Available City. When you build on a Route, place a Route marker of your color on it.

A single line Route can have 1 Route Marker on it. A double line Railway Route can have 2 Route Markers on it from the same or different players.

## Action Cards

Stocks and Bonds are used in Build Phase. The previous owner is paid the Cost and loses 1 IC. Scandal cards are worth \$7 in a Mayoral Bid (one time use).

Buy a Charter in Build Phase and pick a target city with no Development Tokens: Only you can build Sites in that City. Play a Used-Up card in Build Phase: Discard a Target Mine or Oil Field. The Owner loses

1C. Action Cards are discarded immediately after being used.

Note: The scandal card is discarded even if you don't win the Race.

## Site Building Limit Rules

Certain Sites can only be built at a City if that city is adjacent to certain Terrain Types or connected to certain Route Types. For Instance, a Fishery can only be built in a city if the City is adjacent to the Coast or a Lake, or connected to a River. An Oil Field can only be built in a city adjacent to a desert.

## Shipping Phase

This only applies to Development cards you built this Turn, not previous turns. If you built a Railway gain 1 Income Chip. If you built a Shipping Line gain 1 Income Chip.

If you built a Site gain 1 Income Level Chip and 1 Victory Token and Trace a Path from the Site to the nearest connected Export Market. All Routes on the way must be Built Out. This is called the "Transport Path".

Each owner of a Route along the Transport Path earns \$1. If unable to connect to an Export Market, nothing further happens. If you are able to connect to an Export, gain Special Scoring Bonuses as indicated by the Card text.

## Mayor Phase

A City is Built-Out when it has its full allotment of 4 Development Markers. For each City built-out this turn, there will be a separate Mayoral Race. (Each City will have 1 Race during the Game) For each race all players make a secret Monetary bid.

Bids are revealed simultaneously. The Highest Bid wins. The winner is The Mayor and receives 1 Income Level Chip and 5 VT. If tied, flip a coin to see who wins.

All money bid by all players is lost.

## Magnate Phase

If all the Routes connecting a City are built this turn, the player who owns the most of those Routes gains 3 VT. (This will happen 1 time for each city during the game) If tied, each tied player gets 1 VT.

## Waste Phase

Maximum hand size is 8 cards. Discard excess cards.

## Trading

In between turns, players may trade ownership of cards, developments, Victory Tokens (VT), money (\$), Income Chips, and promises.

## End Game Scoring

Convert Money into VT: Every \$10 is worth 1 VT

- The player with the most Energy (Oil and Coal) Developments gets 6 VT.
- The player with the most Food (Farms, Ranches, Fisheries) Developments gets 4 VT.
- The player with the most Transport (Railways and Shipping) Developments gets 7 VT.
- The player with the most Material (Wood, Stone, and Metals) Developments gets 5 VT

## Development Deck Card List Notation

- RS** Resource Site  
**PS** Processing Site  
**OS** Other Site  
**SSB** Special Scoring Bonus  
**RW** Railways  
**SL** Shipping Lines

**SBL** Site Building Limits: (Terrain the City must be Adjacent to)

- C** Coastal  
**L** Lakes  
**R** Rivers  
**K** Canals  
**F** Forest  
**P** Plains  
**M** Mountains  
**H** Hills  
**D** Deserts  
**IC** Income Chip  
**YO** You Own  
**CM** Coal Mine  
**OR** Oil Refinery  
**SM** Steel Mill  
**PP** Power Plant  
**LM** Lumber Mill  
**VF** Vegetable Farm  
**AC** Action Card  
**Cost** Cost in \$ to Build  
**TCOT** Take Control of Target  
**COP** Controlled by Opposing Player  
 \* Connection to Export not Required for SSB  
 # Number of Copies of that card in the deck

## Development Deck Card List

Name	#	Cost	Type	SBL	SSB
Railway	30	5	RW	-	(Cost 7 if adjacent to Mountains)
Shipping Line	10	5	SL	-	(Cost 8 for Canals)
Ranch	4	5	RS	P/H/D	-
Pig Farm	2	4	RS	F/H	-
Tannery	1	6	PS	Any	+1 IC per Ranch YO
Meat Packing Plant	1	7	PS	Any	+3 VT per Ranch & Pig Farm YO
Coal Mine	4	5	RS	M/H	-
Oil Field	4	5	RS	D/H	-
Oil Refinery	2	6	PS	Any	+1 IC per Oil Field YO
Power Plant	2	8	PS	Any	+2 VT per CM & OR YO
Logging Camp	3	4	RS	F	-
Lumber Mill	1	5	PS	F	+1 IC per Logging Camp YO
Paper Mill	1	6	PS	F/H	+3 VT per Logging Camp YO
Gold Mine	1	7	RS	M	+1 IC
Iron Mine	5	5	RS	M/H	-
Steel Mill	2	7	PS	Any	+1 IC per Coal & Iron Mine YO
Engine Factory	1	7	PS	Any	+2 VT per SM YO
Tool Factory	1	6	PS	Any	+1 IC per Steel Mill YO
Fishery	4	5	RS	L/C/R	-
Port	2	6	OS	C/R	+5 VT if built in Coastal City
Shipyard	1	8	PS	C/R	+2 VT per SM, LM & SL YO
State Capital	1	8	OS	Any	+3 to all Mayoral Races*
Rail Terminal	1	8	OS	Any	+1 VT per RW YO*
Furniture Factory	1	6	PS	Any	+1 IC per Tannery & LM YO
University	1	7	OS	Any	+2 Max Hand Size*
State Park	1	4	OS	M/F	+2 VT*

Name	#	Cost	Type	SBL	SSB
Cannery	2	6	PS	Any	+1 IC per Fishery or VF YO
Industrial Bakery	1	5	PS	Any	+1 IC per Grain Farm YO
Dairy Farm	1	5	RS	P/H	+2 VT
Grain Farm	6	5	RS	P	-
Vegetable Farm	1	4	RS	P/H	-
Brewery	2	6	PS	Any	+3 VT per Grain Farm YO
Stocks	2	5	AC	-	TCOT Site COP
Bonds	2	5	AC	-	TCOT RW or SL COP
Scandal	2	1	AC	-	Worth \$7 in Mayoral Races
Upgrades	2	2	AC	-	Negate an Obsolescence roll on Event Table
Dig Deeper	2	2	AC	-	Negate a Used-Up roll on the Event Table

Coast. Cities will be named.

## Optional Rules

### Non-basic Maps & Decks

Create Maps & Decks specific to a Historical Time & Place. For Example: Texas, Mississippi Valley, East

### Variable Build Out Limits

Cities can hold different max number of Development Markers (DM). For the Basic Map: Cities 1, 4, 7, 10, and 13 can have 5 DM.

Cities 2, 5, 8, 11, and 14 can have 4 DM.

Cities 3, 6, 9, 12, and 15 can have 3 DM.

## Optional Sample Development Cards

Name	Cost	Type	SBL	SSB
Passenger Route	3	PR	-	Max 1 per RM you have on the Board
Tobacco Plantation	5	RS	P	-
Whaling Industry	7	PS	C	+1 IC & +1 VT
Cotton Fields	4	RS	P	-
Sheep Pastures	4	RS	H	-
Textile Mill	6	PS	Any	+1 IC per Cotton & Sheep YO
Charcoal Maker	4	PS	Any	+1 IC per Logging Camp YO
Coke Maker	5	PS	Any	+1 IC per Coal Mine YO
Copper Mine	5	RS	M/H	-
Tin Mine	5	RS	M/H	+1 VT per Copper Mine YO
Smelter	6	PS	Any	+1 IC per Metal Mine YO
Blast Furnace	6	PS	Any	+1 IC per Iron & Coal Mine YO
Cast Iron Foundry	6	PS	Any	+1 IC per Furnace YO
Wrought Iron Forge	7	PS	Any	+3 VT per Furnace TO
Quarry	5	RS	M/H	All Your Sites cost -1 to build*
Concrete Maker	4	PS	Any	+1 IC per Quarry YO
Clay Pit	4	RS	C/H	-
Brick Works	5	PS	Any	+1 IC per Clay Pit & Coal Mine YO
Tile Works	4	PS	Any	+1 IC per Quarry & Clay Pit YO
Pottery Works	6	PS	Any	+2 VT per Clay Pit YO
Cement Maker	4	PS	Any	+1 IC per Clay Pit YO
Glass Factory	5	PS	Any	+1 IC per Coal Mine YO
State Hospital	7	OS	Any	+3 VT
Hotels	6	OS	Any	+1 VT per Park YO
Theme Park	8	OS	Any	+4 VT
Airport	8	OS	Any	Treat City as an Export Market. OPP
Stockyard	7	PS	Any	+1 IC per MPP, Pig Farm, & Ranch YO
Printer	6	PS	Any	+1 IC per Paper Mill YO

Name	Cost	Type	SBL	SSB
Shoe Factory	6	PS	Any	+1 IC per Tanner YO
Patents	0	AC	-	Gain 1 IC
Land Leases	0	AC	-	Gain \$10
Union Strikes	0	AC	-	Target opponent loses \$10
Panic	0	AC	-	All Players lose all their Money
Merger	2	AC	-	Steal 1 Site from Opponent. Give him 1 of yours
Philanthropy	3	AC	-	Gain 5 VT
High Operating Costs	0	AC	-	Target opponent loses 1 IC
War Time Economy	0	AC	-	All Developments cost + \$1 & score +1 VT FN8T
Dust Bowl	0	AC	-	All Players discard their Hands
Land Of Opportunity	0	AC	-	Draw 3 Cards from the top of the deck
New Regulations	1	AC	-	Opponents pay + \$1 to buy extra cards FN5T
Prospector	1	AC	-	Search6: Mines
Surveyor	1	AC	-	Search6: Railways
Charter	6	AC	-	Only you can build in Target City
Hydroelectric Dam	10	RS	R	+2 IC
Canal Lock	9	SL	K	+1 IC & +2 VT

Notation:

**RM** Route Marker; PR = Passenger Route

Note: A PR does not cause the placement of a RM or Development Marker. Treat Charcoal & Coke Makers as Coal Mines for the SSB of other Sites.

**OPP** Other players pay you \$1 to use.

**FNXT** For next X Turns.

SearchX: = Look at next X cards in the deck. If any of them are of the indicated type, put them in your hand.

## Highway Option

In addition to rivers/sea routes, canal routes, and Railway routes, there are also Highway Routes. Use thin Brown lines to indicate these on the map. These use Highway (or Road) cards to build on and use Route Markers. Highway Card: Cost = 5. Similiar to other Routes in all other respects.

## Bridges

Railways and Highways can cross over rivers and canals.

- Canals cost an extra \$1 to build across.
- Rivers cost an extra \$2 to build across.

## Lakes

You may build a Shipping Lane in a Lake adjacent to an Available City. Simply place one of your route Markers into the Lake. The Shipping lane will automatically connect all Cities adj to the Lake.

## Severn Gorge Event Table

## Terrain Development Limits

Everytime you build a Resource Site (RS) in a city in addition to placing a Development Marker (DM) on the city, also place a DM on the adjacent terrain the RS is requiring (If several are available pick one). A Terrain can hold a maximum of 4 DM. Example: You build a Ranch on City 5. It requires a Plains. Also place a DM one of the 3 Plains City 5 is adjacent to.

This only applies to Land Terrains. Water type Terrains (Coastal, Lake, River) ignore this. This rule does not apply to Processing Sites (PS) and Other Sites (OS).

## Mulligan Rule

At the beginning of planning phase, If you have not taken or bought a card yet this turn, you may call a Mulligan: Place the current 5 Draft Cards on the bottom of the deck. Draw 5 New Draft Cards. You may do this a max of once per turn.

## Severn Gorge Scenario

Birthplace of the Industrial Revolution circa 1800.

## Severn Gorge Map

There are only 2 types of Routes: Toll Roads and Waterways. Roads are Black Lines. The River is dark blue. Canals are light Blue. The settlements are Towns (not Cities) and can each hold 3 Development Markers.

Starting Available Town is Calcutts.



1D10	Event	Notes:
1	Worker Shortage	Reduce Revenue by Half this Turn
2	Drought or Freeze	Reduce Revenue by # of PS you own this turn
3	Charcoal Shortage	Reduce Revenue to # of CM you own this turn
4	Flooding	Reduce Revenue by # of RS you own this turn
5	Patent	Gain 2 VT
6-10	Nothing	

## Severn Gorge Scenario

**ABR** Abbreviation

**TR** Transport Route

\* Located in Town connected to River

Development card notation

## Severn Gorge Scenario Development Card List

Name	#	Cost	Type	SBL	ABR	SSB
Toll Roads	20	5	TR	-	-	-
Waterway	15	5	TR	-	-	(Cost 8 for Canals)
Farmland	4	4	RS	P/H	FL	-
Grain Mill	1	5	PS	Any	-	+1 IC per FL YO
Brewery	1	6	PS	Any	-	+2 VT per FL & CM YO
Inn	1	5	OS	Any	-	+1 VT
Workers Cottages	3	4	OS	Any	-	Immune to Worker Shortage
Limestone Quarry	4	5	RS	M	LQ	-
Quicklime Kiln	2	5	PS	Any	-	+1 IC per LQ YO
Stone Cutter	1	5	PS	Any	-	+3 VT per LQ YO
Timber Yard	4	5	RS	F/H	TY	-
Charcoal Maker	2	5	PS	Any	CM	+1 IC per TY YO
Coal Mine	4	5	RS	M/H	CM	-
Coke Maker	2	5	PS	Any	CM	+1 IC per Coal Mine YO
Clay Pit	4	4	RS	R/H	CP	-
Brick Works	1	5	PS	Any	-	+1 IC per CP & CM YO
Tile Works	1	5	PS	Any	-	+1 VT per CP & CM YO
Pottery Works	1	6	PS	Any	-	+2 VT per CP YO
Porcelain Works	1	7	PS	Any	-	+3 VT per CP YO
Iron Mine	5	5	RS	M/H	IM	-
Blast Furnace	3	6	PS	Any	BF	+1 IC per IM & CM YO
Cast Iron Foundry	2	6	PS	Any	-	+1 IC per BF & CM YO
Wrought Iron Forge	4	7	PS	Any	IF	+2 VT per BF & CM YO
Boring Mill	1	5	PS	Any	-	+1 IC per BF YO
Nail Maker	1	5	PS	Any	-	+1 IC per IF YO
Chain Maker	1	6	PS	Any	-	+1 VT per IF YO
Steam Engine Maker	1	8	PS	Any	-	+3 VT per IF YO
Iron Bridge	1	10	OS	R*	-	+5 VT per IF YO
Warehouses	1	5	OS	R*	-	+2 VT
Lead Smelter	1	5	PS	Any	-	+1 VT per Coal Mine YO
Bitumen Well	1	4	RS	H	-	-
Rope Maker	1	5	PS	Any	-	-

## Florida Scenario

### Florida Map

Note there are no terrain types. Cities are either Coastal (red) or Landlocked (Green Dot). Cities are further distinguished by being North, South, or Central.

No distinction is made between route cards for railroads, shipping lanes, etc. All Routes are of the same type. At the beginning of the game the following cities are accessible: Key West, Jacksonville, Tallahassee  
City DM Limits = 3

## **Florida Event Table**

1D10	Event:	Notes:
1	Boom	Gain 1 IC
2	Bust	Lose 1
3	Depletion	Lose 1 Timber, Cattle, Mine, or Fishery
4	Immigrants	Draw 1 Card from the Deck
5	Freeze	Revenue TT -\$1 per Citrus/Veg. Site YO
6	Canal Drainage	Pay \$5 to gain 3 VT
7	Hurricane	Lose \$5
8	Red Tide	Revenue TT -\$1 per Fishery Site YO
9-10	Nothing	

**TT** This Turn

### Card List Notation

**C** Coastal

**L** Landlocked

**X** Central

**N** North

**S** South

**A** Any

**SL** Sea Lane = Water Routes connecting to export Locations

### Development Decks

There are 2 decks: Phase I and Phase II. After Phase I is used up, draw from the Phase II deck. At phase II city DM Limits increase to 5. (Redo Mayoral Bids)

### Florida Phase I Scenario Development Card List

Name	#	Cost	Type	SBL	ABR	SSB
Rail and Shipping	30	5	TR	-	-	-
State Capital	1	6	OS	A	-	Hand Size +1
Cotton: Plantations	2	5	RS	N	-	-
Cigars: Factories	2	5	PS	C	-	-
Citrus: Oranges	4	4	RS	A	OJ	-
Citrus: Grapefruit	1	5	RS	A	GF	-
Citrus: Packing Plants	2	6	PS	A	-	+1 IC per OJ+GF YO
Timber: Naval Stores	1	5	RS	NX	-	+1 IC per Fishery YO
Timber: Pine Forests	1	4	RS	NX	-	-
Timber: Paper Mills	1	6	PS	NX	-	+2 VT per Timber YO
Timber: Pulp Mills	1	5	PS	NX	-	+1 VT per Timber YO
Timber: Saw Mills	1	5	PS	NX	-	+1 IC per Timber YO
Timber: Logging Camps	1	4	RS	NX	-	-
Sugar: Cane Fields	4	4	RS	SX	CF	-
Sugar: Sugar Mill	2	6	PS	A	-	+1 IC per CF YO
Vegetables: Tomatoes	1	3	RS	A	-	-
Vegetables: Celery	1	3	RS	A	-	-
Vegetables: Peppers	1	3	RS	A	-	-
Vegetables: Potatoes	1	3	RS	A	-	-
Salvage	1	4	OS	C	-	+1 VT
Shipbuilding	1	7	PS	C	-	+3 VT per Timber YO
Fish: Shrimping	1	5	RS	C	-	-
Fish: Sponges	1	4	RS	C	-	-
Fish: Oyster/Clam	1	4	RS	C	-	-
Fish: Lobster/Crab	1	4	RS	C	-	-
Fish: Mullet/Menhaden	1	5	RS	C	-	-
Fish: Grouper/Snapper	1	5	RS	C	-	-
Fish: SeaTrout/Tarpon	1	5	RS	C	-	-
Cattle: Herds	6	5	RS	NX	-	+1 VT per Herd YO



Name	#	Cost	Type	SBL	ABR	SSB
Tourism: Grand Hotels	1	7	OS	A	-	+1 VT per 3 TR YO
Tourism: Beach Resorts	1	6	OS	C	-	-
Tourism: Golfing	1	6	OS	A	-	-
Tourism: Sport Fishing	1	5	OS	C	-	+1 VT per Fishery YO
Tourism: Race Tracks	1	6	OS	A	-	-
Tourism: Theme Parks	1	8	OS	A	-	-
Mines: Limestone	1	5	RS	A	-	-
Mines: Phosphate	1	5	RS	X	-	-
Mines: Peat & Salt	1	5	RS	X	-	-
Mines: Sand & Shell	1	5	RS	X	-	-
Mines: Clay & Fill	1	5	RS	X	-	-
Land Speculation	2	2	AC	X	-	Gain \$1D6

### Phase II Florida Scenario Development Card List

Mines: Heavy Metals	1	6	RS	NX	-	-
Mines: Sulfur	1	5	RS	NX	-	-
Tourism: Hotel Chains	2	6	OS	A	-	+2 VT per Tourism YO
International Airport	2	7	OS	A	Air	Counts as export Location
International Banking	1	6	OS	X	-	+1 VT per link to Export YO
Real Estate	2	5	AC	X	-	Gain \$3D6
Interstate Highway	5	2X	AC	X	-	Gain X VT
Tourism: Cruise Ships	1	8	OS	C	-	+2 VT per SL YO
Major University	4	7	OS	X	-	+3 VT
Electronics	1	6	PS	X	-	-
Plastics	1	6	PS	X	-	-
Aerospace Industry	1	8	OS	X	Air	+1 IC per Air YO
Space Center	1	9	OS	X	Air	+5 VT
Naval Air Base	1	6	OS	X	Air	-
Air Force Base	1	7	OS	X	Air	-
Prof. Sports Team	3	5	OS	X	-	+2 VT*
Construction	2	7	AC	X	-	+2 VT and draw 2 Cards





# Manifest Destiny

## Introduction

US History Card game based on Western Expansion during the period between the War of 1812 and the American Civil War.

## Victory

The game ends after each player has had 10 turns. The player with the most Victory Tokens wins.

## The Deck

The Deck has 8 Suites:

- W** Warfare
- G** Government
- P** Population
- T** Transport
- E** Economics
- M** Motivation
- L** Land
- D** Discouragement

## Setup

Shuffle the Deck. Each player is dealt 7 cards.

## Turn Sequence

- Players take turns. Each turn has 4 phases:
1. Draw Phase
  2. Action Phase
  3. Meld Phase
  4. End Phase

## Draw Phase

Draw 3 cards from the Deck and put them in your hand. If the deck ever runs out, shuffle the discard and draw from it.

## Action Phase

Discard 1 card to gain the benefit according to its type:

Type:	Effect:
Warfare	Gain 2 Victory Tokens.
Government	Steal 1 Random card from opponent's hand.
Population	Draw 3 cards then discard any 2 cards from your hand.
Transport	Look at next 5 cards in deck and put 1 in your hand.
Economics	Look at opponent's hand. Take 1 card and give him 1 card.
Motivation	Draw 2 cards.
Land	Draw 1 card and gain 1 Victory Token.
Discouragement	Opponent must discard 1 Random card from his hand

## Meld Phase

- You may Make 1 or more Melds or Super Melds this turn.
  - A Meld has 3 or more cards of a single type.
  - A Meld of 3 cards earns 5 Victory Tokens.
  - A Meld of 4 cards earns 10 Victory Tokens.
  - A Meld of 5 cards earns 15 Victory Tokens and so on.
- Discouragement cards cannot be used in any type of Meld.
- A Super Meld has 5 or more cards of all different Types:
  - A Super Meld of 5 cards earns 15 Victory Tokens.
  - A Super Meld of 6 cards earns 20 Victory Tokens.
  - A Super Meld of 7 cards earns 25 Victory Tokens.
- Immediately discard all melded cards. Every time you make a Meld draw 2 replacement cards.

## End Phase

Max hand size is 10 cards. Discard excess cards.

## Manifest Destiny Deck Card Lists:

### Warfare Suite Cards

Mexican American War, Conquest, Filibusterism, Indian Removal, Indian Wars, Indian Fighting, Texas Revolution, Creek War, Seminole Wars, US Cavalry, Forts, Federal Army, Reservations, Massacres, Indian Uprisings, Scouts, Peace Talks, Trail of Tears, Black Hawk War, Battles on the Plains, Skirmishes

### Government Suite Cards

Louisiana Purchase, Oregon Treaty, Purchase of Florida, Andrew Jackson Mexican Cession, Homestead Acts, Monroe Doctrine, Preemption Act, Surveys, Public Domain, Land Offices, Statehood, Territorial Gover-

nors, James Polk, Immigration Commissioners, Young States, Broken Treaties, Utah Affair

### **Population Suite Cards**

English Natives, Frontiersmen, Pioneers, Irish, Squatters, Old World Immigrants, Agrarian Army, Homesteaders, European Travelers, Germans, Southerners, New Englanders, Chinese, Scotch Irish, Prospectors, Farmers, Blacks, French, Great Migration, Mormons, Mountain Men, Spaniards, Mexicans

### **Transportation Suite Cards**

Wagon Train, Pony Express, Flat Boats, Steam Boats, Railroads, Great Lakes, Erie Canal, Newspapers, Explorers, Trailblazers, Oregon Trail, Prairie Schooners, Ohio River, Mississippi River, Stage Coach, Santa Fe Trail, Freight Ox Trains, Sailing Ships, Packhorse, Caravans, Cumberland Road

### **Economics Suite Cards**

Fur Trade, Exploitation, Mining, Agriculture, Cattle Barons, Corn and Wheat, Land Speculation, Industrialization, New Markets, Hucksters, Pork, Gold Rush, New Orleans, Boom Towns, Oil, San Francisco,

Ranches, Plantations, Cincinnati, Big Business, Farm Surpluses

### **Motivation Suite Cards**

Manifest Destiny, American Exceptionalism, Imperialism, Continentalism, Nationalism, Progress, Land Hunger, Providence, Westward Expansion, Cheap Land, Land of Opportunity, Democratic Freedoms, Publicity, Religious Missions, Oregon Fever, Christian Utopians

### **Land Suite Cards**

Frontier Line, Big Land Rush, Ohio River Valley, Mississippi River Valley, Beyond the Appalachians, Midwest, Far West, California, Prairies, Forests, Great Salt Lake, Unorganized Territories, Kansas, Nebraska, Utah, Washington, Annexation of Texas, From Sea to Sea

### **Discouragement Suite Cards**

Indian Resistance, Lawlessness, Financial Panics, Inflation, Boom and Bust, Isolation, Subsistence Farming, Great American Desert, Spread of Slavery, Whig Opposition, Lack of Roads, Dispossessed Indians, Antiwar Sentiment, Hardships, Contested Land Claims





# Maori Wars

## Introduction

Card game for 2 players. Theme: New Zealand Maori Wars 1840-1872. One player is the Pakehas (White Men).

The other player is the Native Maori.

## Victory

The first player to accumulate 10 Land Tokens is the winner.

## The Decks

There are 2 Decks: The Maori Deck and the Pakehas Deck. Each deck contains cards from 9 Suites. Each card has a Strength value.

## Land Tokens

Players need a set of common Tokens.

## Terminology

**Pa** Traditional Maori Fort.

## Setup

Determine who is who (Maori and Pakehas) Each player gets their respective deck.

## Turn Sequence

Each turn has 3 Phases:

1. Fate Phase

2. Strategy Phase

3. Conflict Phase

## Fate Phase

Each player draws 9 cards from their own deck.

## Strategy Phase

Each player may discard up to 4 cards and draw replacements.

## Conflict Phase

Players reveal their hands. Each card has a Strength Value. Each player adds up the Strength values of all his Useable cards.

A player may only use 1 card from each suite. The player with the highest total Strength is the winner. The Winner gains 1 Land Token.

If tied, neither player gains a Token. All cards are discarded at the end of the phase.

## Card List Notation

- L** Leader
- T** Tactics
- F** Fighters
- D** Defenses
- M** Morale
- W** Weapons
- G** Grievances
- P** Politics
- B** Blunder

## Maori Deck Card List

Card Name:	Suite:	Strength:
Shrunken Heads	M	3
Ceremonial Cannibalism	M	3
Protective Mysticism	M	3
Maori Tribes	F	3
Insults	G	3
Mountain Refuge	D	4
Head Hunting	M	4
Ngapuhi Warriors	F	3
Diversionsary Attack	T	3
Ambush	T	5
Surprise Attack	T	5
Hide in Thick Bush	T	3

Card Name:	Suite:	Strength:
Senior Chief	L	4
Maori King	L	5
Land Wars	G	5
Flagstaff War	G	3
Strong Pa Garrison	F	4
War Party	F	4
Rifles	W	5
Fight Bravely	M	5
Supporters	F	3
Sniping	T	2
Central Citadel	D	4
Outer Defensive Lines	D	3

Card Name:	Suite:	Strength:
Canoes	T	3
Attack Township	T	2
Sporadic Fighting	T	2
Burn & Loot	T	2
Savage Fighting	T	4
Traditional Fort	D	4
Stockaded Earthwork	D	3
Counter Attack	T	4
Muskets	W	3
Shotguns	W	4
Tomahawks	W	2
Fighting Clubs	W	2
Formidable Pa	D	5
Brief Melee	T	2
Repulse Assault	T	5
Maze of Trenches	D	4
Palisades	D	3
Battle Chants	M	2
Chieftain	L	2
Tribal Chief	L	3

Card Name:	Suite:	Strength:
Rearguard	F	2
Slip Through Lines	T	3
Minor Actions	T	2
Skirmishes	T	2
Tribesmen	F	3
Confused Battle	T	5
Hauhaus Warriors	F	3
Crops Destroyed	G	2
Stolen Land	G	4
Fire on Camp	T	2
No Sentinels	B	3
British Withdrawals	B	4
Guerilla war	T	4
Mass Escape	F	2
Religious Leader	L	4
Bush Country	T	5
Instill Fear	M	4
Inflict Heavy Losses	M	4
Leader Killed	B	4
Leader Resigns	B	5

## Pakehas Deck Card List

Card Name:	Suite:	Strength:
British Troops	F	5
Colonial Militia	F	3
Volunteer Units	F	3
Pakehas	F	2
Demand for Land	G	5
Land Speculation	G	4
Occupation	G	3
Handful of Soldiers	F	2
Reinforcements	F	2
Meet with Chiefs	P	4
6 Pounder Guns	W	4
Officers	L	2
Foot Regiment	F	3
Sailors	F	2
Ships Guns	W	4
Blockhouse	D	2
Evacuate	T	2
Marines	F	4
Treaty	P	5
Kupapas	F	3
Congreve Rockets	W	2
Bayonet Assault	W	4
Maori Fight Each Other	B	5
Auckland Militia	F	3
12 Pounder Cannons	W	4
Barrage	T	4

Card Name:	Suite:	Strength:
Settlers Killed	G	3
Colonel	L	4
Victoria Cross	M	4
Warships	W	4
Clear Out Pa	T	4
Military Camp	D	2
General	L	5
Long Sap	T	5
Fixed Bayonets	W	4
Cut Off Escape Route	T	4
Short Fuse Grenades	W	5
Discover Gold	G	5
Overrun Entrenchment	T	4
Maori Ammunition Shortage	B	3
Patrols	T	2
Cut off Water Supply	B	4
Besieging Force	F	4
Flying Columns	F	5
Major	L	3
Accord	P	3
Regular Troops	F	4
Confiscate Land	G	4
Mounted Troops	F	4
Capture Villages	T	3
Pursuit	T	4
Forest Rangers	F	5

Card Name:	Suite:	Strength:
Captain	L	3
Governor	L	4
Hand to Hand Fighting	T	3
Undefended Pa	B	4
White Mans Anger	G	5
Mortar Bombardment	W	3

Card Name:	Suite:	Strength:
Conquest	T	4
Settlements Attacked	G	4
Farms Attacked	G	2
Capture Strongpoints	T	4
March	T	2
Tribal Allies	F	3

## Links

First Maori War Wikipedia





# Master & Commander

Far Side of the World

## Introduction

A strategic 2-player simulation of naval combat in the Napoleonic era.

## Victory

The player with the most captured ships at the end of the game wins. If tied the player who sunk the most ships wins.

## End Of Game

The game ends when there are no ships left to capture or sink.

## Components

- 16 Ship Tiles\* (2 sets of colored tiles indexed from 1 to 8)
- 4 Quarters
- 8 Dimes
- 12 Nickles
- 1 Roll of Pennies or 50 double-sided tokens
- 1 Ship Position & Engagement Log\*
- 2 Ship Skill & Damage Logs\*
- 2 Pending Damage Logs\*
- 1 8x8 Chess Board (or 8x8.doc)\*\*
- 1 Red 6-sided die
- 1 White 6-sided die (more is better) GAME BOARD SETUP Ships are represented by a numbered Ship Tile with a coin on top.

1q 2q 3d 4d 5n 6n 7p 8p

.. .. .  
.. .. .  
.. .. .  
.. .. .  
.. .. .  
.. .. .  
.. .. .

1q 2q 3d 4d 5n 6n 7n 8n  
The numbers 1 to 8 are Ship Tiles.

- Q** Quarter  
**D** Dime  
**N** Nickle  
**P** Penny

Capital letters indicate heads (British) Lower-case letters indicate tails (French)

## Ship Class

Ships are divided into (4) classes numbered 1 to 4. Ship Class determines how far the cannons fire. Ship Class determines the strength of the hull.

Ship Class determines the number of masts (limited to 3 per ship). Ship Class is represented by the color of the underlying Ship Tile.

- RED** 4  
**GRN** 3  
**BLU** 2  
**YEL** 1

## Hull Strength

Hull Strength is a ship's primary attribute. Hull Strength can never be greater than the ship class. Hull Strength is represented by the type of the coin on top of the ship's tile.

- Quarter = 4  
Nickle = 3  
Dime = 2  
Penny = 1

When Hull Strength is reduced replace the coin with one that represents the new value. Hull Strength is reduced by hull damage. Hull Strength never goes negative, excess hull damage is ignored.

Hull Strength of zero (0) indicates that a ship is taking on water.

## Rigging (rig)

RIG tokens (pennies) represent broken masts. The RIG boxes on the damage log sheets are used to record broken masts. Broken masts can not exceed the number of masts, excess RIG damage is ignored.

Broken masts reduce the ship's movement. When broken masts equals the number of masts the ship can not sail.

## Skill Table

Each ship has six (6) skill types. Use tokens (pennies) & ship log sheets to record changes in skill level. Heads = positive level, Tails = negative level.

1. (S)EA: Seamanship
2. (G)UN: Gunnery
3. (C)MD: Command Authority/Discipline
4. (M)OR: Morale/Courage/Health/Stamina
5. (A)IM: Marksmanship/Snipers/Muskets
6. (B)RD: Boarding/Swashbuckling/Hand-to-Hand Combat/Marines/Crew Size

All skills start at zero (0), skill boxes on log sheets are empty. Add or remove tokens as required so that

tokens in a square are all heads or all tails. No Skill Level may go above 3 (excess levels are lost).

No Skill Level may go below -3 (further reductions are ignored).

## Initiative

The youngest player goes first.

## Turn Sequence

Players take turns.

1. Drift & Tides
2. Wind
  - \* Skill Roll
  - \* Gusts & Shifting Winds
  - \* Repairs & Storm Damage
4. Movement
  - \* Anchor
  - \* Kedge
  - \* Sail
  - \* Tow
  - \* Ram
  - \* Dock
5. Range in All Guns
6. Windward Position
7. Repairs & Damage Control
  - \* Man the Pumps
  - \* Unfoul Spars & Rigging
  - \* Transfer Command

Red	DIRECTION
1,2	Up
3,4	No Change
5,6	Down
White	DIRECTION

Direction is determined from the perspective of the person rolling the die. If the adjacent square in the direction of drift is unoccupied the ship moves there. If the square in the direction of drift is off the map or occupied ignore the roll.

## 2 Wind

Roll a white die, the enemy rolls a red die. MOVE starts at zero (0)

Wind	MOVE
1,2	0
3,4	+1
5,6	+2

Add the resulting MOVE from each wind die (red & white).

## 3 Event

If the numbers on both wind dice (red & white) are even (2,4,6) goto step 4 Wind Event

1. Skill Roll

- \* Extinguis Fires
  - 8. Burn Damage
  - 9. Sinking Ships
  - 10. Sunk Ships
    - \* Rescue Operations
  - 11. Raise the Ensign (rules of engagement)
  - 12. Weather Gage
  - 13. Simultaneous Attacks
  - 14. Tactical Advantage
  - 15. Bow Chasers
  - 16. Combat Charts
  - 17. Heavy Broadships
  - 18. Fire! Chasers, Long Guns, and Carronades
  - 19. Accuracy
  - 20. Muskets on the Fighting Top
  - 21. Inexperienced/Inept Gun Crews
  - 22. Blunders
  - 23. Damage Distribution
  - 24. Heated Shot
  - 25. Grapeshot & Cannister
  - 26. Grapple
  - 27. Repel Attack
  - 28. Board
- Goto step 1. Begin a new turn.

## 1 Drift & Tides

Drift only applies while engagement tokens are in play. The enemy may elect to ignore drift, goto step 2. The enemy may instead select one of your ships.

Roll a white die, the enemy rolls a red die.

Red	DIRECTION
1,2	Left
3,4	No Change
5,6	Right

3. Gusts & Shifting Winds
5. Repairs/Storm Damage

## Skill Roll

Wind	Result
White=1	+1 Skill Level
Red=1	-1 Skill Level

Roll a die to determine which skill is affected (see SKILL TABLE)

## Gusts & Shifting Winds

Repeat the following roll for every MOVE you expend during this turn. GUST starts at zero (0)

Wind	GUST
Wht=3	+1
Red=3	+1

Roll a die for every GUST and add or subtract SEAMANSHIP.



Gust	MOVE
< 0:	-2
1,2:	-1
3,4:	0

Determine the result of each Gust roll and modify MOVE accordingly.

## Repairs & Storm Damage

Wind	Result
Wht=5	+1 Hull Strength (limited to ship class)
Red=5	+1 DAMAGE (see DAMAGE DISTRIBUTION)

Kedge	Result
1-3	Failed
4+	Move to any unoccupied adjacent square (docking is not permitted)

## Sail

You select any one (and only one) ship to sail. The MOVE determined by the wind dice indicates how many squares a ship must sail. Subtract 1 MOVE for every broken mast.

Add 1 MOVE for every positive level of SEAMANSHIP. Roll for Gusts & Shifting winds (if applicable) and adjust MOVE accordingly. The ship can not return to the last square from which it just sailed.

The ship can sail into any other unoccupied adjacent square (including diagonal).

## Tow

If another of your ships is adjacent to your sailing ship you may elect to tow. Each time the ship sails the ship being towed follows. TOW equals the lead ship's class minus the towed ship's class.

Consult the table below and modify MOVE accordingly.

TOW	MOVE
-3,-2	-3
-1, 0	-2
1+	-1

If another of your ships is adjacent to the last ship in line being towed you may tow it. 1) Provided you have movement remaining. 2) Provided the ship's class is less than the class of the ship in front of it.

Consult the table again with the last ship being the towed ship.

## Ram

If there is an adjacent enemy ship and you have movement left you may ram it. Ramming will absorb all remaining movement (remain in your current square). Ramming is treated like regular combat (simultaneous attacks).

See COMBAT CHARTS for Attack Dice & Damage Allocation.

Gust	MOVE
5,6:	+1
6+:	+2

## 4 Movement

### Anchor

You may elect not to move any ships this turn.

### Kedge/warp

You may forfeit the wind roll and elect to kedge. Roll a die and add any positive SEAMANSHIP & MORALE skill levels to the roll.

## Dock

Once a ship docks it is out of the game and may not return (remove the ship tile from play) Docking requires that you have enough movement to sail off your side of the game board. You can NOT kedge into a dock. You can NOT dock while your ship is engaged.

## 5 Range In All Guns

Determine all targets within range of your guns. Range is the number of squares between a ship and its target (including diagonal). Short range is a range of zero (0) Long range is a range greater than zero, but less than or equal to the ship's class.

For multiple targets at multiple ranges decide whether to attack at short or long range. Once you commit to a range you can not alter it until next turn. If there are no targets within range of your sailing ship goto step 7.

## 6 Windward Position

If you did not sail this turn or there are engagement tokens currently in play goto step 7. Select a target even if you don't intend to attack. Windward Position equals White MOVE (wind table) minus Red MOVE (wind table) Subtract 1 point for each BROKEN MAST.

Add one point for each positive level of COMMAND AUTHORITY Add one point for each of the target ship's negative levels of SEAMANSHIP & COMMAND AUTHORITY. If Windward Position is greater than plus four (+4) the sailing ship has the weather gage. A ship with the weather gage gains 1 optional MOVE.

## 7 Repairs & Damage Control

Repair tokens are any coin except pennies in the skills section of the pending damage log. Repair tokens left over from the previous turn are removed. You may temporarily reduce one or more skills & allocate them to repair & damage control.

The only skills that can not be allocated are COMMAND AUTHORITY & MORALE. Record the temporary reduction in skill level(s) with the repair tokens. For each new repair token select one of the four (4) categories below:

## Man The Pumps

For every repair & damage control point you designate for manning the pumps roll:

D6	Result
1,2	Ship is kept afloat.
3-6	Keep pumping, ship is still sinking.

## Unfoul Spars & Rigging

For every repair & damage control point you designate to rigging roll:

D6	Result
1,2	Remove 1 broken mast.
3-6	Keep working at it, rigging is a mess.

D6	Result
1,2	Fire is extinguished, remove fire token.
2-4	Controlled fire is extinguished, uncontrolled fires is controlled (flip fire token)
5,6	Fire rages on, No Change.

## 8 Burn Damage

Controlled fires do not do any damage as long as you made an attempt to extinguish each one. Any con-

## Transfer Command

Transfer tokens are any coins other than pennies in the CMD boxes of the damage log. If you have transfer tokens from the previous turn you may transfer command at this time. You may only transfer command authority skill levels to a single adjacent ship.

To transfer neither ship can have moved this turn & neither will be able to move next turn. One repair token is required for every level of command authority transferred. To indicate a pending transfer replace the CMD level tokens with transfer tokens.

The transfer will take place next turn.

## Extinguish Fires

Fires are represented by fire tokens (pennies) in the fire box on the pending damage log. Heads-up fire tokens are uncontrolled fires and tails-up tokens are controlled fires. For every repair & damage control point you allocate to extinguishing fires roll:

trolled fires that were not allocated a damage control point become uncontrolled. Uncontrolled fires require a burn roll:

D6	Result
1	Fire spreads, add a token (penny) to the fire box on the pending damage log sheet.
2,3	Fire ignites powder keg or magazine, +1 DAMAGE (see DAMAGE DISTRIBUTION)
4-6	No fire damage sustained this turn.

## 9 Sinking Ships

Sinking ship tokens are pennies in the sinking boxes of the pending damage log. All ships with hull

strength of zero (0) that did not successfully pump water:

D6	Result
1-3	Ship remains afloat (add a sinking ship token if it doesn't already have one)
4-6	Ship Sinks

## 10 Sunk Ships

Remove all of the ship's pending damage tokens from play. Remove all of the ship's negative skill level tokens from play. Remove all of the ship's broken mast tokens from play.

Place a token heads-up in the sunk/captured box on the position & engagement log. If no ships are adja-

cent (including diagonal) to the sunk ship remove the ship tile.

## Rescue Operations

Each ship adjacent to the sunk ship may roll a rescue die for each remaining skill level.

D6	Result
1,2	Crew member rescued, transfer the skill level token to your ship.
3-6	Crew member drowned or captured, skill level token is removed from play

## 11 Raise The Ensign (rules Of Engagement)

Engagement tokens are pennies in the LONG, SHORT, or GRAPPLE boxes of the engagement log. Turn all engagement tokens heads-up to indicate that the ships have not fired this round. After a ship fires on a target the engagement token is flipped over to the tails side.

Any ship with an engagement token is fair game for any other ship in range (engaged or not). Any non-engaged ship that attacks becomes engaged (place a token on long or short) If an engaged ship begins turn out of range of all engaged enemy ships remove engagement token. No ship may ever attack more than one target in a single combat round.

### 12. WEATHER GAGE

A ship can only have the weather gage when there are no engagement tokens in play. Only a ship with weather gage can attack a ship that does not have an engagement token. A ship with weather gage attacks 1st & damage is assessed before the target returns fire.

After a ship with weather gage attacks, both attacker and target become engaged. Weather gage is only in effect in the 1st round of combat.

### 13. SIMULTANEOUS ATTACK

Other than weather gage all attacks are simultaneous. Each ship can only attack one target. Damage for simultaneous attacks is recorded on the pending damage log.

Damage on the pending damage log does not take

### POSITION Result

Bows-On You & the enemy can only fire bow-chasers

Rake the Bow The enemy can only fire bow-chasers To fire bow-chasers ignore all skill levels and roll a single attack die (see COMBAT CHARTS)

### 16. COMBAT CHARTS

skill:	s	g	c	m	a	b	-	a	g	c	m	a	b
RANGE:	+S	+G	+C	+M	.	.	-	-S	.	-C	.	.	.
CLOSE:	.	+G	+C	+M	+A	.	-	.	.	-C	-M	-A	.
BOARD:	.	.	.	+M	+A	+B	-	.	.	.	-M	-A	-B
RAM:	.	.	.	.	.	.	-	.	.	.	.	.	.

### Skills:

**s** SEA  
**g** GUN  
**c** CMD  
**m** MOR  
**a** AIM  
**b** BRD

**+** Add attacker's positive skill level  
**-** Add target's negative skill level  
**.** Ignore this skill level

If the number of attack dice results in zero (0) then use 1 attack die.

### 17. HEAVY BROADSIDE

Same as a broadside except add 1 additional attack die.

effect until all ships have attacked. Start from top to bottom and work from left to right on the engagement log conducting attacks. After a ship attacks flip the engagement token over tails-up to indicate that it has fired.

After all attacks are completed transfer the damage from the pending log to the damage log.

## 14 Tactical Advantage

Roll a white die, the enemy rolls a red die. Adjust the roll either positive or negative by adding the following skill levels: Add or subtract your SEAMANSHIP & COMMAND AUTHORITY levels to the white die. Add or subtract the enemy's SEAMANSHIP & COMMAND AUTHORITY levels to the red die.

Subtract 1 for every broken mast from the white die. Subtract 1 for every enemy broken mast from the red die. To determine TACT subtract the resulting red die total from the resulting white die total.

TACT	POSITION
-	Broadside
0	Bows-On
1-4	Heavy Broadside
5+	Rake the Bow

### 15. BOW-CHASERS

Applies only when POSITION is Bows-On or Rake the Bow.

## Number Of Attack Dice

Starting Number of Attack Dice = Ship Class Modify Number of Attack Dice According to the Chart below: Attacker vs Target

### 18. FIRE! Chasers, Long Guns & Carronades

HIT starts out at zero (0) Roll the number of attack dice.

Attack	Result
1	+1 HIT
2-6	Miss

Add the results of all attack rolls, and modify HIT accordingly.

### 19. ACCURACY

Applies to long range attacks only. The number of accuracy dice is determined by the range. Reduce the number of accuracy dice required by the attacker's GUNNERY skill level.

If the number of accuracy dice is less than one (1) then use a single accuracy die. Accuracy Result

D6	Result
1,2	Missed Target (-1 HIT)
4-6	Accuracy OK, No Change.

20. MUSKETS ON THE FIGHTING TOP (poor aim)  
Applies to short range attacks only and when AIM is less than zero (0) For every negative AIM level on your ship your enemy rolls a die for you:

D6	Result
1	Missed Target (-1 HIT)
5-6	Aim OK, No Change.

D6	Result
1,2	Went as Planned , No Change
3,4	-1 GUN skill level
5,6	-1 Skill level, roll for skill (see SKILL TABLE)

23. DAMAGE DISTRIBUTION  
All remaining HIT points are converted to DAMAGE.

	1	2	3	4	5	6
LONG:	H	H	S	S	R	x
SHORT:	H	H	S	S	R	R
BOARD:	S	S	S	S	R	R (defender)

**H** HULL DAMAGE, **S**=SKILL ROLL (-1 LEVEL), **R**=RIG (BROKEN MASTS), **x** = MISSED (NO DAMAGE)  
24. HEATED SHOT

D6	Result
1	Ignites Fire (place a fire token on the target ship)
2-6	No fire started, No Change.

25. GRAPESHOT & CANNISTER  
For every point of DAMAGE that reduced one of your

D6	Result
1	Lose another skill level
2-6	Grapeshot & Cannister had no secondary effects.

26. GRAPPLING (boarding nets & pikes)  
If you are already grappled goto step 27. Grapple tokens are pennies in the grapple boxes on the engagement & position log. Neither ship can have moved this

D6	Result
1-4	Successful (add a grapple token to the target ship)
5,6	Failed to Grapple, No Change.

27. REPEL ATTACK/UN-GRAPPLE (muskets, axes & grapeshot)

D6	Result
1,2	Successful (remove the grapple token)
3-6	Failed

21. INEXPERIENCED & INEPT GUN CREWS (mis-loaded guns, overloaded grapeshot)  
For every negative GUN level on your ship your enemy rolls a die for you: 1,2 Crew manages to render its own gun ineffective (-1 HIT) 4-6 Gun Crew Performed Adequately, No Change.

22. BLUNDERS (locks fail, naval bolt breaks, canon bursts)  
Roll a single die for each ship that fires a shot.

D6	Result
1	Blunder (-1 HIT & roll a blunder die)
5-6	No Blunders, No Change

Blunder Result

Damage Die

	1	2	3	4	5	6
BOARD:	S	S	S	S	S	S (attacker)
RAM:	H	H	S	S	S	S
BURN:	H	H	S	S	S	R

When either side's ship #1 cannons fire roll a fire die per DAMAGE point.

skill levels roll:

turn.

Your ship must be engaged with the target at short range.

28. BOARD (pistols, cutlasses & knives)

Boarding occurs if a ship that was grappled at the start of the turn fails to ungrapple. Players continue to attack each other simultaneously using boarding COMBAT CHARTS. Fight until a ship's BOARDING skill is as negative as its ship class is positive (limit 3).

If the target ship lost it is captured. If the attacker lost, hand-to-hand combat is now over. Remove all grapple tokens.

29. CAPTURED SHIPS

If any ships were captured: Remove all tokens & the ship tile. Add a token (penny) tails-up in

Sunk/Captured box on the position & engagement log.

**End Of Turn Sequence**

Goto step 1... begin a new turn.





# Masters Of Europe

## Introduction

Board game for 3-6+ players. Theme: Balance of Power in Early Modern Europe.

## Victory

The game ends when 1 or more players goes over 100 Victory Chips. The winner is the player with the

Country:	Notes:
England	Major
France	Major
Spain	Major
Prussia	Major
Austria	Major
Italy	Major
Netherlands	Major
Russia	Minor

Each Country must be large enough to hold several stacks of Tokens and Cubes.

## Control Tokens

Each player has a set of Control Tokens (CT) of a unique Color.

## Victory Chips

Players share a common set of Victory Chips. Use Poker Chips.

## Industry Cubes

Players share a common set of Industry Cubes. The cubes are all the same color.

## The Master Deck

Players share a common deck. There are 3 types of cards: Country Cards Number Cards Action Cards

## Leader Token

The player in possession of the Leader Token goes first each turn. Play proceeds clockwise. This is referred to as Initiative Order.

## Setup

Players roll high on 1D6 to determine who gets the Leader Token. Each Player places 10 of his Control

most Victory Chips. If tied, the tied player who controls the most Countries wins.

If still tied settle it by Arm Wrestling.

## The Map

A Map is required showing the following countries:

Country:	Notes:
Sweden	Minor
Norway	Minor
Denmark	Minor
Belgium	Minor
Portugal	Minor
Poland	Minor
Hungary	Minor

Tokens onto Countries on the Map. In Initiative Order players take turns placing one Token at a Time.

A player cannot place more than 5 Tokens in a single Country.

## Round Sequence

Each Round has 5 Phases:

1. Draw Phase
2. Trade Phase
3. Action Phase
4. Score Phase
5. End Phase

## Draw Phase

Each player draws 6 Cards from the Master deck. If the deck runs out, shuffle the discard and draw from it.

## Trade Phase

Players may freely trade Cards and Victory Chips.

## Action Phase

In Initiative Order Players take turns. Each player gets 1 Turn during this phase. During his turn a player may make 1 or more Melds.

A Meld must contain 1 Country Card, 1 Action Card, and 1 Number Card. The effect of the Meld is based on the Action Card: In all cases X = the value of the Number Card. Control Tokens = CT If you have the most CT on a Country you are said to control it.



If there is a tie for most, no one controls it. All Meld cards are discarded.

### War Meld

Remove X enemy CT from that Country. Put X of your own CT onto that Country.

### Marriage Meld

Add X CT onto that Country. It must be a Country you do not control. Immediately earn X Victory Chips.

### Royalty Meld

Add X CT to that Country. Draw 1 Card.

### Industry Meld

Add X Industry Cubes onto that Country. Immediately earn X Victory Chips.

### Treaty Meld

Move up to X CT to or from that Country to or from any other Country. After Moving Tokens, you may draw 2 Cards and discard 1 Card.

### Revolution Meld

Remove X CT from that Country. The CT must be from the player that controls that Country. Steal X Victory Chips from that Player.

### Master Deck Card List

Name:	Type	#	Notes:
England	M	3	
France	M	3	
Spain	M	3	
Prussia	M	3	
Austria	M	3	
Italy	M	3	
Netherlands	M	3	
Major Power	M	2	Any Major Country
Minor Power	O	1	Any Minor Country
Russia	O	1	
Sweden	O	1	
Norway	O	1	
Denmark	O	1	
Belgium	O	1	
Portugal	O	1	

### Absolutism Meld

Remove X CT from that Country. The CT must be from a player that does not control that Country. That player loses X Victory Chips.

### Alliance Meld

Play 2 Country Cards. You must already have CT in at least one of those Countries. Put X CT onto Both Countries.

### Score Phase

Go through all the Countries one at a time. The player that controls the country gets Victory Chips equal to X + the number of Industry Cubes in that Country.

**X** 5 for a Major Country

**X** 2 for a Minor Country

### End Phase

Max hand size is 4 cards. Discard excess cards. The Leader passes the Leader Token to the player on his left.

### Master Card List Notation

**M** Major Country Cards

**O** Minor Country Cards

**N** Number Cards

**A** Action Cards

**#** Copies of that card in the Deck

Name:	Type	#	Notes:
Poland	O	1	
Hungary	O	1	
War	A	4	
Marriage	A	4	
Treaty	A	4	
Royalty	A	4	
Industry	A	4	
Revolution	A	4	
Absolutism	A	4	
Alliance	A	4	
One	N	8	
Two	N	8	
Three	N	8	
Four	N	8	





# Masters Of India

## Introduction

Card game for 2-4 players. India circa 1700's Each player controls a European power that has Colonial ambitions in India.

## The Colonial Powers

Each player must pick as his identity one of the 4 Powers: Portuguese, Dutch, English, French All players must be of a different power.

## Victory

The player with the most Raj Tokens at the end of the game wins.

## End Of Game

The game ends after 10 rounds.

## Rounds

During a Round , each player gets 1 turn. Players take turns in the following order within a round:

1. Portuguese
2. Dutch
3. English
4. French

## Raj Tokens

Players share a common set of Raj Tokens. There are an unlimited number of Raj Tokens.

## Province Tokens

Players share a common set of Province Tokens. There are exactly 12 Province Tokens. Province Tokens can be either owned by a player or they can be Neutral, not owned by any player.

A player may have zero Province Tokens and still be in the game.

## The Empire Deck

Players share a common deck.

## Setup

Players select their Nationalities. Each player starts with zero Province Tokens.

## Turn Sequence

Players take turns as described in the "Rounds" Section. Each turn has 7 Phases:

1. Opportunity Phase
2. Uprising Phase
3. Expansion Phase
4. Submission Phase
5. Contest Phase
6. Trade Phase
7. Colonial Phase

## Opportunity Phase

Each player fills their hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

## Uprising Phase

Each of your opponents in turn may play (discard) an Uprising card. To negate an uprising card you must discard a Leader, Diplomacy, Native Ally, or Colonial Army card. If you do not negate an uprising, one of your Provinces becomes Neutral.

## Expansion Phase

You may discard Empire cards from your hand. For each such card you discard, draw 2 cards from the deck.

## Submission Phase

You may capture a Neutral Territory by playing (discarding) 1 Sea Power card and either 1 Colonial Army or Diplomacy or Leader card.

## Contest Phase

You may attempt to capture a Territory controlled by an Opponent. Declare your target Opponent. Your opponent may negate your attempt by playing a Diplomacy card.

If not negated the attempt continues: First both players starting with the current player must take turns Playing Sea Power Cards. If the current player plays more cards, the Attempt may continue to the next phase, otherwise the attempt fails. Second (if the current player had greater Sea Power), both players Starting with the current player, may play Colonial Army and Native Ally cards. The player who plays the most cards wins.

If one side plays a Colonial Army card, and the other side does not, the side that played the Army card automatically wins. If the current player wins, he may



take 1 Province card from his opponent Discard all played cards.

## Trade Phase

Gain 1 Raj Token for each Province Token you control. Play (Discard) Trade cards for 1 Raj Token each. You cannot discard more Trade cards than Provinces you own.

## Colonial Phase

The current player may discard up to 2 cards from his hand. Max hand size is 7 cards. Discard excess

cards.

## Card List Notation

**S** Sea Power  
**C** Colonial Army  
**L** Leader  
**D** Diplomacy  
**E** Empire  
**N** Native Ally  
**T** Trade  
**U** Uprising

## The Empire Deck

Card Name:	#	Type	Note
Navy	5	S	
Fleet	5	S	
European Troops	5	C	
Sepoys	5	C/N	
General	1	L/C	
Admiral	1	L/S	
Governor	1	L/D	
Explorer	1	L/E	
Balance of Power	1	D	
Nabobism	1	D	
Treaties	1	D	
Threats	1	D	
Promises	1	D	
Strategy	1	E	
European Wars	1	E	
Arrogance	1	E	
Ambition	1	E	
Native Ally	5	N	
Muslim Revolts	1	U	

Card Name:	#	Type	Note
Mughal Armies	1	U	
Hindu Guerillas	1	U	
Maratha Raids	1	U	
Nawab Rebellion	1	U	
Albuquerque	1	L/E	Portuguese Only
Clive	1	L/C	English Only
Dupliex	1	L/D	French Only
Spice Trade	1	T	Dutch Only
Bay of Bengal	1	T/S	
Arabian Sea	1	T/S	
Indian Ocean	1	T/S	
Triangular Trade	1	T	
Trading Company	1	T	
Merchants	1	T	
Greed	1	T/E	
Plunder	1	T/E	
Trade Route	1	T	
Factories	1	T	

## Optional Colonial Powers Special Abilities

Each European Power has its own special power:

### Portuguese

The Portuguese start the game controlling 3 Provinces.

### Dutch

The Dutch can discard as many cards as they like in their Colonial Phase. The Dutch get 2 Raj Tokens

for every Trade card they discard in Trade Phase.

### English

The English draw 2 extra cards on their turn in Opportunity Phase.

### French

The French earn 1 Raj Token immediately every time they Capture a Province Token.





# Mississippi Run

## Introduction

Card game for 2-4+ players. Theme: Commerce on the Mississippi River Basin using Riverboats in the early 19th Century.

## Victory

The first player to make 25 points is the winner.

## The Deck

Players share a common deck. There are 4 types of cards:

- Cargo Cards
- Tributary Cards
- Boat Cards
- Event Cards

The Deck is face-down, the discard is face-up.

## Setup

Each player is dealt a hand of 8 cards.

## Turn Sequence

Players take turns. Each turn has 4 phases:

1. Pilot Phase
2. Event Phase
3. Trade Phase
4. River Phase

## Pilot Phase

Draw the top card of the deck and put it in your hand or take the Top card of the discard pile and put it

in your hand. If the deck runs out, shuffle the discard and draw from it.

## Event Phase

You may play (discard) 1 Event card.

## Trade Phase

You may make (discard) a Meld. A Meld must consist of 3 things:

1. Two Boat Cards of the same kind.
2. Any Two Tributary cards.
3. One or more Cargo cards of the same kind.

The Riverboat card is a Wild card and can be used as any other type of boat card.

- A Meld scores 1 Point if it has 1 Cargo card.
- A Meld scores 3 Points if it has 2 Cargo cards.
- A Meld scores 6 Points if it has 3 Cargo cards.
- A Meld scores 10 Points if it has 4 Cargo cards.

## River Phase

Fill your hand to 8 cards from the deck. If there are more than 8 cards in your hand discard the excess.

## Card List Notation

- C** Cargo Cards  
**T** Tributary Cards  
**B** Boat Cards  
**E** Event Cards  
**#** Number of Copies of card in Deck

## Card List

Name:	Type	#	Note
Salt	C	4	
Sugar Hogsheads	C	4	
Flour Sacks	C	4	
Passengers	C	4	
Coffee	C	4	
Cotton Bales	C	4	
Beaver Pelts	C	4	
Molasses Barrels	C	4	
Poultry	C	4	
Whiskey	C	4	
Flat Boat	B	4	

Name:	Type	#	Note
Keel Boat	B	4	
Side Wheeler	B	4	
Stern Wheeler	B	4	
River Boat	B	4	
Big Black River	T	1	
Yazoo River	T	1	
Red River	T	1	
White River	T	1	
Arkansas River	T	1	
Ohio River	T	1	
Big Muddy River	T	1	
Kaskaskia River	T	1	
Missouri River	T	1	
Illinois River	T	1	
Des Moines River	T	1	
Skunk River	T	1	
Iowa River	T	1	
Rock River	T	1	
Maquoketa River	T	1	
Wisconsin River	T	1	
Chippewa River	T	1	
St. Croix River	T	1	
Minnesota River	T	1	
Crow River	T	1	
Riverboat Pilot	E	1	Draw 2 cards from the deck
Boiler Explosion	E	1	Opponent must discard hand
Sandbars	E	1	Opponent skips his next turn
Snag	E	1	Opponent discards 1 Random Card

## Optional Rules

Huckleberry Finn: 8 Tributary cards (4 Points)

## Special Melds

Players may make only 1 of each Special Meld per game. Mississippi Queen: 8 Boat cards (4 Points)





# Mughal

## Introduction

Card game for 2-4+ players. Theme: The Mughal (Mogul, Moghul) Empire (India 1526 - 1712)

## Victory

The player with the most VT (Victory Tokens) at the end of the game wins.

## Emperor Card Usage Chart

Turn	Name:	Emperor Card:	Age:
1	Babur the Tiger	7 for Military	Early
2	Humayun	3 for Any	Early
3	Akbar the Great	5 for Building or Military	Middle
4	Jahangir	3 for Any	Middle
5	Jahan	7 for Building	Late
6	Alamgir	5 for Culture or Military	Late
7	Bahadur	3 for Any	Late

## Middle And Late Cards

These types of cards are kept out of the deck at the beginning of the game. When turn 3 starts, shuffle the Middle cards into the deck along with the discard. When turn 5 starts, shuffle the Late cards into the deck along with the discard.

## Victory

Players share a common set of Victory Tokens (VT).

## Turn Sequence

Each turn has 5 Phases:

1. Destiny Phase
2. Fate Phase
3. Action Phase
4. Scoring Phase
5. End Phase

## Destiny Phase

Each player is dealt 2 cards face up. All players can see them. If the deck ever runs out, shuffle the discard and draw from it.

## Fate Phase

Each player is dealt a hand of 5 cards. These are "face-down", only the owning player can see them.

## Game Length

The game lasts 7 Turns. Each turn represents the reign of one Emperor:

## Action Phase

There are 2 Steps: Step 1 - Each player selects one card from their hand and places it face up on the table in front of them. Step 2 - Players then pass their hand to the next player. (on odd turns the next player is to the left, on even turns, to the right) Repeat steps 1 and 2 until all cards are played to the table. Each player should have 7 cards face up in front of them.

## Scoring Phase

Each card has a Suite and a Level. The Suites are: Military, Building, Culture, and Wealth. For each suite each player adds up the levels of all their cards in that suite.

The player with the highest total level in a Suite gets 2 Victory Tokens. If 2 or more players tie for highest, each one gets 1 VT. If you have cards from all 4 Suites gain 2 VT.

## End Phase

All cards played this turn go to the discard.

## Disaster Cards

Getting stuck with disaster cards will hurt you in scoring phase because they provide no suite and no level bonuses.

## Card List Notation

**M** Military

**B** Building**C** Culture**W** Wealth**D** Disaster

A Card with 2 Types listed can be used for either or.

Unique = Remove card from game at end of Turn it is used. Middle = Can only be used in Middle and Late Ages

**Late** Can only be used in the Late Age**Common Deck Card List**

Name	Type	Level	Notes:
Emperor	X	X	Wild Card. See Usage Chart
Taj Mahal	B	10	Unique Late
Jama Masjid	B	9	Unique Late
Red Fort	B	8	Unique Late
Jahangir Mausoleum	B	7	Unique Late
Shalimar Gardens	B	6	Unique Late
Lahore Fort	B	6	Unique Middle
Tomb of Humayun	B	6	Unique Middle
Fatehpur Sikri Complex	B	8	Unique Middle
Babri Mosque	B	5	Unique
Elegant Architecture	B	5	-
Monuments	B	4	-
Engineering	B	4	-
Mosques	B	4	-
Observatories	B	3	-
Water Gardens	B	3	-
Gateways	B	3	-
Fortresses	BM	2	-
Extravagance	BW	2	-
Palaces	B	4	-
Art	BC	2	-
Unified Empire	M	7	-
Expansion	M	6	-
Restoration	M	4	-
Timurid Ancestry	MC	2	Unique
Desert Warriors	MC	2	Unique
Descendants of Genghis Khan	M	7	Unique
Descendants of Timur	M	7	Unique
Defeat Rebel Factions	M	5	-
Defeat Hindu Rajputs	M	5	-
Defeat Afghans	M	5	-
Conquer Sultanates	M	6	-
Great Siege	M	6	-
Battle of Panipat	M	7	Unique
Alliances	M	3	-
Rockets & Mortars	M	3	-
Skilled Horsemen	M	4	-
Armored Elephants	M	4	-
Horse Archers	M	5	-
Composite Bows	M	4	-
Matchlocks	M	4	-
Field Artillery	M	5	-
Bronze Cannons	M	5	-
Military Genius	M	6	-

Name	Type	Level	Notes:
Damascus Steel	MW	2	-
Arms Manufacturing	MW	2	-
Religious Tolerance	C	7	Unique
Illustrious Ruler	C	7	-
Marry Rajput Princess	C	6	Unique
Persian Influence	C	5	Unique
Chagatai & Urdu Languages	C	3	-
Turko-Mongol Practices	C	4	Unique
Indo-Persian Culture	C	5	-
Syncretic Philosophy	C	3	Middle
Legendary Harem	C	5	-
Literature	C	4	-
Polo Matches	C	3	-
Miniatures & Murals	C	3	-
Mosaics	C	3	-
Patronage	C	4	-
Astronomy & Astrology	C	3	-
Muslim Faith	C	4	-
Cultural Flowering	C	4	-
Theological Debates	C	3	Middle
Empress Noor Jahan	C	3	Unique Middle
Fatawa-e-Alamgiri	C	6	Unique Late
Wise Ruler	CW	2	-
Political Stability	CW	2	-
Golconda	W	7	Late
Diamond Mines	W	7	-
Gems & Jewels	W	5	-
Precious Stones	W	5	-
City of Delhi	W	6	-
Vast Empire	W	6	Middle
City of Agra	W	5	-
Taxes	W	4	-
Portuguese Trade	W	4	-
Fabled Riches	W	5	-
Peacock Throne	W	7	Late
Koh-I-Noor Diamond	W	7	Late
Centralized Administration	W	5	-
Efficient Bureaucracy	W	3	-
Spices	W	5	-
Silk	W	4	-
Cotton	W	3	-
Opium	W	3	-
Suri Dynasty	D	-	Unique
Deposed by Usurper	D	-	-
Nawab Insurrections	D	-	Late
Rise of the Marathas	D	-	Late
Poison, Exile & Imprisonment	D	-	-
Civil War	D	-	-
Wars of Succession	D	-	-
Rise of the Sikhs	D	-	Late
Religious Intolerance	D	-	-
British East India Company	D	-	Middle





# Musketeer Skirmish

## Introduction

Board & card game for 2 players. Melee between the 3 musketeers and a handful of the Cardinal's bodyguards. Abstract skirmish level combat.

Each figure (unit) represents a single man.

## Victory

Eliminate your opponents completely.

## The Map

Use an 8x8 chessboard.

## The Men

Use chits or miniatures to represent men.

## Musketeer Unit Stat Table

#	Type:	Hits	Actions
1	Athos	3	3
1	Porthos	3	3
1	Aramis	3	3
1	D'Artagnon	3	3

# Number of that type of man you start the game with.

**Hits** Number of Hits that type of unit has.

Actions = Max number of attacks, moves, and defenses a unit can make per turn.

## Cardinals Guard Unit Stat Table

#	Type:	Hits	Actions
1	Captain	2	2
10	Guard	1	1

# Number of that type of man you start the game with.

**Hits** Number of Hits that type of unit has.

Actions = Max number of attacks, moves, and defenses a unit can make per turn.

## Setup

Each player places one unit on each square of his back row. Units may not stack.

## Card List

## The Cards

Players share a common deck.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Luck Phase
2. Move Phase
3. Fight Phase

## Luck Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

## Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

## Fight Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Each attack does one point of damage. Use Chits or coins to record damage.

A man reduced to 0 Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

## Card List Notation

**M** Movement

**A** Attack

**D** Defense

**X** Special card

**Y** Draw 2 cards

**Z** Opponent must discard 2 random cards

# Number of that card in the Deck



Card Name:	Type	Range	#	Notes
Walk	M	1	8	
Run	M	2	6	
Sprint	M	3	4	
Charge	M	4	4	
Swing on Rope	M	K	2	
Parry	D	-	1	
Block	D	-	1	
Dodge	D	-	1	
Leap	D	-	1	
Duck	D	-	1	
Disarm	D	-	1	
Break Sword	D	-	1	
Hold in Check	D	-	1	
Diversion	D	-	1	
Cloak	D	-	1	
Crossed Swords	D	-	1	
Bystander	D	-	1	
Intimidate	D	-	1	
Spring Back	D	-	1	
Confuse	D	-	1	
Intervening Furniture	D	-	1	
Swing Torch	D	-	1	
Cut	A	1	1	
Overpower	A	1	1	
Pistol	A	3	1	
Musket	A	4	1	
Main Gauche Dagger	A	1	1	
Poniard	A	1	1	
Rapier	A	1	1	
Epee	A	1	1	
Foil	A	1	1	
Energetic Attack	A	1	1	
Desperate Lunge	A	2	1	
Terrible Thrust	A	2	1	
Rapier	A	1	1	
Trip	A	1	1	
Push	A	1	1	
Impale	A	1	1	
Stab	A	1	1	
Throw Impliment	A	2	1	
Falling Object	A	2	1	
Bludgeon	A	1	1	
Wound Repeatedly	A	1	1	
Wound Grievously	A	1	1	
Run Through	A	1	1	
Skewer	A	1	1	
Taste of Steel	A	1	1	
Pike	A	2	1	
Fine Blade	A	1	1	
Coup de Grace	A	1	1	Only vs man with 1 hit left

Card Name:	Type	Range	#	Notes
Panicked Retreat	A	1	1	Only vs man with 1 hit left
Set to Flight	A	1	1	Only vs man with 1 hit left
Flee the Field	A	1	1	Only vs man with 1 hit left
The Kings Guard	X	-	1	Guards only*
Feint	X	-	1	Look at opponents hand
En Guard	Y	-	1	
One for All	Y	-	1	Musketeers only
All for One	Y	-	1	Musketeers only
Taunt	Z	-	1	
Weapon Stuck	Z	-	1	

\* Gain one Guard who starts in your back row.





# Muskets

## Introduction

Simple Card Game for 2 players. Simulates a fight between 2 Napoleonic armies. Easy to make: Only 10 card types.

## Victory

Reduce your opponent to zero Morale.

## The Deck

Players share a Common deck. 10 card types x 4 = 40 card deck. There are 4 copies of each card type described in the Card List.

## Morale

Each player starts with 20 Morale. Use coins or dice or tokens to keep track of Morale.

## Setup

Each Player is dealt a hand of 7 cards.

## Turn Sequence

Players take turns. Each turn has 10 Phases:

1. Reserves Phase
2. Battle Plan Phase
3. Deploy Phase
4. Battery Phase
5. Bombardment Phase
6. Flanking Phase
7. Fire Phase
8. Casualty Phase
9. Charge Phase
10. Rally Phase

## Reserves Phase

Draw 2 cards. If the deck runs out, shuffle the discard & draw from it.

## Battle Plan Phase

You may play (discard) a General card to draw 2 cards.

## Deploy Phase

You may put one or more Infantry cards into play. The cards are placed face up in front of you. If you put a Light Infantry card into play you Scout the Opponents Positions, and may look at his hand.

## Battery Phase

You may play (discard) a Cannon card to cause One of your opponents Infantry cards in play to be discarded. Your opponent may play (discard) an "Aim" card to form an Open Formation, and negate your Cannon card.

## Bombardment Phase

You may play (discard) a Cannon card to cause your Opponent to Lose 3 Morale Points.

## Flanking Phase

You may play (discard) a Cavalry card to cause your opponent to discarded two random cards from his hand. Your opponent may play (discard) a "Ready" card to Form an Infantry Square, and negate your Cavalry card.

## Fire Phase

You may give a Fire Order. A fire order requires you to play (discard) a three card combination of The cards: Ready, Aim, and Fire. A General card can substitute for any one of these 3 cards.

## Casualty Phase

If you gave a Fire Order, all of your Infantry in play fire the Muskets. Note that each Infantry has a Force rating. Add up the Force of all of your Infantry in play.

Your opponent discards Infantry cards with an equal or greater Force total. If your force total is still higher after all of his infantry is discarded, his Morale total is reduced by the difference.

## Charge Phase

You may play (discard) a Fire card to cause all of your Infantry to make a Bayonet Charge. Casualties inflicted are handled as in Casualty Phase. All of your own charging Infantry are also discarded.

## Rally Phase

You may play (discard) a General card to gain 3 Morale points. Maximum hand size is 7 cards. Discard excess cards.

**Card List**

Card Name:	Notes: (There are 4 copies of each card in the deck)
General	Used in Battle Plan, Fire, & Rally Phase
Cannon	Used in Battery & Bombardment Phase
Cavalry	Used in Flanking Phase
Light Infantry	Force = 4
Line Infantry	Force = 5
Grenadier Infantry	Force = 6
Guard Infantry	Force = 7
Ready	Use in Fire & Flanking Phase
Aim	Use in Fire & Battery Phase
Fire	Use in Fire & Charge Phase





# Napoleonic Empire

## Introduction

Two player strategic war game set in the Napoleonic era. One player controls France & Napoleon. The other player controls the Allies.

The allies include England, Russia, Prussia, and

Austria.

## The Map

A map of Europe will be required showing the borders between the following countries, circa 1800 AD:

Country:	Connected to:
France	Spain, Holland, Rhineland, Switzerland, Italy
England	Controls the Seas. Access to all except Warsaw and Switzerland
Russia	Prussia, Warsaw, Sweden, Austria, Ottoman Empire
Austria	Rhineland, Prussia, Russia, Warsaw, Ottoman Empire
Prussia	Rhineland, Austria, Russia, Warsaw,
Holland	Denmark, Rhineland, France
Sweden	Denmark, Russia
Denmark	Holland, Rhineland
Spain	France, Portugal
Portugal	Spain
Confederation of the Rhine (Rhineland)	Switzerland, Italy, France, Holland, Denmark, Prussia, Austria
Kingdom of Italy (Italy)	Rhineland, Switzerland, Naples, Austria
Kingdom of Naples (Naples)	Italy, Egypt
Switzerland	Rhineland, Italy, France
Duchy of Warsaw (Warsaw)	Prussia, Russia, Austria
Egypt	Naples, Ottoman Empire
Ottoman Empire	Russia, Egypt (The Ottoman Empire may not be entered)

## Armies

Armies are represented by counters. There are only two types of counters: French armies & Ally armies. Each side has 80 counters.

A country may have zero, one, or more armies in it.

- England
- Russia
- Austria
- Prussia

## French Setup

The French Empire begins with 20 armies located in France. France begins with 4 armies in the Confederation of the Rhine (Rhineland) France begins with 2 armies in each of the following countries:

- Holland
- Denmark
- Spain
- Portugal
- Kingdom of Italy (Italy)
- Kingdom of Naples (Naples)
- Switzerland
- Egypt

## Allies Setup

The Allies begin with 10 armies located in each of the following countries:

## Turn Sequence

Players take turns. The French player goes first. Each turn is composed of 4 phases:

- Draw Phase
- Move Phase
- Attack Phase
- Reinforcements Phase

## Draw Phase

Draw 2 cards from the Deck. You may have a maximum of 7 cards in your hand. Excess cards must be discarded face down into the discard pile.

If the deck runs out, shuffle the discard pile and continue drawing from it.

## Move Phase

Armies may move from one country to any adjacent country. Armies may be moved into countries occupied by enemy armies. An army may move only once per turn.

Armies in England may be moved to any non-landlocked country. The French player may never move armies into England. The powerful English Navy made the possibility of a French attack impossible.

Allied Armies cannot be moved back to England.

## Attack Phase

If enemy armies occupy the same country there will be a battle. Each army has a Force = 1. If a player has a card that influences a battle at that country, he may play it.

The card gives a Force bonus to either the French or the Allies. The defender has a Force bonus +1 Each side rolls 1D6 and adds this to their Force. The side with the higher modified force total wins.

The winning side takes casualties =  $1D6 \times 10\%$ . (Round Down) The winner cannot take more casualties

Country:	Reinforcements:
France	4
England	3
Russia	3
Austria	2

Sweden 1

Spain	1
Portugal	1
Rhineland	2
Italy	1
Naples	1

Ottoman Empire 0 France can never receive reinforcements from Prussia, Russia, or Austria.

## Card List

Card Name:	Notes:
Toulon	France: French +4
Italian Campaign	Italy or Naples: French +2
Battle of the Nile	Egypt: Allies +3
Austerlitz	Austria: French +3
Jena	Prussia: French +4
Friedland	Russia: French +4
Balance of Power	Allies gain 2 rebel armies in Reinforcement phase
Louisiana Purchase	France gains 2 armies in Reinforcement phase
Trafalgar	France: Allies +2

than the loser had armies x2. The defeated side takes  $2D6 \times 10\%$  casualties, and must retreat the surviving armies to an adjacent friendly territory, or they are destroyed.

## Casualty Calculation Example

Lets say you won the battle and you had 10 armies to start with. Roll 1D6. Lets say you rolled a 4.

**4 X 10% = 40%.**

40% of 10 is 4 so you lose 4 armies. The loser had 6 armies. He rolls 2D6. He gets an 11. Thats 110% so all of his armies are destroyed.

## Reinforcements Phase

If you have one or more armies in a country, and your opponent has none, you control it. During this phase place a number of your armies onto each country you control equal to the Reinforcement value of the country as given by the table below:

Country:	Reinforcements:
Prussia	2
Holland	1
Denmark	1

Spain	1
Switzerland	1
Warsaw	1
Egypt	1

## Nationalist Movements

During Reinforcements phase the allies may place an additional 2 rebel armies in any one of the following countries: Spain, Portugal, Prussia, Russia, or Austria This may be done even if France occupies the country.

Card Name:	Notes:
Continental System	France & England receive 2 less reinforcements per turn for rest of game
Peninsular War	Spain or Portugal: Allies +2
General Winter	Russia: Allies +4
Battle of Nations	Rhineland: Allies +5
Battle of Waterloo	Holland: Allies +4
Admiral Horatio Nelson	Anywhere: Allies +2
Duke of Wellington	Anywhere: Allies +2
Czar Alexander I	The Allies may take an extra turn without reinforcements
King Frederick III	The Allies may take an extra turn without reinforcements
Prince Metternich	The Allies may take an extra turn without reinforcements
Son of the Revolution	The French may take an extra turn without reinforcements
Louis Berthier	The French may take an extra turn without reinforcements
A Man of Destiny	The French may take an extra turn without reinforcements
The Little Corporal	Anywhere: French +1
Artillery Tactics	Anywhere: French +1
Josephine	The French may not move this turn
Treaty of Tilsit	The Allies may not move this turn
Wiff of Grapeshot	The French player may draw 2 cards
Scorched-earth Policy	Russia: Allies +3
Gebhard von Blucher	Anywhere: Allies +1
Conscription	France gains 2 armies in Reinforcement phase
Proclamation of Empire	The French player may draw 3 cards
Nation of Shopkeepers	The Allied player may draw 3 cards

When a card is played, it is discarded.

tal countries at the end of their turn.

## Victory

The Allies win if they control France at the end of their turn. The French win if they control all continen-

## Game Designers Notes

To make it a multiplayer game, the major countries of the Allies can be divvied up.





# *Napoleonic Solitaire*

## **Introduction**

Solitaire card game. Unique Deck. Something to pass the time for the casual Grognard.

## **The Deck**

The Deck has 42 cards There are 4 Suites:

1. Light Infantry
2. Line Infantry
3. Cavalry
4. Artillery

Each suite has cards with Strength values from 1 to 10. There are 2 General cards.

## **Discard & Capture Pile**

As the game progresses, cards will go from the Decks into either the Discard or the Capture Pile. Cards in the Capture Pile count for victory conditions.

## **Dice**

A six sider is needed.

## **Unit Type Bonuses**

These bonuses apply to Melee Phase:

- Light Infantry is +2 vs Artillery & Line Infantry
- Line Infantry is +4 vs Cavalry
- Cavalry is +2 vs Light Infantry & Artillery
- Artillery is +4 vs Line Infantry

## **Setup**

Divide the deck into 2 halves. Each half has 1 General & 20 random cards. One half-deck is the Enemy, the other is the Allies.

## **Turn Sequence**

1. Luck Phase
2. Deploy Phase
3. Piquet Phase
4. Bombard Phase
5. Enemy Phase
6. Cavalry Phase
7. Volley Phase
8. Melee Phase

## **Luck Phase**

Roll 1D6. This is X.

## **Deploy Phase**

Draw X+1 cards from the Ally Deck. You may place 1 of these cards on the bottom of your deck and draw another.

## **Piquet Phase**

You may shuffle a Light Infantry Card from your hand back into the Ally deck to look at the next 1D6 cards in the Enemy Deck. You may then place them back as you found them, or shuffle the enemy deck.

## **Bombard Phase**

You may discard an Artillery card from your hand to give all enemy cards this turn -2, down to a Minimum of 1.

## **Enemy Phase**

Turn over the top X+1 cards of the Enemy deck.

## **Cavalry Phase**

You may discard 1 Cavalry Unit to capture 2 or more target Enemy cards if their combined values are less than that of the Cavalry card.

## **Volley Phase**

If you have more Line Infantry cards in play than the enemy you may capture the lowest value opposing enemy Line Infantry Card.

## **Melee Phase**

Discard an ally card to capture an Enemy card of equal or less strength. You may combine 2 or more cards to capture a single enemy card. The Allied General can capture any card.

The Enemy General cannot be captured & gives all enemy cards played with it +4. After all possible captures are made, discard all remaining cards in play.

## **End Game**

The game ends on the end of the turn when either of the decks run out. Play out the hand. Count up the number of Enemy cards you captured; this is your Score.



## Victory

- Minor Victory: Capture 10 cards
- Major Victory: Capture 15 cards
- Total Victory: Capture 20 cards

## Card List Notation

- I** Line Infantry
- L** Light Infantry
- C** Cavalry
- A** Artillery
- G** General

## Card List

Card Name: Type: Strength

- Grenadiers I7
- Musketeers I5
- Old Guard I10
- Young Guard I6
- Sappers I1
- Gendarmes I2
- Grognards I9
- Fusiliers I3
- Highlanders I8
- Troopers I4
- Riflemen L10
- Partisans L3
- Legere L7
- Voltigeurs L6
- Skirmishers L4
- Landwehr L2
- Cacadores L8
- Militia L1
- Scouts L5
- Jagers L9
- Cuirassiers C10

- Chasseurs C9
- Mamelukes C4
- Cossacks C7
- Carabiners C1
- Uhlans C6
- Dragoons C3
- Lancers C5
- Reiters C2
- Hussars C8
- Howitzers A9
- Mortars A2
- Horse Artillery A4
- Gun Battery A10
- Field Pieces A7
- Congreve Rockets A1
- Ordnance A3
- 6-Pounders A5
- Carronades A6
- 12-Pounders A8
- General GG

## Alternate Game End

When a deck is used up, shuffle the discard into the remaining deck and cut it in half to make 2 new decks. The game ends at the end of 7 turns.

## Big Deck Variant

Use 2 full size decks, one for each side.

## Unique Army Variant

Create unique decks for different nationalities... French, British, Russian, etc. Alter quality and quantity of units (cards) to model each nation. When playing use one nation as the ally deck and another nation as the enemy deck.





# Naval Duel

## Introduction

Tactical Sea Combat for Ships of the line, circa 1700-1800's

## The Map

Use a large grid Map. Indicate land and sea spaces.

## Models & Counters

Use a counter or model to represent each individual ship. Indicate ship facing on counters. Six, eight, and ten sided dice are needed.

## Cards

Players share a common action deck. The deck contains 2 copies of each card on the list.

## Cardset Available

Most Excellent set available at Alcrespi

## Ship Attributes

(For First class Ships of the Line)

- Each ship has a base Sails Rating = 6
- Each ship has a base Skill Rating = 0
- Each ship has a base Swiftiness Rating = -4
- Each ship has a base Hull rating = 6
- Each ship has a base Cannon Rating = 6
- Each ship has a base Gunnery Rating = 0
- Each ship has a base Crew Rating = 6
- Each Ship has a base Boarding Rating = 0
- Each Ship has a base Courage Rating = 0

## Designing Fleets & Ships

In the Basic Scenario, each player starts with a fleet of 8 ships. Roll on the Admiral, National and Fleet Character Tables once. Every ship in your fleet gets the same National and Fleet bonuses.

Roll on the Ship, Captain, and Crew Tables for each ship individually. Pick one ship in your fleet to be the Flagship. The Flagship gets an extra roll on the Ship, Captain, and Crew Tables.

## Broadside Table

## Setup

Fleets start at opposite ends of the map.

## Turn Sequence

Each turn has 5 Phases:

- Draw Phase
- Move Phase
- Broadside Phase
- Boarding Action Phase
- Morale Phase

## Draw Phase

Each player draws 2 cards. If the deck runs out shuffle the discard and draw from it. Maximum hand size is 5 cards.

Discard excess cards.

## Move Phase

Players take turns moving one ship at a time. The player with the ship with the highest movement rating chooses whether to go first or second. If tied in this respect, roll high on 1D6.

For each ship make a Movement roll: The Base Movement roll is  $2D6 - 4$ . To this, add the ships Sails, Skill & Swiftiness ratings. The final result is the maximum number of spaces the ship may move.

Moving Diagonally counts as 1.5 spaces. Any ship with a Sails rating of zero or less may not move unless pulled. Each face change counts as one-half space moved.

No stacking. Only one ship per space.

## Broadsides Phase

Each ship can make one broadside attack per turn from each side. All attacks are considered to be simultaneous. Base attack Range for a Ship is  $4 + \text{Gunnery Bonus}$ .

When attacking first declare ammo type:

- Grapeshot has a range -2.
- Chainshot has no modification to range.
- Roundshot has a range +2.

Attacks are from the sides of the ship in a 45 degree angle cone. To determine the effect of the Broadside, roll on the Broadside table:

1D10	Result:
1-5	No Damage
6-9	The target loses one rating point in one random attribute
10-13	The target loses one rating point in two random attributes
14+	The target loses one rating point in three random attributes

Subtract one from the roll for each space over 2 the target is distant. Add the attacking ships Cannon and Gunnery Ratings to the roll. All losses due to Grapeshot are to Men.

All Hull losses due to Chainshot are ignored. Roundshot gets -1 to this roll.

- A ship reduced to zero hull cannot move and will sink in 1D6 turns.
- A ship reduced to zero crew cannot move or repel boarders.
- A ship reduced to zero cannon blows its hold and immediately sinks.
- A ship reduced to zero sails cannot move.

### Random Damage Attribute Table

1D8	Attribute:
1-2	Sails Rating
3-4	Hull Rating
5-6	Crew Rating
7-8	Cannon Rating

### Boarding Action Phase

If two enemy ships are adjacent, side by side, and either party cares to, they will have a boarding action. Each player rolls 1D6 (the boarding action roll) and adds their Crew and Boarding ratings. The higher score wins the boarding action. Reroll ties.

### Admiral Character

1D8	Attribute:	Bonus
1-2	Charismatic	All Ships get +1 to Courage Rating
3-4	Diplomat	Start game with 50% extra Ships: Half of Ships are Allies
5-6	Brilliant	Draw an Extra Card in Draw phase
7-8	Tactician	Max hand size is +2 cards

### Ship Specifications

1D6	Attribute:	Bonus
1-2	Seaworthy	+1 to Swiftiness Rating
3-4	Carronades	+1 to Cannon Rating
5-6	Royal Marines	+1 to Crew Rating

### Captains Preoccupation

1D8	Attribute:	Bonus
1-2	Salty Dog	+1 to Skill Rating
3-4	Artillerist	+1 to Gunnery Rating
5-6	Swashbuckler	+1 to Boarding Rating
7-8	Initiative	+1 to Courage Rating

The winner captures the losers Ship. The winner may sink it, or transfer a crew point to it to gain control of it.

### Morale Phase

Roll 1D6 for every Ship Damaged this turn: On a roll of 2 or less, that ship flees the battle. Modifiers: Flagship = +2 Per Bonus Point of Courage = +1 Small Ship = -1 (4th class or less) Ship has lost (from damage) 2 or more points in any 1 rating = -1 Ship is an Ally = -1 One or more ships of that fleet have already fled = -1 Flagship of that Fleet has fled = -1 If one Allied ship Flees, they all Flee. Any Fleet that loses over 75% of its ships is automatically defeated.

### National Character

1D6	Attribute:	Bonus
1-2	Sea Power	+1 to Skill Rating
3-4	Industrial Giant	+1 to Cannon Rating
5-6	Land Power	+1 to Crew Rating

### Fleet Character

1D8	Attribute:	Bonus
1-2	Privateers/Raiders	+1 to Swiftiness Rating
3-4	Warships	+1 to Cannon Rating
5-6	Invasion Fleet	+1 to Crew Rating
5-6	Escort/Patrol	+1 to Courage Rating

### Crew Quality

1D8	Attribute:	Bonus
1-2	Able Seamen	+1 to Skill Rating
3-4	Gunners Mates	+1 to Gunnery Rating
5-6	Bully Boys	+1 to Boarding Rating
7-8	Disciplined	+1 to Courage Rating

## Deck Card List

Card Name:	Notes
Gust of Wind	+2 to the Movement Roll
Unfurl the Sails	+2 to the Movement Roll
Catch the Wind	+2 to the Movement Roll
Fierce Hand to Hand	+2 to the Boarding Action Roll
Swords and Pistols	+2 to the Boarding Action Roll
Rally the Men	+2 to the Boarding Action Roll
Sweep the Decks	Grapeshot gets +2 to Broadside Table Roll
Splintering Wood	Roundshot gets +2 to Broadside Table Roll
Damaged Rigging	Chainshot gets +2 to Broadside Table Roll
Quick Reload	Ship gets an extra Broadside attack this turn
Crows nest Lookout	Look at opponents hand
Maneuver	Opponent gets -2 to Broadside Table Roll
Calm Waters	Opponent gets -2 to the Movement Roll
Rake the Bow	+1 to Broadside Table Roll if attacking the bow or stern

## Wind Direction

Roll at the beginning of the game to Determine Wind Direction:

1D10	Direction:	1D10	Direction:
1-2	Calm	7	South
3	North	8	SW
4	NE	9	West
5	East	10	NW
6	SE		

Ships going in the direction of the wind get move +2. Ships going diagonally with the wind get move +1. Ships going parallel to the wind get no modification.

Ships going diagonally against the wind get Move -1. Ships may not go directly against the wind. Roll

1D6 at the beginning of each turn: On a roll of 1-5 the wind stays the same.

On a roll of 6 the wind changes: Roll on the above Table.

## Base Ship Ratings By Type

Ship Type	Sails	Hull	Crew	Swift
1st Class	6	6	6	-3
2nd Class	5	5	5	-2
3rd Class	4	4	4	-1

Ship Type	Sails	Hull	Crew	Swift
Large Frigate	3	3	3	-
Frigate	2	2	2	+1
Small Frigate	1	1	1	+2

Note: Skill, Boarding, Gunnery, and Courage are

base = 0 for all types.





# New Imperialism

## Introduction

Map and board game for 4-7 Players. Imperial Competition amongst the Great Powers from 1875-1914.

## Game Length

The game is 20 turns. Each turn is equivalent to 2 years.

## Victory

The player with the most Victory Points at the end of the game wins.

## Victory Points

Use coins or poker chips to keep track of Victory Points (VP).

## Great Powers

There are 7 Great Powers available for play:

1. British Empire
2. French Republic
3. German Empire
4. Netherlands (& Belgium)
5. Russian Empire
6. Empire of Japan
7. United States of America

## The Map

### Map Notation

The map is divided into Land and Sea Regions. The Term Region = Space, Territory, Area, Location. There are 4 types of Regions:

1. Black Diamonds indicate Imperialistic Great Powers.

A player may have any number of his own units stacked on his own Homeland. Other players Units may not enter your Homeland.

2. Asterisks are Off Limits: They are Old Empires or Powers unavailable for colonization. They basically act as obstacles to the movement of Units.

3. Colonies are indicated by Capacity numbers and are available to be colonized.

The Capacity number is the max Units that can occupy that colony in Fight Phase.

4. Seas and Oceans in general are treated like Colonies but with no Move through

restriction. The Persian Gulf, Sea of Japan, and Red Sea have a Cap of 2 each. The Baltic and North Sea have a Cap = 3 each. All other Seas have a Cap = 4 each. The Oceans have a Capacity of 10 each.

## Units

Use pawns, tokens, chits, or cubes as Units. Each player has a set of units of a distinct color. Units are nebulous. They can represent sea power, military might, missionaries, colonists, native armies, factories, capital investments, diplomacy, etc.

Units are a combination of military, political, and economic influence.

## Neutral Units

There is a common set of neutral units. These are units not controlled by any player. They represent Old Empires, Native Governments, Warlords, Rebels, Anarchy, etc.

## The Decks

There are 2 types of Decks: The Event Deck The Empire Deck

## The Empire Deck

Players share a common deck. There are 3 Types of cards:

1. Recruit cards
2. Movement cards
3. Special cards

Recruit cards are played in your Unit Phase. Movement cards are played in your Move Phase. Special cards are played according to the card text.

## Setup

Each player places 4 of his units on his own Homeland. Each player is dealt a hand of 5 cards from the Empire Deck. All Colonies get Neutral Units placed on them up to their Capacity.

## Yearly Sequence

Each year has 6 Phases:

1. Trade Phase
2. Event Phase
3. Player Turns Phase
4. Fight Phase
5. Draw Phase
6. Score Phase

## Trade Phase

Players may trade cards, units, victory points, and promises. Limit this to 1 minute. A player may discard any cards from his hand he does not want in this turn.

## Event Phase

Flip over the top card of the Event deck and resolve it.

## Player Turns Phase

Each player gets 1 Player Turn phase per year. The player with the highest Victory Point Total (Score) goes first. The player with the second highest score goes second and so on.

If 2 or more players are tied, they go clockwise from the last player to go. Each Player turn phase has 4 Segments:

1. Strategy Segment
2. Special Segment
3. Unit Segment
4. Move Segment

## Strategy Segment

You may do all of the Following actions once each:

1. Gain 1 Unit in your Homeland.
2. Move 1 Unit by sea up to 5 Spaces:

(land or Water → Water → Water → Water → land or Water)

3. Move 2 Units 1 Space each by land or Water.

## Special Segment

You may play 1 Special card. Culture Bonus Option: you may discard up to 1 card from your hand to gain 1 VP.

## Unit Segment

You may play up to 2 Recruit cards.

## Move Segment

You may play up to 2 Move cards. A single unit may be targeted by multiple Move cards in succession. Note: You may not move a Unit through a Land space you do not already occupy (You would have to end its move there).

Note: East Indies, Caribbean, and Pacific Islands are considered to be both Sea Spaces and Colonies! Note: Switzerland is an Off Limits Region.

## Empire Deck Card List

## Fight Phase

Check for every Colony and Sea (and by Sea we also mean Ocean). If a Colony contains more Units (of all players & Neutrals) than its Capacity, take all of the Units and place them in a cup or pouch. Blindly remove a number of Units equal to the capacity of the Colony. Discard the units remaining in the Pouch. Note: All Seas have a Capacity of 4.

The North & South Atlantic & Indian Oceans have a Capacity of 5 each.

## Draw Phase

All players Fill their hands to 5 Empire cards. If the deck runs out, shuffle the discard and draw from it.

## Score Phase

This occurs on turns 5, 10, 15, and 20. Skip it on all other turns. Check for each Colony and Sea. The player with the most Units in a Colony/Sea gets 5 VP.

The player with the second most Units in a Colony/Sea gets 3 VP. Each player with at least 1 unit in a Colony/Sea gets 1 VP. If tied each tied player gets the VP. For example, if 2 players tie for second, each gets 3 VP.

Important Rule: VP Limit Rule: You cannot get more VP than the number of Units you have in a Colony or Sea.

## End Of Game Scoring

At the end of the game, each player gets 1 VP for each Unit they have in their Homeland.

## Card Lists Notation

**R** Recruit Card

**M** Move Card

**S** Special Card

**GXU** Gain X Units of your Color

**GXV** Gain X Victory Points

**MXU** Move X target Units of your Color

**CXU** Convert X Units (Replace target Units with Units of your Color)

**RXU** Remove X Units of Opponents

**HL** Homeland

**OP** Opponent

**NU** Neutral Units

**MPT** Must start, end, or pass through

**CUMU** Colony you have the most Units in

**PUYO** Per Unit you Own

**IUC** In an unbroken chain of Regions you occupy leading back to your Homeland.

Name:	Type	Notes:
Clippers	R	M1U to the Pacific
Native Troops	R	G1U in any Colony you Occupy
Sepoys	S	C1U (NU) in India if you occupy India
Mercenaries	R	C1U from OP HL. Put it in your HL
Conscription	R	G1U in your HL
Foreign Allies	S	C1U from OP HL. Put it in Colony you Occupy
Great Game	R	G2U in Afghanistan or Central Asia
Jingoism	S	G1U in your HL and M2U
Suez Canal	M	M1U up to 5 spaces. MPT Egypt, Med, & Red Sea
Missionaries	S	C1U target Neutral Unit
Traders	M	M1U in any Colony adjacent to a space you occupy
Outposts	R	G1U in any Colony adjacent to a space you occupy
Flying Columns	M	M1U to any Colony adjacent to a space IUC
Gunboat Diplomacy	M	M1U to any Colony adjacent to a Sea space you occupy
Surplus Population	R	G1U in your HL
Settlers	M	M1U from your HL to any Colony you occupy
Spies	S	M1U up to 6 Spaces. Look at Target Opponent's Hand
Rail Roads	M	M1U up to 3 Spaces over Land Territories
Rail Lines	M	M1U up to 3 Spaces over Land Territories
Caravans	M	M1U up to 2 Spaces over Land Territories
Freight Passage	M	M1U up to 2 Spaces
Junks	M	M1U up to 3 Spaces. MPT South China Sea &/or Yellow Sea
Trans Atlantic	M	M1U up to 3 Spaces. MPT the Atlantic
Piracy	S	Place 2 NU in a target Sea Space
Sea Power	R	G1U in a Sea space you Occupy
Exploitation	S	Draw 2 Cards. Place 1 NU in target Colony you Occupy
Atrocities	S	Place 1 NU in target Colony
Scandal	S	Target opponent discards 2 random cards
Militarism	R	G2U in your HL
Nation Building	R	G2U in a CUMU
Extend the Frontier	M	M1U 1 Space
Small War	M	M1U over a Land Territory
Protect Interests	M	M1U up to 4 Spaces
Avenge an Insult	M	M1U up to 3 Spaces
Imperial Heroism	M	M1U up to 2 Spaces & Gain 1 VP
Occupation	M	M2U up to 2 Spaces each
Dollar Diplomacy	M	M1U up to 5 Spaces
Invasion	M	M3U up to 4 Spaces
Steam Ships	M	M1U up to 4 Spaces. MPT 2 Sea Spaces
Ocean Liners	M	M2U up to 4 Spaces. MPT 3 Sea Spaces
Merchant Marine	M	M1U up to 5 Spaces. MPT 3 Sea Spaces
International Waters	M	M1U up to 5 Spaces. MPT 4 Sea Spaces
Trading Stations	R	G1U in any Colony adjacent to a space IUC
Annexation	M	M2U up to 1 Space each into same Colony
Treaty	R	G1U in a Colony you Occupy
Development	M	M1U up to 3 Spaces
Sphere of Influence	M	M4U up to 1 Space Each
Warships	M	M2U up to 3 Spaces each over Sea Spaces
Cape Horn	M	M1U up to 4 Spaces. MPT S. Pacific & S. Atlantic
Cape of Good Hope	M	M1U up to 4 Spaces. MPT S. Atlantic and Indian Ocean



Name:	Type	Notes:
Capital Investments	R	G1U in any Colony
White Mans Burden	S	C1U Target NU in any Colony you Occupy
Race for New Markets	M	M1U up to 5 Spaces to a Colony you do not Occupy
Scramble for Africa	M	M1U to Africa
Carving up China	M	M1U to China
Architect of Empire	M	G1U in any Colony
Naked Aggression	M	M2U up to 4 Spaces
A Place in the Sun	M	M1U 1 Space
Humanitarians	S	G1U in your HL & Move it up to 5 Spaces
Crown Colony	R	GIU in a Colony you Occupy
Military Base	S	G1U in your HL & Move it up to 4 Spaces
Raw Materials	S	Gain 1 VP for every CUMU
Dominant Power	R	G1U in a Sea next to a CUMU
Penetration	M	M1U 1 Space
Acquisitions	M	M1U up to 2 Spaces
Expedition	M	M1U up to 4 Spaces
Industrial Growth	R	G1U in your HL
Modernization	R	G1U in your HL
Expansion	M	M2U 1 Space Each
Anti-Colonial Revolt	S	Place 1 NU in any Colony
Influence	R	G1U in your HL
Navy	M	M1U up to 3 Spaces. MPT 2 Sea Spaces
Extreme Nationalism	R	G1U in your HL & Draw 1 Card
Concessions	R	G1U in a Colony you occupy
Economic Privileges	R	G1U in a Colony you occupy
Exclusive Control	R	G1U in a CUMU
Protectorate	R	G1U in a CUMU
Opium Trade	S	Draw 2 Cards if you occupy China. Add 1 NU to China
Ocean Cables	R	G1U in any Colony you Occupy
Invention	S	Gain 3 VP
Assasination Attempt	S	Opponent must discard 2 random cards
Anarchists	S	Opponent must discard 2 random cards
Governor General	R	G1U in any Colony you Occupy
All the Tea in China	S	G1V PUYO in China
Gold, Ivory, Diamonds	S	G1V PUYO in West or South Africa
Spice Trade	S	G1V PUYO in India or Indochina
Palm Products	S	G1V PUYO in S. Pacific or East Indies
Rubber Plantations	S	G1V PUYO in S. America or East Africa
Sugar	S	G1V PUYO in Caribbean

## Event Deck Card List

Name:	Notes:
Boxer Rebellion	All players get 1 Unit in China
Spanish American War	USA Player gains 1 Unit in Caribbean and East Indies
Russo Turkish War	Russian Player loses 2 Units
Russo Japanese War	Japanese Player gains 2 units in Korea
Trans Siberian Railroad	Russian Player gets 1 Unit in Manchuria
Paris Exposition	French Player may discard 1 card to get 3 VP



Name:	Notes:
The Eiffel Tower	French Player may discard 2 cards to get 7 VP
Balkan War	Place 5 NU in the Balkans
Italians Invade Ethiopia	Place 2 NU in North Africa
Fashoda Interest	British Player gains 1 Unit in West Africa
Latin American Revolts	Place 2 NU in Central and South America Each
Portuguese Expansion	Place 1 NU in South Africa
Triple Alliance	German Player may move units into/thru Italy & Austria
Queen Victoria Dies	British Player discards 2 random Cards
Panama Canal	Units may now move directly between the North Pacific & Caribbean
Boer War	Place 2 NU in South Africa
Congress of Berlin	Ottoman Empire becomes a Colony of 8 Capacity
Aswan Dam	Player with most units in Egypt may discard 1 card to get 3 VP
Statue of Liberty	French player draws 2 cards: Keeps 1 and Gives other to USA
Massive Immigration	USA player gets 2 Units in Homeland

### Great Power Special Abilities & Penalties

\* British Empire: Large Existing Empire: Start game with 3 Units in India, 2 in Canada, 1 in Caribbean, 1 in Egypt, 2 in Australia, 1 in New Zealand, 1 in Guiana, 1 in W. Africa, 1 in E. Indies, 1 in S. Africa.

\* French Republic Impressionism: Gain 2 VP from the Culture Bonus Option. Restore National Pride: Gain 1 extra VP for each Colony you have the most Units in. Existing Empire: Start game with 1 Unit in Indochina, 1 in S. Pacific, 1 in N. Africa, 1 in W. Africa, 1 in E. Africa, 1 in Guiana, 1 in Caribbean Large Army: Start with 1 extra Unit in your Homeland.

\* German Empire Blood & Iron: Draw 1 extra card in Draw Phase. Great Army: Start with 3 extra Units in your Homeland. War Monger: At the end of the game, get 1 extra VP for every 2 Units in your Homeland rounding down.

\* Netherlands & Belgium Small Population: May never take the Gain 1 Unit option in strategy Segment. Skilled Merchants: Win ties in Scoring Phase. Existing

Empire: Start game with 2 Units in East Indies, 1 in Guiana Fast: May play up to 3 Move cards in Move Segment.

\* Russian Empire Manpower: May play up to 3 Unit cards in Unit Segment. No matter the card text, all Russian units start in Russia. Contiguous Empire: Russian Units may not be placed in a region not adjacent to a region they already occupy. Huge Army: Start with 4 extra Units in your Homeland.

Start game with 1 unit in Finland and 1 unit in Poland.

\* Empire of Japan Bushido: When involved in a fight throw the first unit drawn from the pouch back into the pouch if it is not a Japanese Unit. Sphere of Influence: Japanese Units may not be placed in a region not adjacent to a region they already occupy.

\* United States of America Aberrant Imperialism: The max VP you can score from a Colony in Score Phase is 1 VP. Cultural Imperialism & Investment: 1 extra Free move per turn: Move 1 Unit 1 Space. Existing Empire: Start game with 2 Units in Alaska





# New World Conquest

## Introduction

Board and card game depicting the colonization of the Americas circa 1492-1760.

## Game Turn Track

Each Turn is 10 Years. After each player has taken a Turn, move a pawn on the Turn Track ahead 1 Decade. The Game starts in 1490 and ends in 1760.

## Victory

The player with the most VP at the end of the game wins. If one player conquers all other players the game ends automatically. A player may concede: His Territories remain occupied, but his turn is skipped.

## Victory Points

Use Tokens to keep track of Victory Points (VP). It is possible to have negative VP. Negative VP are called Oppression Points (OP).

## Gold

Use Coins to keep track of Gold.

## Player Counter Sets & Terminology

Each player has a set of counters (Chits) of a unique color. To denote that a territory has been Explored place one of your Chits on it. To denote that a territory has a Settlement place 2 of your Chits on it.

To denote that a territory has a City place 3 of your Chits on it. A Territory containing no chits on it is called Unoccupied or Wild. A Territory containing 1 or more player Chits on it is said to be Occupied.

A Territory containing 1 or 2 of a players chits on it is called Rural. A Territory containing 2 or 3 of a

players chits on it is called Civilized. Spanish Player Chits are Yellow Portuguese Player Chits are Green French Player Chits are Blue English Player Chits are Red Dutch Player Chits are Orange

## The Board

The Board is a 8 x 5 Grid. It is 8 squares long on its North/South Axis and 5 squares long on its East/West Axis. All Tiles on the rightmost column are adjacent to the Atlantic Ocean.

All Tiles on the leftmost column are adjacent to the Pacific Ocean. Any Tile on the edge of the map is considered to be coastal. Any Tile adjacent to a Water Tile is considered to be coastal.

The Top 2 Rows and bottom 2 Rows are Cold Climate. The Middle 4 Rows are Warm Climate. Note: Grid can be square or hexagonal.

## The Tiles

There are 50 Tiles. When fully explored, the map will only use 40 tiles. The VP value is a one time bonus to the first player to explore the Territory. The IP value is a continuous income bonus the Territory provides every turn when it is settled.

Warm Territory Tiles cannot be placed within the 2 most northern and southern rows. If such a Tile is drawn when exploring and cannot be placed, discard it and draw another. Cold Territory Tiles must be placed within the 2 most northern and southern rows.

If such a Tile is drawn when exploring and cannot be placed, discard it and draw another. Water Territory Tiles must be placed on the edge of the board or next to another Water Tile. If such a Tile is drawn when exploring and cannot be placed, discard it and draw another.

## Tile Set List

Name:	#	VP	IP	Notes:
Sea	10	0	0	Water
Rocky Mountains	1	5	1	Minerals
Grand Canyon	1	5	1	Minerals
Basin	1	1	2	Crops
Temperate Region	1	1	2	Crops, Herds
Great Plains	1	1	2	Herds
Pampas	1	1	2	Herds

Name:	#	VP	IP	Notes:
Bayous	1	1	1	Wooded
Marshlands	1	1	1	Wooded
Redwood Forests	1	5	2	Wooded
Rain Forest	1	1	2	Warm
Desert	1	1	1	Warm, Herds
Rolling Hills	1	1	1	Crops, Herds
Rocky Hills	1	1	2	Minerals
Islands	1	1	1	Water
Carib Islands	1	1	2	Warm, Water, Crops
Flatlands	1	1	2	Crops
Delta	1	1	2	Crops
Peninsula	1	1	1	Water, Crops
River Valley	1	1	2	Crops
Great Lakes	1	1	2	Water
Great Falls	1	5	1	Wooded
Salt Flats	1	1	1	Minerals
Woodlands	1	1	2	Wooded, Crops
Great Forest	1	1	2	Wooded
Hilly Woods	1	1	1	Wooded, Mineral
Gulf	1	1	2	Water
Bay	1	1	2	Water
Farmland	1	1	2	Crops
Flood Plains	1	1	2	Crops
Hardwood Forests	1	1	1	Wooded
Mountain Chain	1	1	1	Minerals
Plateau	1	1	1	Herds
Highlands	1	1	1	Minerals, Herds
Grazing Lands	1	1	2	Herds
Tropical Forest	1	1	2	Warm, Wooded
Mesas	1	1	1	Crops, Mineral
Taiga	1	1	1	Cold, Wooded
Tundra	1	1	1	Cold, Herds
Sub-Arctic	1	1	1	Cold, Water
Lowlands	1	1	2	Crops

## The Deck

Players share a common deck. Many cards are of 2 or 3 types, which means they can be used in different ways.

## National Will Cards

Each player gets 1 National Will Card. This card may be used once on your own turn. This card becomes available to you again on your next turn.

## Setup

Players pick which Nationality they want to control. Each player is dealt 4 random cards and is given 10 Gold. Each player starts with 20 VP.

## Turn Order

The Spanish Player goes first. The Portuguese Player goes second. The French Player goes third.

The English Player goes fourth. The Dutch Player goes fifth.

## Turn Sequence

Players take turns. Each turn has 20 Phases:

1. Calendar Phase
2. Event Phase
3. New World Strategy Phase
4. Advantage Phase
5. Colonial Taxation Phase
6. Early Investment Phase
7. Oppression Phase
8. Control Phase
9. Global Strategy Phase
10. Draw Phase

11. Trade Phase
12. Development Phase
13. City Phase
14. Settlement Phase
15. Sea Exploration Phase
16. Land Exploration Phase
17. Settlement Phase
18. Indian Conquest Phase
19. Colonial Conquest Phase
20. End Phase

### Calendar Phase

The game starts in 1490 and ends in 1760. The Spanish Player keeps track of the passage of time: After every player has had 1 turn, ten years have gone by.

### Event Phase

You may play (discard) 1 Event card. Its effect is resolved immediately.

### New World Strategy Phase

Pick one of the following 7 Strategies for this turn:

1. Exploration: Use your National Will card as an Explorer or Expedition card this turn.
2. Colonization: Use your National Will card as a Settlement card this turn.
3. Trade: Use your National Will card as a Trade card this turn.
4. Conquest: Use your National Will card as a Military card this turn.
5. Sea Power: Use your National Will card as a Ship or Naval card this turn.
6. Culture: Use your National Will card as a City card this turn.
7. Privateering: Use your National Will card as a Privateer card this turn.

### Advantage Phase

You may put one Advantage card from your hand into play. An Advantage lasts for 3 of your turns and is then discarded.

### Colonial Taxation Phase

Gain Gold equal to the IP of each of your Civilized Territories.

### Early Investment Phase

If you have no Settlements or Cities your Government gives you 4 Gold. If you have no Cities, gain 3 Gold from Commercial Investors.

### Oppression Phase

If you have at least 1 Settlement you may take the Encomiendas Option: Gain 1 Gold per Civilized Territory you have. Lose 1 VP. If you have at least 2

Settlements you may take the African Slavery Option: Gain 1 Gold per Civilized Territory you have. Lose 1 VP. If you have at least 1 City you may take the Heavy Taxation Option: Gain 2 Gold per City you have. Lose 1 VP.

### Control Phase

You must pick one of the following 3 Options:

1. Self Governance: Gain 3 VP.
2. Mercantilism: Gain 1 Gold per Civilized Territory you have. Lose 1 VP.
3. Viceroyalties: Gain 2 Gold per Civilized Territory you have. Lose 3 VP.

You cannot go directly from Self Governance to Viceroyalty and vice versa, you must pick Mercantilism first.

### Global Strategy Phase

You must pick one of the following 7 Options:

1. Mastery of Europe: Gain 3 VP. Spend 20 Gold
2. Dominance of the Far East: Gain 1 VP and 5 Gold. Discard 2 Cards
3. Supremacy in the New World: Draw 1 Card
4. Balance of Power: Steal 1 VP from target Player. Spend 5 Gold
5. Nation Building: Gain 1 VP
6. Industrialization: Gain 8 Gold. Discard 1 Card
7. Internal Reforms: Gain 4 Gold

### Draw Phase

Draw 2 Cards. If you have negative VP draw only 1 Card.

### Trade Phase

Gain 1 Gold for each of your Cities. You may Trade cards with other players. You may discard Resource cards for 3 Gold each.

You may discard Trade cards for 5 Gold each. You may discard a Privateer card to steal 3 Gold from a target player. You may buy extra cards (randomly drawn from the deck) for 10 Gold each.

### Development Phase

If you have at least 1 City you may discard 1 City card and spend 5 Gold to gain 1 Victory Point (VP) You may do this up to X times per turn.

**X** the number of cities you control.

### City Phase

You may upgrade a Settlement into a City. To do this you must play (discard) a City Meld. The Meld must contain: 1 Settler Card 1 Resource Card (Must be appropriate to the Territory) 1 City Card 10 Gold To denote that a territory has a City place 3 of your Chits on it.

You may not build a city in a Territory that has not yet conquered its Native Indian Population.

## Settlement Phase

You may settle a Territory you have explored. To do this you must play (discard) a Settlement Meld. The Meld must contain: 2 Settler Cards 1 Resource Card (Must be appropriate to the Territory) 5 Gold To denote that a territory has a Settlement place 2 of your Chits on it.

Remove Chits (Explored status) from all other players. If the Target is not adjacent to one of your occupied Territories or it is a water Territory, one of the Settler Meld cards must be a Ship card instead. You may replace 1 Settler card with a ship card if the Territory is Coastal.

## Sea Exploration Phase

You may explore a Territory by playing (discarding) a Sea Exploration Meld. The Target Territory must be adjacent to the Atlantic or to a Water Tile. The Meld must contain 3 Cards: 1 Explorer Card 1 Ship Card 1 Expedition Card 5 Gold When a Territory is first explored draw a random Tile from the box.

If it is inappropriate (Warm or Cold in the wrong row) discard it and draw another. Place 1 Random Indian Counter on the Tile. To denote that a territory has been Explored place one of your Chits on it.

The first player to explore a Tile gets its VP value as a 1 time reward. A Territory Tile may have explorer chits on it from multiple players.

## Land Exploration Phase

You may explore a Territory by playing (discarding) a Land Exploration Meld. The Target Territory must be adjacent to a non-water Tile you already occupy. The Meld must contain 2 Cards: 1 Explorer Card 1 Expedition Card 5 Gold When a Territory is first explored draw a random Tile from the box.

If it is inappropriate (Warm or Cold in the wrong row) discard it and draw another. Place 1 Random Indian Counter on the Tile. Place 1 of your Explorer chits on the explored Tile.

The first player to explore a Tile gets its VP value as a 1 time reward. A Territory Tile may have explorer chits on it from multiple players.

## Indian Conquest Phase

You may conquer an Indian Counter in a Tile containing a Settlement you control. To do this you must

play (discard) an Indian Conquest Meld. The Meld must contain X Military and/or Conversion Cards and 5 Gold.

**X** the Strength of the Indian Counter.

## Colonial Conquest Phase

You may conquer a settlement or city controlled by an opponent. To do this you must play (discard) a Colonial Conquest Meld. The Meld must contain X Military Cards and 10 Gold.

**X** 2 if attacking a Settlement

**X** 4 if attacking a City

If the Target is not adjacent to one of your occupied Territories or it is a water Territory, one of the Meld cards must be a Naval card.

## End Phase

Max hand size is 7 cards. Discard excess cards.

## Hazard Cards

A player (not on his own turn) may play (discard) a Hazard card to cause a target card in a meld to be discarded. This will ruin the Meld unless the current player is able to immediately play a replacement card from his hand. If a Meld is ruined all cards in the meld are still discarded but the intended effect of the Meld does not occur. In the case of Colonial Conquests, the player who is the target of the attack may play military cards from his hand as Hazard cards.

## Card List Notation

**S** Settler  
**C** City  
**R** Resource  
**Y** Conversion  
**X** Expedition  
**E** Explorer  
**H** Hazard  
**Z** Ship  
**M** Military  
**N** Naval  
**A** Advantage  
**V** Event  
**T** Trade  
**P** Privateer

## Common Deck Card List

Name:	Type	Notes:
Christopher Columbus	ES	
John Cabot	E	
Magellan	E	
Hernan Cortez	EY	

Name:	Type	Notes:
Hernando de Soto	EY	
Pizarro	EY	
Verrazano	E	
Willem Jansz	E	
Jacques Cartier	E	
Cabeza de Vaca	E	
Francisco Coronado	E	
Ponce de Leon	E	
Juan de Fuca	E	
Vasco de Balboa	E	
Pedro Alvares Cabral	E	
Henry Hudson	E	
Henry Morgan	PNM	
John White	ES	
Samuel de Champlain	ESM	
William Baffin	E	
Sir Walter Raleigh	EP	
Sir Francis Drake	ENP	
John Hawkins	ENT	
Sea Captain	ENZ	
Company Charter	S	
Puritans	S	
Religious Freedom	S	Only if you take the Self Governance Option
Indentured Servants	S	
Minorcans	S	
Irish,Germans,Italians	S	
Mercantilism	ST	
Immigrants	S	
Mestizos & Mulatos	S	Only if you take the African Slave Trade Option
Royal Colony	S	
Creoles & Zambos	S	
African Slaves	S	Only if you take the African Slave Trade Option
Native Laborers	SY	Only if you take the Encomiendas Option
Missionaries	SY	
Franciscans & Jesuits	Y	
Colonists	SX	
Pilgrims	S	
Protestants	S	
Sponsorship	SX	
Migration	S	
Catholics	S	
Starving Times	H	Negate a Settlers or Expedition card
Lost Colony	H	Negate a Settlers card in Settlement Meld
Galleons	Z	
Carracks	Z	
Brigantines	ZN	
Clippers	ZT	
Frigates	ZN	
Cargo Vessels	ZT	
Caravels	ZT	
Supply Ships	Z	
Fluytes	ZT	
Convoy System	ZT	

Name:	Type	Notes:
Flota	ZT	
Sloops	NZ	
Tall Ships	ZN	
Schooners	ZT	
Ships of the Line	N	
Armada	N	
Flotilla	ZNT	
Fleet	ZN	
Squadron	N	
Hurricane	H	Negate a Ship or Naval card
Indian Guides	X	
Safe Voyage	X	
Adventurers	X	
God, Gold, & Glory	XY	
Mission	X	
Expansion	SX	
West India Company	SXT	
Investors	SX	
Financiers	XT	
Discovery	X	
Trek	X	
Sailors	X	
Navigators	XZ	
Frontiersmen	X	
Mutiny	H	Negate an Expedition card
Conquistadors	MX	
Soldiers	MX	
Scouts	MX	
Indian Allies	MY	Also Hazard versus Indian Conquest
Raiders	MP	
Artillery	M	
Cold Steel	M	
Ambush	H	Negate a Military Card
Light Troops	M	
Royal Troops	M	
Siege	M	
Militias	SM	
Small Pox Epidemics	Y	
European Diseases	Y	
Divide & Conquer	YX	
Treachery	M	
Horses	MX	
Garrison	SM	
Surprise Attack	M	Also Hazard versus Indian Conquest
Colonials	SM	
Mercenaries	M	
Massacre	M	Also Hazard versus Indian Conquest
Depleted	H	Negate a Resource card
Fur Trapping	RX	Cold Only
Ore Deposits	R	Mineral Only
Gold Fields	R	Mineral and Islands Only
Silver Mines	R	Mineral Only
Precious Metals	R	Mineral Only



Name:	Type	Notes:
Bullion	RT	Mineral Only
Timber	R	Wooded Only
Logging Camps	R	Wooded Only
Lumber	R	Wooded Only
Maple Syrup	R	Cold Wooded Only
Rubber & Brazilwood	R	Warm Wooded Only
Fisheries	RZ	Coastal and Water Only
Shellfish Catch	R	Coastal and Water Only
Whaling	R	Cold Coastal and Water Only
Cod Fishing	R	Cold Coastal and Water Only
Cotton Plantations	R	Warm Crops Only
Rice, Peanuts & Indigo	R	Warm Crops Only
Chocolate & Vanilla	R	Warm Crops Only
Sugar, Molasses & Rum	R	Warm Crops Only
Coffee & Tea	R	Warm Crops Only
Peppers & Pineapples	R	Warm Crops Only
Oats, Rye, & Barley	R	Crops Only
Corn & Wheat	R	Crops Only
Tobacco & Hemp	R	Crops Only
Pumpkins & Potatoes	R	Crops Only
Cattle Ranches	R	Herds Only
Livestock	R	Herds Only
Dairy Farming	R	Herds Only
Wild Bison	R	Herds Only
Wool	R	Cold Herds Only
Town Hall	C	
Governor General	CM	
Churches	CY	
Bank	CT	
Arsenal	CM	
Armory	CM	
Shipyards	CZ	Coastal and Water Only
Harbor	CT	Coastal and Water Only
Trade Routes	CSTX	
Merchants & Mariners	TZ	
University	C	
Distilleries	CY	
Paper Mills	CR	Wooded Only
Ironworks	CR	
Newspapers	C	Only if you take the Self Governance Option
Forts	SH	Negate a Military card in Colonial Conquest Meld
New Cartography	A	Gain 1 Explorer Card
Capital Ventures	A	Gain 1 Expedition Card
Improved Ship Designs	A	Gain 1 Ship Card
Military Buildup	A	Gain 1 Military Card
Triangular Trade	A	Gain 1 Resource Card of any type
Surplus Population	A	Gain 1 Settlers Card
Quell Rebellions	A	Play on Opponent: Skip Global Strategy Phase
Internal Strife	A	Play on Opponent: Skip Global Strategy Phase
Civil War	A	Play on Opponent: Skip Global Strategy Phase
Rich Resources	A	Each Settlement earns 2 Gold
Indian Trade	A	Each Explored Territory earns 2 Gold
Smuggling	A	Gain 4 Gold



Name:	Type	Notes:
Buccaneers	A	Steal 3 Gold from target Opponent
Diplomacy	A	You & Target player may not attack each other
New World	V	Each player gains 1 VP per Occupied Territory
Indian War	V	Target player on the map discards his Hand
War in Europe	V	All players lose all their Gold
Revolution	V	Target player discards his Hand
Reformation in Europe	V	All Players discard their Hands
Far East Trade	V	All Players may discard cards for 4 Gold each
Great Explorations	V	All Players may discard cards for 1 VP each
Indian Raids	V	Target player discards 2 Random cards
Piracy	VP	Target player loses all his Gold
Indian Revolt	V	Discard Target Settlement. Leave Indian Counter

## Indian Counter List

Name	Strength
Aztecs	5*
Incas	4*
Maya	4*
Inuit	2
Iroquois	5
Micmac & Abnaki	2
Arawak	2
Tainos	2
Mapuche	5
Chibchas	3
Caribs	2
Pequot & Algonquin	3
Mahican & Narraganset	2
Wampanoag & Ojibwa	3
Huron & Ottawa	3
Muisecas	3
Shawnee & Miami	2
Cree & Cheyenne	3
Pueblos	3
Chinook & Salish	2

\* 3VP to the first player to discover them

Name	Strength
Tlingit & Kawakiutl	2
Nez Perce & Kootenay	2
Walla Walla & Cayuse	2
Spokane & Thompson	3
Ute & Washoe	3
Shoshone & Bannock	3
Mohave & Karuk	2
Navajo & Yuman	3
Apache	5
Hopi & Zuni	2
Chichimecas	3
Comanche & Kiowa	3
Pawnee & Wichita	3
Crow & Mandan	3
Sioux	3
Fox & Kickapoo	3
Arapaho	2
Cherokee & Creek	3
Natchez & Timucua	2

as City cards when building Cities.

## Optional National Special Abilities

### Spanish

Conquistadores and Missionaries: The Spanish Player gains 5 Gold and 3 VP every time they conquer an Indian Tribe.

### French

Traders and Trappers: In Income Phase the French gain 1 Gold for every Explored Territory they control.

### English

Puritans and Surplus Population: Explorer cards can be used as Settler cards. Settler cards can be used

### Dutch

Craftsmen and Merchants: Trade cards earn an extra 2 Gold when played. Cities earn an extra 1 Gold per turn.

### Portuguese

Seafarers and Navigators: Each Explored Territory earns an extra 1 VP. Each Settlement and City built earns 1 VP.

## Optional Historical National Limitations

The Spanish must always pick the Viceroyalty and Encomiendas Options. The French cannot pick the

Colonization Strategy. The English must always pick the Privateering Strategy until 1590.

The Dutch can make a max of 1 Meld per turn. The Portuguese draw 1 less card per turn in draw phase after 1580.

### **End Of Game Scoring**

At the end of the game, all Settlements are worth 1VP and Cities are worth 3VP each.

### **Links**

[Images of the New World](#)





# *New World Empires*

## **Introduction**

Card & Record Keeping Game for 2-4+ players. Each player is a European Imperial Power circa 1500-1750.

## **Victory**

The player with the most Culture points at the end of the game wins. At the end of the game get 1 Culture point for each Territory you Control, plus 1 for each level in the Law and Humanities Technologies. If a player loses 7 or more of his European Territories, he Automatically loses.

## **Game End**

The game ends at the end of the turn in which all of the Colonial Territories have been claimed.

## **Dice**

Six and ten sided dice are needed.

## **Decks**

There are 2 Decks:

- The Exploration Deck
- The Research Deck

The Research Deck contains 2 copies of each card for each Technology listed in the Technology Stats Table.

## **Stats**

Each player has a set of Stats. These Stats fall into 5 Categories:

- Military Units
- Technologies
- Resources
- European Territories
- Colonial Territories

## **Stat Record Keeping**

Have a page for each Non-territory stat category. On each page draw a box for each stat in that category. Use Tokens placed in the boxes to keep track of stats.

Simply write down your 10 European Territories. Colonial Territories are in the form of cards.

## **Military Unit Stats**

There are 7 Unit Stats:

1. Fleets
2. Armies in Europe
3. Armies in the Caribbean
4. Armies in South America
5. Armies in Central America
6. Armies in North America
7. Armies in Canada

## **Resource Stats**

There are 7 Resource Stats:

1. Workers
2. Gold
3. Food
4. Cloth
5. Wood
6. Metal
7. Horses

## **Technology Stats Table**

There are 20 Technology Stats:

1. Science
2. Exploration
3. Farming
4. Livestock
5. Fishing
6. Forestry
7. Textiles
8. Mining
9. Transportation
10. Finance
11. Sea Power
12. Infantry
13. Cavalry
14. Artillery
15. Fortifications
16. Industry
17. Urbanization
18. Law
19. Humanities
20. Equestrian

## **European Territories**

Each player has 10 Territories. Each Territory has a Terrain Type. There are 10 European Terrain Types:

1. Grain
2. Wool
3. Cattle
4. Ore

5. Forest
6. Herds
7. Fish
8. Grapes
9. Coal
10. Stone

Each player starts with 4 set Territories: 1 Grain, 1 Wool, 1 Ore, and 1 Woods. For each player roll 1D10 six times to determine the Terrain types for their remaining 6 European Territories.

## Colonial Empires

Colonial Territories are represented by cards in a deck called the Exploration Deck. Colonial Territories are of 5 Regions:

1. Caribbean
2. South America
3. Central America
4. North America
5. Canada

The Deck has 40 cards described in the Exploration Deck Card List.

## Setup

- Each player starts with 2 Fleets and 3 Armies in Europe.
- Each player starts with 10 Gold & 10 Food.
- Each player starts with an Exploration Technology of 1.

- Each player starts with a Transport Technology of 1.
- Each player starts with a Science Technology of 1.
- Each player starts with a Humanities Technology of 1.
- Each player starts with an Equestrian Technology of 1.
- Players select Nationalities under Optional rules.

## Turn Sequence

Players take turns. Each turn has 12 Phases:

- Event Phase
- Upkeep Phase
- Production Phase
- Trade Phase
- Research Phase
- Worker Phase
- Ship Building Phase
- Raise Armies Phase
- Exploration Phase
- Colonization Phase
- Transport Phase
- War Phase

## Event Phase

Roll 1D6: On a roll of 4+ roll 1D10:

1D10	Event:	Notes:
1	Piracy	Lose 1D6 Gold
2	Privateers	Steal 1D6 Gold from Opponent
3	Prosperity	Gain 1D6 Gold
4	Storms	Loose 1 Fleet
5	Disease	Lose 1 Army
6	Famine	Lose 1D6 Food
7	Pestilence	Lose 1 Worker
8	Discovery	Get an Extra Exploration & Colonization Phase this turn
9	Invention	Get an Extra Research Phase this turn
10	Revolution	See Revolution Rules...

## Revolution Rules

1 Random Colonial Territory of yours gains 1D6 Revolutionary Armies. These Armies are not controlled by any player. They will only defend that Territory if it is attacked.

You may not collect resources from this Territory. Any player who defeats the last of these Armies takes control of the Territory.

## Upkeep Phase

You may not have more Workers in play than you have Food. Excess Workers are discarded. You may not have more Fleets or Armies in play than you have Food or Gold.

Excess Military units are discarded.

## Production Phase

For each Grain Territory gain 1 Food Resource. For each Cattle Territory gain 1 Food Resource. For each Wool Territory gain 1 Cloth Resource.

For each Ore Territory gain 1 Metal Resource. For each Forest Territory gain 1 Wood Resource. For each Herds Territory gain 1 Horse Resource.

For each Grapes Territory gain 1 Gold Resource. For each Stone Territory gain 1 Gold Resource. For each Fish Territory gain 1 Food Resource.

For each Level of Farming Technology gain 1 Food Resource. For each Level of Fishing Technology gain 1 Food Resource. For each Level of Livestock Technology gain 1 Food Resource.

For each Level of Forestry Technology gain 1 Wood

Resource. For each Level of Mining Technology gain 1 Metal Resource. For each Level of Textiles Technology gain 1 Cloth Resource.

For each Level of Finance Technology gain 1 Gold Resource. For each Level of Industry Technology gain 1 Gold Resource. For each Level of Equestrian Technology gain 1 Horse Resource.

Colonial Territories produce resources according to the card text.

## Trade Phase

Spend 5 Gold to buy 1 unit of any of the following 5 resources: Food, Cloth, Wood, Metal, Horses. Players may also trade, buy, and sell resources from each other.

## Research Phase

For each level of Science and Urbanization Technology, draw 1 card from the Technology Research Deck. Discard a card and pay 3 +2X Gold to gain an advance of 1 level in the Technology indicated on the card.

**X** is equal to the level of the Technology.

For Example: Tech 1 costs 5 Gold; Tech 2 costs 7 Gold, etc. Any Technology card not purchased is discarded.

## Worker Phase

Buy 1 Worker for 2 Food and 1 Cloth. You may buy Multiple Workers.

## Shipbuilding Phase

Buy 1 Fleet for 1 Worker, 1 Metal, 2 Cloth, and 4 Wood. All Fleets start in the Atlantic. You may buy Multiple Fleets.

## Raise Armies Phase

Buy 1 Army for 1 Worker, 1 Cloth, 2 Metal, and 2 Horses. All Armies start in Europe. You may buy Multiple Armies.

## Exploration Phase

For each level of Exploration Tech you have draw 1 card from the Exploration Deck. Place them face up in the middle of the table. These cards are unclaimed Colonial resources.

## Exploration Deck Card List

Territory:	#	Reg	Notes:
Sugar	2	C	P = 1 Food
Tobacco	2	C	P = 3 Gold
Indigo	2	C	P = 2 Gold
Coffee	2	C	P = 4 Gold
Lumber	2	K	P = 1 Wood

## Colonization Phase

For each level of Transport tech you have, you may discard 1 Worker Token to colonize 1 target unclaimed Colonial Territory. Colonized Territories actively produce resources in Production phase. Place Colonized Territories face up in front of you.

Discard all unclaimed Colonial resources that were not Colonized.

## Transport Phase

You may move Armies from 1 Region to another. The number of Armies you move cannot be greater than your Transport Tech level or the number of Fleets you own.

## War Phase

If you have Armies in a Region, you may attack a Territory controlled by an opponent that is also in that Region. If your opponent has no Armies there, your attack automatically succeeds. Each Army & Fleet gets 1 Attack roll.

- If you have superiority in Infantry Technology get 1 extra Attack roll.
- If you have superiority in Cavalry Technology get 1 extra Attack roll.
- If you have superiority in Artillery Technology get 1 extra Attack roll.
- If you have superiority in Sea Power Technology (& at least 1 Fleet) get 1 extra Attack roll.
- If you have superiority in Fortification Technology get 1 extra Attack roll.

The Defender gets 2 extra Attack Rolls. For every roll of 6, one opposing army or Fleet is destroyed. If your opponent is reduced to zero Armies, and you have at Least 1 Army remaining, you may take 1 Territory from him.

## Exploration Deck Card List Notation

**C** Caribbean

**S** South America

**M** Central America

**N** North America

**K** Canada

**Reg** Region

**#** Number of copies of that card in the deck.

**P** Produces this Resource in Production Phase.

Territory:	#	Reg	Notes:
Rice	2	N	P = 1 Food
Gold	2	M	P = 6 Gold
Fish	2	M	P = 1 Food
Gems	2	M	P = 7 Gold
Cotton	2	M	P = 1 Cloth

Territory:	#	Reg	Notes:
Furs	4	K	P = 1 Cloth
Syrup	2	K	P = 1 Food
Tobacco	2	N	P = 3 Gold
Fish	2	N	P = 1 Food
Cotton	2	N	P = 1 Cloth

Territory:	#	Reg	Notes:
Coffee	2	S	P = 4 Gold
Cocoa	2	S	P = 3 Gold
Silver	2	S	P = 5 Gold
Indigo	2	S	P = 2 Gold

## Optional Rules

### Specific Countries

Players may pick from 1 of 5 specific Countries:

#### England

Starts with Industry and Sea Power +1 (Treat Grape Rolls as Wool)

#### Spain

Starts with Exploration +1 Starts with 5 extra Gold.

#### France

Starts with Infantry +1 Starts with 1 extra Army

#### Holland

Holland only gets 8 European Territories. Starts with 2 extra Fleets Starts with Transport & Textiles +1

#### Portugal

Portugal only gets 8 European Territories. Starts with 10 extra Gold. Starts with Fishing & Finance +1

## Faq

\*\*\*This game has a number of Abstractions as a result of not having a Map and in order to reduce record keeping. 1a) Each player has 10 territories in Europe, and starts with 2 fleets and 3 armies. How do they take territories away from each other? \*\*\*Battles are fought in 6 Regions. There are the 5 Colonial Regions. Each

Colonial Region has 8 Territories (per the deck). Europe is considered a Region by itself with 10 Territories per player.

1b) Is any and every territory in Europe adjacent to every other; Europe is one "Region"? \*\*\* Europe is 1 Region. When attacking in Europe, you can pick any Territory in Europe to attack. 1c) If you want to attack another player's European territory do you have to have armies in a territory of the same type of terrain? \*\*\*Armies do not occupy individual Territories. They are present in The Region as a whole. Multiple players can have Armies in the same Region at the same time, and they don't have to fight. 1d) Do you use fleets the same as you do to attack territories in the colonies? \*\*\* Yes 2a) Does a player go through all 12 phases before the next player? \*\*\* Yes 2b) or does each player do each phase, then we all go on to the next and Each player does each phase, etc? \*\*\* No 3a) Can you be in a colonial Region without having claimed a colony? \*\*\* Yes, you may have armies in the Region.

3b)That is, if someone has acquired, say, the "Sugar Canadian" Territory, and you want to attack him: can you just use fleets to transport armies to "Canada" (presumably a box on your stat sheet) during Transport Phase then attack on War Phase? \*\*\* Yes 3c) or do you have to have one of the "Canada" territory cards already in place in front of you from having acquired it in a Colonization Phase? \*\*\* No 4a) Fleets and Armies always start in Europe? \*\*\* Fleets are everywhere all the time. Armies start in Europe. 4b)All other resources are "everywhere"; they're just "spent" to buy fleets, armies, and Colony cards? \*\*\* Yes, resources are considered to automatically be transported back to Your Old World Home Country.







# *New York Skyline*

## **Introduction**

Card Game for 2-4+ players. Players represent Wealthy Investors building Skyscrapers in New York City circa 1900 to 1935.

## **Game Ends**

The Game ends when all 17 Skyscrapers have been built. Players then individually add up the Victory Points of all the Skyscrapers they have personally built.

## **Victory**

At the end of the game, the player with the most total Victory points wins.

## **The Decks**

There are 2 Common Decks:

1. The Skyscraper Deck
2. The Construction Deck

## **The Skyscraper Deck**

This contains 17 Cards that represent Skyscrapers the players will build. Each skyscraper has two numerical values:

1. Victory Points (VP)
2. Luxury Cost (LC)

Victory Points are added to the players final Score. The Luxury Costs are the number of Star Cards needed to build the Skyscraper

## **The Construction Deck**

The Construction Deck contains 7 Suites of Cards:

1. Location
2. Money
3. Style
4. Spaces
5. Labor
6. Decor
7. Materials

Each Suite has 10 Cards. 5 of the 10 cards are marked as Star Cards. High value Buildings require more Star Cards in their construction.

## **The Key To The City**

Use an actual key as a prop. The player in possession of the Key always goes first. Play proceeds clockwise.

## **Setup**

Give one random player the Key to the City. Shuffle the Construction Deck. The cards in the Skyscraper deck are put in VP order from lowest to highest.

(Note: cards with the same VP are placed as a block in no particular order) Take the top 4 Skyscraper cards from the deck and place them face up in The middle of the table. (This will be the two 3VP buildings and two of the 4VP buildings). Skyscrapers so placed, are called Available Skyscrapers.

## **Turn Sequence**

Each turn has 8 Phases:

1. Key Phase
2. Lot Phase
3. Draft Phase
4. Deal Phase
5. Surplus Phase
6. Build Phase
7. Real Estate Phase
8. End Phase

## **Key Phase**

The player with the Key gives it to the player to his left.

## **Lot Phase**

Place  $X+1$  Lots onto the center of the Table.

**X** the number of players. (So 2 players would be 3 Lots).

A Lot consists of 3 cards drawn from the top of the Construction Deck. The 3 cards in a Lot are placed face up touching each other. (But separate from the other Lots).

If the Construction Deck ever runs out, Shuffle the discard and draw from it.

## **Draft Phase**

Starting with the Key-holding player and going clockwise, each Player in turn takes 1 lot and adds it to his hand. The remaining unpicked Lot is discarded.

## **Deal Phase**

Players may trade cards with each other. Limit this Phase to a couple of minutes if necessary.

## Surplus Phase

If you have 3 cards of the same suit, you may discard them to draw 3 new cards. If your hand is all non-Star cards you may discard it and draw 7 new cards.

## Build Phase

Starting with the Key-holding player and going clockwise, each Player in turn may build 1 Available Skyscraper. To build a Skyscraper you must play 1 card from each of the 7 Construction suites. Also, those cards must contain a number of Stars equal to the Luxury cost of the Available Skyscraper you want

## Skyscraper Deck Card List

Name:	VP	LC
Flatiron Building	3	1
Bush Tower	3	1
Standard Oil Building	4	2
NY Telephone Building	4	2
Paramount Building	4	2
Singer Tower	5	3
Equitable Building	5	3
Ritz Tower	5	3
NY Central Building	5	3

to build.

After you have built a Skyscraper, discard the Construction cards you played and Place the Skyscraper card you built in front of you.

## Real Estate Phase

If any Skyscrapers have been built this turn, draw new ones from the top of the Deck to replace them. There should always be 4 Available Skyscrapers until the Skyscraper deck runs out.

## End Phase

Max hand size is 9 Cards. Discard excess cards.

Name:	VP	LC
Met Life Tower	6	4
Woolworth Building	6	4
Chanin Building	6	4
Bank of Manhattan Building	7	5
Chrysler Building	7	5
Cities Service Building	8	6
Rockefeller RCA Building	8	6
Empire State Building	11	7

## Construction Deck Card List

Card Name:	Star:	Suite:
Park Avenue	*	Location
Lexington Avenue	*	Location
Wall Street	*	Location
Broadway	*	Location
Madison Avenue	*	Location
Lower Manhattan	–	Location
Midtown	–	Location
Downtown	–	Location
Financial District	–	Location
Grand Central District	–	Location
Art Deco	*	Style
Modern	*	Style
Icon	*	Style
Italian Revival	*	Style
Neo Renaissance	*	Style
Neo Classical	–	Style
Beaux-Arts	–	Style
Neo Gothic	–	Style
Tiered	–	Style
Wedding Cake	–	Style
Headquarters	*	Spaces
Observation Deck	*	Spaces

Card Name:	Star:	Suite:
Setbacks	–	Decor
Gilded Railings	–	Decor
Frescos	–	Decor
Columns	–	Decor
Spandrels	–	Decor
Investors	*	Money
Finances	*	Money
Funding	*	Money
Trust	*	Money
Bank Loans	*	Money
Companies	–	Money
Contractors	–	Money
Owner	–	Money
Developer	–	Money
Business Venture	–	Money
Architect	*	Labor
Engineer	*	Labor
Metal Workers	*	Labor
Foremen	*	Labor
Craftsmen	*	Labor
Steel Monkeys	–	Labor
Riveters	–	Labor



Card Name:	Star:	Suite:
Studios	*	Spaces
Restaurant	*	Spaces
Theater	*	Spaces
Shopping	–	Spaces
Concourse	–	Spaces
Office Space	–	Spaces
Terminal	–	Spaces
Apartments	–	Spaces
Needle Spire	*	Decor
Murals	*	Decor
Façade	*	Decor
Clock Faces	*	Decor
Dome	*	Decor

Card Name:	Star:	Suite:
Bricklayers	–	Labor
Tradesmen	–	Labor
Journeyman	–	Labor
Marble	*	Materials
Granite	*	Materials
Steel Frame	*	Materials
Reinforced Concrete	*	Materials
Terracotta	*	Materials
Limestone	–	Materials
Wood	–	Materials
Cement	–	Materials
Glass	–	Materials
Brick and Mortar	–	Materials





# Pacific Potlatch

## Introduction

Potlatch is a ceremony of Native American Indian tribes of the Pacific Northwest. The Host of the Potlatch would gain status by how much he could give away. This showed he was wealthy. The celebration could last for days and would Include feasting, singing, dancing, and story-telling.

## Victory

The first player to have 20 or more Status points is the winner.

## Status Points

Use tokens to keep track of status points.

## The Deck

Players share a common deck. There are 5 Suites: Ceremony, Carving & Crafts, Food, Spiritual, and Performances Each card also has a Status Level (SL) from 3 to 7.

## Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Summer Phase
2. Fall Phase
3. Winter Phase
4. Spring Phase

## Summer Phase

Draw 3 Cards. If the deck runs out, shuffle the discard and draw from it.

## Card List

Name	Type	SL
Winter Ceremony	X	7
Marriage	X	6
Funeral of a Chief	X	7
Sacred Event	X	7
Election	X	5
Celebration	X	4
Confirmation	X	5
Coming of Age	X	6
Battle Victory	X	6
Initiation	X	4

## Fall Phase

You must Play 1 card from your hand for its special effect. Each Suite has its own Special effects: Ceremony: Draw 1 card and all players may trade cards. Carving & Crafts: Draw 3 cards and keep 1.

Food: Draw 2 cards or trade hands with target player. Performances: Steal 1 Random card from opponent's hand. Spiritual: Opponent must discard 1 random card or draw 5 cards and discard 6 cards.

## Winter Phase

You may make a Potlatch Combo. To make the combo you must discard 1 card from each of the 5 Suites. Gain Status Points equal to the lowest SL score of any of the cards in the combo.

If a combo has cards of just one Status Level the combo is worth 10 points. If all cards in a combo have different SL numbers the combo is worth 10 points.

## Spring Phase

If you made a Combo last phase draw 3 cards. Max hand size is 6 cards. Discard excess cards.

## Card List Notation

**X** Ceremony  
**C** Carving & Crafts  
**F** Food  
**P** Performances  
**S** Spiritual  
**SL** Status Level

Name	Type	SL
Witnesses	P	6
Burning Articles	P	5
Throw Items into the Sea	P	5
Great Feasting	P	7
Games & Sports	P	3
Chanting	P	4
Oratory	P	5
Inherited Privileges	S	7
Great Order of Things	S	7
Sky & Undersea World	S	3

Name	Type	SL
Divorce	X	3
Tattooing & Piercing	X	3
Birth	X	4
Naming	X	3
Rite of Passage	X	5
Plank Long House	C	7
Dugout Canoe	C	7
Totem Poles	C	7
Ceremonial Masks	C	6
Drums & Rattles	C	3
Tools	C	3
Weapons of War	C	5
Copper	C	5
Shell Money	C	4
Regalia & Jewelry	C	4
Blankets & Weavings	C	3
Hemlock & Redwood	C	6
Cedar, Spruce & Fir Trees	C	5
Bone Carvings	C	4
Guardian Figures	C	6
Elaborate Dances	P	7
Singing	P	3
Music	P	3
Story Telling	P	4
Theatrical Dramas	P	4
Demonstrations	P	6
Hospitality	P	6
Gift Giving	P	7

Name	Type	SL
Animism	S	3
Shamanism	S	4
Mortal & Spirit World	S	3
Responsibilities	S	5
Tradition	S	5
Social Claims	S	5
Legends of Ancestors	S	6
Family Origins	S	6
Proper Behavior	S	6
Secret Societies	S	4
Birthright	S	7
Supernatural	S	4
Salmon	F	7
Sea Lions & Whales	F	7
Bears & Caribou	F	7
Deer, Elk, and Moose	F	6
Seals & Sea Otters	F	6
Halibut, Herring & Cod	F	6
Candlefish Oil	F	5
Dried Foods	F	5
Sugar & Flour	F	5
Clams & Crabs	F	4
Blueberries & Huckleberries	F	4
Roots, Nuts, and Acorns	F	4
Fungus & Bulbs	F	3
Shellfish	F	3
Beach Food & Seaweed	F	3

### Clan Animals Rule

At the beginning of the game each player picks one Clan Animal. Each animal provides a unique special ability:

- Raven: Max hand size = 7
- Thunderbird: In Fall phase as your action, you may discard 2 cards of the
- Same suite to draw 3 cards.

- Eagle: All Potlatch combos earn 1 extra Status Point.
- Wolf: In Fall Phase you may choose to play 0, 1, or 2 cards.
- Killer Whale: In Fall Phase, a Food card play allows you to draw 3 cards.
- Bear: In Fall Phase you may discard your hand to draw 5 new cards.





# *Pacific Voyagers*

## **Introduction**

Card game for 2-4+ players. Early Colonization of the Pacific Islands circa 25 thousand years ago to 900 AD.

## **Victory**

Control the most islands at the end of the game.

## **Game End**

The game ends when there are no cards left in the Deck at the beginning of any players turn.

## **The Deck**

Players share a common deck. There are 7 card types:

- Islands
- Canoes
- Warriors
- Stockades
- Food
- Navigation
- Events
- Specials

## **Setup**

- Shuffle the deck.
- Each player is dealt 4 cards.
- The best Swimmer goes first.
- Play proceeds clockwise.

## **Turn Sequence**

Players take turns. Each turn has 5 phases:

1. Growth Phase
2. Event Phase
3. Colonize Phase
4. Raid Phase
5. Settlement Phase

## **Growth Phase**

Draw 3 cards from the deck and put them in your hand. Discard any 1 card from your hand.

## **Event Phase**

You may play (discard) 1 Event card from your hand. Island Option: Instead of playing an event card, you may shuffle an Island card from your hand back into the deck and draw 1 replacement card. Settlement

Option: Instead of playing an Event card, you may discard a stockade card from your hand to draw 2 cards.

## **Colonize Phase**

You may attempt a Voyage of Discovery. To do this, play (discard) 1 canoe card and any number of different food cards (at least 1) and Navigation cards (at least 1) from your hand. The total number of cards you play is the Voyage Number.

Next flip over the top card of the deck. If it is an Island, you have successfully settled it. Place the newly Settled Island card face up in front of you on the Table. You now control this Island. If the card you flipped over was not an island, flip over the next top card of the deck. Continue doing this until you have either settled an island or flipped a number of cards equal to your Voyage number. If you don't find an island the expedition was a failure and they all perished at sea. Note that there are 2 copies of every Island in the deck. If on your Voyage, you flip over an Island that is already settled by somebody else, the voyage immediately becomes a Raid: Resolve the Raid in Raid Phase.

## **Raid Phase**

Skip this phase if you attempted a voyage of discovery in colonize phase and it did not result in a Raid. If you did not attempt a voyage of discovery, you may attempt in this phase a deliberate Raid. To do this play (discard) an Island card from your hand that matches an Island in play controlled by another player.

The Attacked player (the Defender) may immediately draw 2 cards. You (the attacker) may play (discard) Warrior cards. The Defender may play (discard) Warrior and Stockade cards.

The player who plays the most cards wins control of the Island. The Defender wins ties.

## **Settlement Phase**

Max hand size is 7 cards. Discard excess cards. If your hand is less than 5 cards, fill it up to 5 cards.

## **Common Deck Card List Notation**

- I** Islands
- C** Canoes
- W** Warriors
- S** Stockades
- F** Food
- N** Navigation

**E** Events  
**X** Specials

# Number of copies of this card in the deck.

## Common Deck Card List

Name:	#	Type	Notes:
Solomon Islands	2	I	
Fijian Islands	2	I	
Hawaiian Islands	2	I	
Easter Island	2	I	
New Zealand	2	I	
Tonga	2	I	
Samoa	2	I	
Tahiti	2	I	
Marianas	2	I	
Nauru	2	I	
Canoes	15	C	
Warriors	10	W	
Stockades	5	S	
Coconuts	3	F	
Taro	3	F	
Yams	3	F	
Bananas	3	F	
Breadfruit	3	F	
Pigs	3	F	
Chickens	3	F	
Fish	3	F	
Wayfinding	2	N	
Oral Tradition	2	N	
Motion of the Stars	2	N	
Direction of Swells	2	N	
Colors of Sea & Sky	2	N	
Cloud Formations	2	N	
Animal Behaviors	2	N	
Navigator Secrets	2	N	
Planned Migration	1	X	Counts as 4 Food Cards
Island Hopping	1	E	Get an extra turn after this one
War Canoes	1	X	Counts as 3 Warriors in a Raid for Attacker
Stone Statues	1	E	Target Opponent discards 4 random Cards
Civil War	1	E	Discard target Island in play
Outrigger Construction	1	E	Draw 3 cards
Explorers	1	E	Look at next 7 cards in deck & keep one
Traders	1	E	Look at opponents hand & steal one card
Accidental Voyage	1	X	Counts as 1 Canoe, 1 Food, & 1 Navigation card
Planned Raid	1	E	Use as any Island card in Raid Phase





# Paper Rails Usa

## Introduction

Rail Road Building Theme. Pen and Paper Game: No cards or dice needed. This is a modified PnP version of [Railroad Dispatch Usa: Railbuilding Game](#) Railroad Dispatch USA

## Materials Required

Each player needs a pen with a different color ink. One Coin for flipping. A copy of the Map is needed (Black and White will work).

A copy of the Scoring Tables are needed.

## Victory

The player with the most Victory Points (VP) at the end of the game wins.

## End Of Game

The game ends at the end of the turn when the last possible Rail Connection is made. Immediately proceed to End of Game Scoring.

## Points

There are several types of points each player needs to keep track of:

**VP** Victory Points

**IP** Income Points

**RP** Research Points

**SP** Stock Points

## Setup

The player who brought the components goes first. Play proceeds clockwise. Players must start from an eastern seaboard city.

## Turn Sequence

Players take turns. On your turn you may take 3 Actions (out of 5 available): You can take the same action up to 2 times in the same turn.

1. Build Action
2. Event Action
3. Stock Option Action
4. Operate Action
5. Research Action

## Build Action

This Costs 1 IP. The second time you take it in the same turn costs 2 IP. Build 1 connection: Using your pen, initial one rail connection between 2 cities.

You have built that connection, you own it, no other player may initial it. You must connect to 1 city you are already connected to. If you cannot, you may build anywhere, but you must pay 1 extra IP.

## Event Action

This costs 1 RP. The second time you take it in the same turn costs 2 RP. Gain control of the next unclaimed Event on the Event Scoring Table.

With your pen initial the Event.

## Stock Option Action

This costs 1 IP. The second time you take it in the same turn costs 2 IP. Gain 1 SP.

## Operate Action

Gain 2 IP.

## Research Action

This costs 1 IP. The second time you take it in the same turn costs 2 IP. Gain 1 RP.

## End Of Game Scoring

This proceeds in 3 Phases:

1. Commodity Scoring Phase
2. Railroad Scoring Phase
3. Stock Scoring Phase

## Commodity Scoring Phase

Consult the Commodity Scoring Table. For each commodity determine which player is connected to the most cities that produce it; That player gets 2 VP. If there is a tie, each tied player gets 1 VP.

## Railroad Scoring Phase

Consult the Railroad Scoring Table. For each Railroad determine if any player is connected to all the cities in it. That player scores VP equal to the number of cities connected to that RR.

If more than 1 player is completely connected, determine which player was fully connected first; only that player scores for that RR.

## Stock Scoring Phase

The Player with the most SP gets 20 VP. The second place player gets 10 VP. Third place gets 5 VP.

**Event Scoring Table**

Event:	Notes:
Switch Frog	Gain 2 Victory Points (VP)
New York Stock Exchange	Gain 2 Stock Points (SP)
Stourbridge Lion	Gain 1 VP
First Railroad Charter	Build 1 Rail Line (RL)
Tom Thumb	Gain 3 VP
Flat Bottomed T-Rail	Gain 2 VP
John Bull 0-4-0	Gain 1 VP
Old Ironsides 2-2-0	Gain 2 VP
Iron Bar Frames	Build 1 RL
Semaphores	Gain 2 VP
Telegraph	Gain 3 VP
Bunk Cars	Gain 1 VP
Panic of 1837	All other players lose 1 SP
American 4-4-0	Gain 3 VP
Head Lights	Gain 1 VP
Standard Gauge	Build 1 RL
Mogul 4-6-0	Gain 3 VP
Whistle Stop Tours	Gain 5 VP
Land Grant Act	Build 1 RL and gain 1 SP
Gold Rush	Gain 2 VP
Pacific Railroad Surveys	Build 1 RL
Steam Injector	Gain 2 VP
Industrialization	Gain 2 VP
Coal Burning	Gain 1 RP and 1 VP
Railroad Bridges	Build 1 RL
Civil War	All other players lose 2 IP
Pullman Sleeping Car	Gain 2 VP
Consolidation 2-8-0	Gain 2 VP
Tank Cars	Gain 1 VP
Giant Stockyards	Gain 2 VP
Block Signaling	Gain 2 VP
Steel Rails	Build 1 RL
Swiveling Pony Truck	Gain 3 VP
Refrigerator Cars	Gain 1 VP
Cog Railroads	Build 1 RL and gain 1 VP
Automatic Air Brakes	Gain 3 VP
Snow Sheds	Build 1 RL
Jay Gould	Build 1 RL and gain 1 VP
Cyrus W. Field	Gain 3 VP
Edward H. Harriman	Gain 2 SP and 1 VP
Cornelius Vanderbilt	Build 1 RL and gain 1 SP
Daniel Drew	Gain 3 SP
Leland Stanford	Build 1 RL and Gain 2 VP
Collis P. Huntington	Gain 3 VP
Mark Hopkins	Gain 2 VP
Andrew Carnegie	Gain 4 VP
Black Friday	All other players lose 2 SP
Gilded Age	Gain 3 VP
Panic of 1873	All other players lose 1 IP
Knuckle Coupler	Gain 3 VP



Event:	Notes:
Rail Tunnels	Build 1 RL
Camelback	Gain 2 VP
Granger Laws	All other players lose 1 IP
Closing of the Frontier	All other players lose 1 VP

## Commodity Scoring Table

Commodity:	Cities that Produce the Commodity:
Petroleum	Columbus, Buffalo, Dallas, Houston, KC, LA, Gasper
Meat Packing	Chicago, NY, Indianapolis, Milwaukee, Columbus, Dallas, Omaha
Textiles	PL Maine, Boston, NY, Charleston, Atlanta, Philly, Montg
Steel Works	Chicago, Pittsburgh, Buffalo, Davenport, Cleveland
Timber & Lumber	PL Oregon, Corinth, Charlotte, Montg, Jax, Houston, LR
Gold & Silver	Denver, Spokane, San Francisco, Helena, Seattle, Pocatello
Coal	Dallas, KC, Pitts, St Joe, St Louis, Cleveland, Cincinnati
Manufacturing	NY, Cleveland, Detroit AACC SF, LA, NO, KC, Milwaukee, Omaha
Sugar Beets	Jax, NO, Mobile, SF, Denver, SLC, Detroit
Hogs	Davenport, Columbus, Cincinnati, Indianapolis
Cattle	Davenport, Houston, Dallas, Bismark, SF, Denver, DC
Wheat	Helena, Bismark, Denver, Spokane, DC
Tobacco	Wilmington AACC and Nashville
Corn	St Joe, KC, St Luis, Davenport, Indianapolis, Cleveland
Cotton	Vicksburg AACC and Dallas, Atlanta, Montg, Columbia
Dairy	Milwaukee, Portland Both, Seattle, Duluth, Detroit, Pitts
Apples	New York, Spokane
Grapes	San Francisco, Buffalo
Oranges	Jacksonville, LA, Phoenix
Rice	SF, NO, Houston, Savannah, LR, Corinth

**AACC** And all Connected Cities

## Railroad Scoring Table

Railroad:	Cities Connected to the Railroad:
Pennsylvania RR	Philadelphia, Pittsburgh Columbus, Indianapolis AACC
Norfolk & Western	Richmond, Columbus, Cincinnati
Baltimore & Ohio	Washington DC, Columbus, Indianapolis AACC
Three Boston Lines	Boston AACC
South Carolina Canal & RR	Columbia AACC
Chicago, Burlington, & Quincy	St Joseph AACC and Chicago, Omaha, St Paul, St Luis
Illinois Central	Chicago, St Louis, Memphis, Vicksburg, New Orleans
Chicago, Rock Island & Pacific	St Joseph AACC Chicago, Dallas, Houston, LR, DC, WT
New York Central	Cleveland, Columbus, Indianapolis AACC and NY, Cincinnati
Missouri Pacific	Kansas City, Little Rock AACC and New Orleans, El Paso
Louisville & Nashville RR	Nashville AACC and Mobile, New Orleans
Erie Lackawanna RR	NY, Buffalo, Cleveland, Cincinnati, Chicago, Indianapolis
Union Pacific	Seattle AACC and St Joseph, Denver, SL-City, Los Angeles
Central Pacific	San Francisco, Salt Lake City
Chesapeake & Ohio RR	Richmond, Cincinnati, Columbus, Chicago, Detroit
Chicago & Northwestern	Milwaukee, Gasper, Chicago, Duluth, WT, Omaha, St Paul
Chicago, Milwaukee, & St Paul	Chicago, Milwaukee, St Paul, Kansas City, St Joseph, Omaha



Railroad:	Cities Connected to the Railroad:
Atchison, Topeka, & Santa Fe	Los Angeles, El Paso AACC and Denver, St Jo, KC, Chicago
Denver & Rio Grand Western	Salt Lake City, Denver
NY, New Haven, & Hartford	New York, Boston
Northern Pacific	Spokane AACC and Duluth

**AACC** And all Connected Cities





# Pathfinders

## Introduction

Card Game with Early Aviation Theme 1909-1912.

## Victory

The player with the most Victory Tokens at the end of the game wins.

## Game End

The game ends when a turn starts and there are no cards left in the deck.

## Victory Tokens

Players share a common set of Victory Tokens (VT).

## Token Pot, Pool, And Piles

There is a separate Common Pot and Pool for VT. Each player has his own Victory Pile.

## The Deck

Players share a common deck. There are 5 Card Types:

1. Pilots
2. Aeroplanes
3. Challenges
4. Hazards
5. Fame

## Setup

The player with the most flight hours goes first. Play proceeds clockwise.

## Common Deck Card List

Name:	Type:
Cross English Channel	C
Louis Bleriot	P
Monoplane	A
Miracle	F
Aviation Journals	F
Pioneer	P
Industry	F
Accident	H
Crash on Takeoff	H
Triumph of Science	F

## Turn Sequence

Players take turns Each turn has 5 Phases: Glory Phase Invention Phase Hazard Phase Venture Phase End Phase

## Glory Phase

Put 1 VT from the Pool into the Pot.

## Invention Phase

Draw 4 cards and put them in your hand.

## Action Phase

You may discard a Hazard card to cause a target opponent to randomly discard 1 card from his hand.

## Venture Phase

You may make a Meld. A Meld consists of: 1 Pilot Card 1 Aeroplane Card 1 Challenge Card Any number (0-1+) of Fame Cards. Gain VT = the number of cards in the Meld plus all the VT in the Pot.

## End Phase

Max hand size is 7 cards: Discard excess cards.

## Card Deck Notation

- C** Challenge
- P** Pilot
- A** Aeroplane
- H** Hazard
- F** Fame

Name:	Type:
Innovation	F
Sudden Death	H
Smallest Mistake	H
Triplane	A
Avro Type F	A
Landmark Design	A
Prototype	A
Military Competition	C
Duration Record	C
Stalled	H

Name:	Type:
Aeronautics	F
Harriet Quimby	P
Dreams of Flight	F
Flying Machine	A
Cross the Alps	C
Cross the Pyrenees	C
Cross the Mediterranean	C
Glory	F
Rich Prizes	F
London to Paris	C
Paris to Rome	C
Paris to Cairo	C
Inclement Weather	H
Strong Winds	H
Birds	H
Historic Flight	F
Alfred LeBlanc	P
French Circuit	C
Daring Young Man	P
Georges Chavez	P
Trailblazing Flight	F
Mortal Injury	H
Wreckage	H
Cheering Crowds	F
Paris to Madrid	C
Circuit of Europe	C
Circuit of Britain	C
Andre Beaumont	P
Steady Flier	P
Jules Verdines	P
Roland Garros	P
Aquaeroplane	A
Test Pilot	P
Monocoque Racer	A
Streamlined Fuselage	A
Speed Record	C
Experimental Machine	A
Designer	P
Wilfred Parke	P
Biplane	A

Name:	Type:
Spiral Spin	H
Unexplained Crash	H
Erratic Controls	H
Delicate Structures	H
Underpowered Engines	H
Unstable Design	H
Pilot Sneezed	H
National Research Centers	F
Invention	F
Aerodrome	A
Tandem Winged Aircraft	A
Geoffrey De Havilland	P
Pusher Propeller	A
Edward Busk	P
Daredevil	P
Eugene Ruchonnet	P
Pilots License	P
European Air Meet	C
Government Trial	C
Gordon Bennett Race	C
Speed Milestone	C
Commemoration	F
Trial & Error	F
Burst into Flames	H
Steep Dive	H
Box Kite Canard	A
Tractor Configuration	A
Congratulation	F
Rapid Progress	F
Distance Record	C
Rotary Engine	A
Stick & String Airframe	A
Heavier than Air Craft	A
Airshow	F
Exhilaration & Wonder	F
Brothers	P
Motorized Aerial Carriage	A
Altitude Record	C
Exhibition Team	P

## Links

Early Aviation Image Collection





# Peninsular War

## Introduction

Card game for 2 players. Theme: War in Spain 1808 - 1814. One player is the French.  
 One player is the Allies: British, Portuguese, and Spanish.

## Victory

The game goes for 12 Turns (1 Turn = 6 months). The winner of each Turn gets 1 Victory Token (VT). The player who wins the most VT's is the Winner.  
 If any player wins 4 VT in a Row, he automatically wins the game. If players are tied for VT won, play an extra turn as a tie-breaker.

## The Deck

Players share a common deck. Each card has 1 or more Types. Each card has a Force Value.  
 Some cards can be used by both players. Some cards can on be used by only one specific player.

## Setup

Determine who is the French and who is the Allies. Shuffle the Deck.

## Turn Sequence

Each turn has 5 Phases: Logistics Phase Deployments Phase Maneuvers Phase Campaign Phase Recovery Phase

## Logistics Phase

Each player draws 10 cards. If the deck runs out, shuffle the discard and draw from it.

## Deployments Phase

First, you may play (discard) any cards that can only be used by your opponent (reveal these as they are discarded) and draw replacement cards. Next, you may discard up to 2 cards (Any type or user) from your hand and draw replacement cards.

## Maneuvers Phase

Starting with the British, players take turns discarding cards (one at a time) for their special abilities. A player may play (discard) up to 3 cards this way this phase.

## Card Special Abilities Chart

Type:	Special Ability:
Victory	Get 1 extra Action in Maneuver Phase next turn if you win this hand
Troops	Gun and Cavalry cards in your Meld get +3 Force
Spanish	Opponent discards 2 Random cards
Hardships	Opponent discards 2 Random cards
Support	Draw 2 cards
Terrain	Look at Opponents Hand; Draw 1 card
Leader	Discard X cards and draw X +1 cards (X max= 5)
Event	Opponent discards 1 random card; You draw 1 card
Atrocities	Opponent gets 1 less Action in Maneuver Phase next turn
Courtesy	You draw 3 cards; Opponent draws 1 card
Campaign	Look at Next 5 cards in deck and keep 1
Battle	Steal 1 Random card from opponents hand
Fortifications	Draw 1 card; Gun and Troop cards in your Meld get +2 Force
Guns	Troop and Cavalry cards in your Meld get +3 Force
Weakness	Opponent must discard 5 random cards and draw replacements
Morale	All cards you play in Meld get +1 Force
Demoralization	All cards opponent plays in Meld get -1 Force
Intelligence	Look at Opponents Hand; Opponent discards 1 Random card
Cavalry	Gun and Troop cards in your Meld get +3 Force

Type:	Special Ability:
Weather	In Campaign Phase discard 1 target Troop, Battle, or Campaign card
Portuguese	Opponent discards 1 random card; You draw 1 card

## Campaign Phase

Players play Melds. Players keep their hand only their opponent may use. A Meld may not contain more than 1 card of a specific type. If multiples are present the player must leave those of his choice in his hand.

(Example: a player has 3 Gun cards; He must leave 2 in his hand) Many cards can be used for 2 or more Types; In this case the player chooses which of the Types he wants the card to be. Special: Only the British player can use Spanish and Portuguese Type cards. Special: The French player may play up to 2 Troop cards.

Each card has a Force Value. Players count up the Total Force Value of their hand. The player with the highest TFFV is the winner.

If tied, the player with the most Leaders wins, If still tied, the player with the most Victory cards wins. The winner gets 1 Victory Token. Discard all Meld cards.

## Recovery Phase

Players must discard down to 2 cards.

## Common Deck Notation

**B** Can be used by British player only

**F** Can be used by French player only

**X** Can be used by both players

**(B)** Meld only for British, Special Ability by Both

**(F)** Meld only for French; Special Ability by Both

## Common Deck Card List

Name:	Use	Force	Types:
Spanish Ulcer	B	5	Spanish, Campaign
British Sea Power	B	4	Supply
French Land Power	X	5	Troops
Win Battles	F	5	Victory, Battle
Rugged Mountains	X	5	Terrain
Guerilla Warfare	B	4	Spanish, Portuguese, Weakness
Manpower	F	4	Troops
Invasion	X	5	Campaign
Partisans	B	3	Spanish, Portuguese, Troops
Aristocratic Officers	X	1	Leader
El Empecinado	B	3	Spanish, Leader
Merino the Priest	B	2	Spanish, Leader
Plunder	X	2	Atrocity
Pillage	X	2	Atrocity
Drunken Men	X	1	Atrocity, Weakness
The French were Worse	B	2	Atrocity
Ragged & Barbaric	B	2	Spanish
Killings	X	1	Atrocity
Torture	X	1	Atrocity
Rebels	B	2	Spanish, Troops
Andoche Junot	F	4	Leader
Reprisals	X	3	Atrocity
Ceasefire	X	2	Courtesy
Brilliant Wellington	B	5	Leader, Campaign
Methodical Wellington	B	4	Leader, Battle
Spies	X	2	Intelligence
Agents	X	2	Intelligence
Scouts	X	2	Intelligence, Troops
Sentries	X	1	Intelligence, Troops
Campaigning Season	X	3	Campaign, Weather
Correct Conduct	X	2	Courtesy

Name:	Use	Force	Types:
British Scum	(B)	3	Troops by Brits; Atrocity by French
Veterans	X	5	Troops
Endless Plains	X	2	Terrain
Icy Passes	X	4	Terrain, Weather
Burning Wastes	X	3	Terrain, Weather
Rape	X	1	Atrocity
Tough Campaign	X	3	Campaign, Hardship
Glory	X	3	Morale, Victory
Disappointment	X	2	Demoralization
Excesses	X	1	Atrocities
British Money	B	3	Supply, Spanish
British Weapons	B	2	Supply, Spanish
Will of Napoleon	F	4	Supply, Morale
Exhaustion	X	2	Hardship
Drudgery	X	1	Hardship, Demoralization
Political Mistakes	X	1	Weakness
Landings	B	2	Supply
Infantry Battalions	X	3	Troops
Foot Soldiers	X	2	Troops
Dragoons	X	3	Cavalry, Troops
Scorpions & Dysentery	X	2	Hardships
Redcoats	B	5	Troops
Heavy Cavalry	X	5	Cavalry
Regiments	X	3	Troops
Joseph Bonaparte	F	1	Supply
Napoleon	F	5	Leader, Event
Hills	X	3	Terrain, Spanish
Reinforcements	X	3	Supply, Troops
Allied Units	B	2	Spanish, Portuguese, Troops
Sharpshooters	X	2	Troops, Hardship
Skirmishers	X	2	Troops, Battle
Dispositions	X	4	Troops, Battle, Campaign
Artillery Barrage	X	3	Guns
Forced Marches	X	3	Campaign, Troops
Flies, Sand, & Sun	X	2	Hardship, Weather
Engagement	X	2	Battle
La Borde	F	2	Leader
Flanking Movement	X	4	Battle
Casualties	X	3	Hardship, Battle, Campaign
Country without Fuel	X	1	Hardship, Weather
Bad Roads	X	2	Terrain
Compliments	X	1	Courtesy
Continental System	F	1	Weakness
Royal Navy	B	2	Weakness, Supply
Blockade	B	1	Weakness
Smuggling	B	1	Supply
Riots	B	2	Weakness, Spanish
Garrisons	X	2	Troops, Fortifications
Insurrection	B	4	Spanish, Campaign
Brutal Repression	(F)	3	Atrocity by Brits; Campaign by French
Expedition	B	3	Troops, Campaign
Tenuous Communications	X	2	Weakness, Spanish
Countryside	X	2	Terrain

Name:	Use	Force	Types:
Disperse Fighting	B	2	Spanish, Campaign, Weakness
Concentrate Forces	F	5	Troops, Campaign, Battle
Decisive Victory	X	5	Victory
Severe Defeat	X	4	Victory
Pursuit	X	3	Victory, Battle, Campaign
Struggle	X	3	Hardship, Spanish
Sir Arthur Wellesley	B	5	Leader
Armed Peasants	B	1	Troops, Spanish
Massacre	X	4	Atrocity, Battle, Victory
Surrender	X	3	Battle, Victory
Surrounded	X	5	Battle
Impossible Position	X	4	Terrain, Battle
General Castanos	(B)	2	Leader by British; Weakness by French
Repulse	X	4	Battle
Assault	X	3	Battle
Gorge	X	5	Terrain
River	X	4	Terrain
Ridges	X	3	Terrain, Fortifications
Cavalry Brigades	X	3	Cavalry
Cloud of Dust	X	2	Terrain, Battle, Troops
Tirailleurs	F	2	Troops, Battle
Position in Cover	X	2	Terrain, Battle
Rolling Musket Fire	X	3	Troops
Bayonets	X	4	Troops
Shrapnel	B	4	Guns
Enfilade Fire	X	5	Guns, Troops, Battle
Grenadiers	F	5	Troops
Headlong Retreat	X	4	Victory, Hardship
Slaughter	X	4	Victory, Atrocity
Counter Attack	X	4	Battle
White Flag	X	3	Victory, Courtesy
Truce	X	2	Courtesy, Event
Intrigue	F	2	Weakness
Hazardous Mission	X	3	Campaign, Hardship
Corps	X	5	Troops
Overcomplicated Plan	X	2	Weakness, Campaign
Offensive	X	4	Campaign
Old Guard	F	5	Troops
Soult	F	4	Leader
Vital Junction	X	4	Terrain, Battle, Campaign
Slow Going	X	2	Weakness, Terrain, Weather
Small Army	F	2	Weakness
Sir John Moore	B	5	Leader
Junta	X	1	Supply by Brits; Weakness by French
Resistance	B	3	Spanish, Portuguese
Occupation	(F)	3	Troops by French; Atrocity by Brits
Surprise	X	4	Intelligence, Battle, Campaign
Intelligence Reports	X	2	Intelligence
Caught Off Balance	X	5	Campaign
Risky Plan	X	4	Campaign, Battle
Headquarters	X	3	Intelligence, Battle
Harsh Winter	X	3	Weather, Hardship
Units Disintegrate	X	3	Battle, Demoralized, Victory

Name:	Use	Force	Types:
Riflemen	B	3	Troops, Battle
Shoeless	X	2	Hardship
Cautious Probing	X	2	Intelligence, Battle
Main Force	X	4	Troops
Battery Fire	X	3	Guns
Rally	X	4	Morale
Feint	X	2	Battle
No Magazines	X	1	Weakness
No Provisions	X	1	Weakness
Naval Transports	B	1	Supply, Troops
Blown Bridge	X	2	Battle, Terrain
Diversion	X	3	Campaign
Prospect of Fighting	X	3	Morale
Redemption	X	4	Battle, Morale, Troops
Fierce Fighting	X	3	Battle
French Attack Columns	X	4	Battle, Troops
Picquets	X	2	Battle, Intelligence
Commander Mortally Wounded	X	5	Event
Thin Lines of Men	X	3	Troops
Bombardment	X	4	Guns
Maneuver	X	2	Battle
Bugles Blaring	X	1	Battle, Morale
Intense Political Pressure	F	2	Weakness
Night March	X	3	Battle
Capture Dispatch	X	5	Intelligence
Decipher Codes	B	5	Intelligence
Superior Forces	F	5	Troops
Opportunity Lost	X	3	Weakness
Cut Communications	X	5	Hardship, Campaign
Difficult Retreat	X	4	Victory, Hardship
River Crossing	X	5	Battle, Campaign
Sleet & Snow	X	4	Weather
Cavalry Screen	X	3	Cavalry
Advance Detachments	X	2	Troops, Battle
Strict Discipline	X	1	Weakness, Morale
Flooding	X	4	Weather, Terrain
Press Forward	X	3	Battle
Hussars	X	3	Cavalry
Stragglers	X	2	Hardship, Victory
Bring Up the Guns	X	4	Guns
Rearguard Action	X	3	Battle
Flee in Panic	X	5	Victory, Demoralized
Confusion	X	3	Battle
Thick Fog	X	3	Battle, Weather
Rout	X	5	Victory
Grapeshot	X	4	Guns, Battle
British Evacuation	X	2	Event
Recovery	X	2	Supply
Reorganization	X	3	Supply
Light Division	X	3	Troops
Major Fort	X	5	Fortification
Siege	X	4	Battle, Campaign
Repeated Attacks	X	3	Battle



Name:	Use	Force	Types:
Marshal Victor	F	3	Leader
Scattered	X	3	Victory, Spanish
Sweep the Field	X	4	Victory, Battle
City Sacked	X	4	Victory, Atrocity
Converging Forces	X	4	Campaign, Battle
Defense of Portugal	B	4	Fortifications
Badajoz	X	5	Fortifications
Firm Orders	X	3	Leader
Gregorio Cuesta	B	3	Leader
Split Forces	X	3	Campaign
Speed & Sureness	X	5	Campaign
Portuguese Recruits	B	2	Troops, Portuguese
Outposts	X	2	Fortifications
Pull Back	X	1	Campaign, Battle
Trap	X	5	Battle, Spanish, Campaign
Brave Volunteers	X	3	Battle, Troops
Musket Volleys	X	4	Battle, Troops
Street Fighting	X	5	Battle
Hand-to -Hand	X	4	Battle
Howitzers	X	3	Guns, Battle
Captured Guns	X	3	Guns, Supply
Near Disaster	X	5	Victory
Quagmires	X	4	Terrain
Burn Villages	X	2	Atrocities
Initiative	X	4	Leader, Battle, Campaign
Liberation	B	4	Victory, Spanish
Militia	B	2	Troops, Spanish, Portuguese
Baggage	X	2	Supply
Abandon Equipment	X	3	Victory, Supply
Strong Reconnaissance	X	3	Intelligence, Battle
Restlessness	X	2	Hardship, Morale
Lack of Finance	F	3	Weakness
Joint Operation	B	3	Spanish, Portuguese, Campaign
Horse Artillery	X	3	Cavalry, Guns
Lure	X	4	Campaign
Spanish Deserters	F	2	Weakness
Redoubt	X	3	Battle, Fortifications
Disordered Formation	X	3	Battle, Demoralization
Packed Ranks	B	3	Weakness, Battle
Two Deep Line	B	3	Troops, Battle
Murderous Volley Fire	X	5	Troops, Battle
Starvation	X	4	Hardship
Irregular Marauders	B	3	Spanish, Portuguese
Harassment	B	3	Hardship, Weakness, Spanish
Maintain Contact	X	2	Campaign
Night Attack	X	4	Battle
Marshal Massena	F	5	Leader
Determination	X	4	Leader
Magazine Explodes	X	5	Event
Know Enemy Route	X	5	Intelligence, Campaign
Ambush	X	5	Battle, Spanish, Portuguese
Confident Wellington	B	4	Leader
Dissension	F	2	Weakness, Demoralization

Name:	Use	Force	Types:
Scorched Earth	B	3	Hardship, Campaign
Flank Fire	X	4	Troops, Guns, Battle
Crack Troops	X	5	Troops
Ordenanza	B	2	Troops, Portuguese
Couriers	X	2	Intelligence
Disease	X	3	Hardship
Forage	X	2	Supply
Hill Forts	X	3	Fortifications
Spanish Treachery	F	3	Weakness, Campaign
Cunning & Skill	X	3	Leader
Siege Investment	X	4	Battle, Campaign
Crauford	B	4	Leader
Fighting Withdrawal	X	4	Battle
Scottish Highlanders	B	4	Troops
Irish Rangers	B	4	Troops
Villages	X	2	Terrain, Supply
Polish Lancers	F	5	Troops
Swiss Mercenaries	F	4	Troops
Cavalry Charge	X	5	Battle, Cavalry
Bayonet Charge	X	4	Battle, Troops
Die Hard!	X	5	Battle, Morale
Waver & Break	X	4	Battle, Demoralized
Hesitate	X	3	Weakness, Event
Avoid Battle	X	3	Campaign
Save the Army	X	4	Campaign, Supply
Cantonments	X	2	Supply
Siege Lifted	X	3	Campaign, Supply
Imperial Army	F	5	Troops
Counter-march	X	4	Campaign
General Picton	B	3	Leader
Threaten Advance	X	3	Campaign
Suberb Tactics	X	5	Battle
Afrancasados	F	2	Supply
Second Siege	X	4	Campaign, Battle
War of Independence	B	4	Morale, Spanish
Spanish Regular Army	B	2	Troops
Bleed the French	B	3	Spanish
Stalemate	X	1	Campaign
Fresh Troops	X	3	Troops, Supply
Spanish Constitution	B	3	Event, Spanish
Portuguese Military Reforms	B	3	Troops, Supply, Portuguese
August Marmont	F	3	Leader
Campaign in Russia	B	3	Weakness, Event





# *Peter The Great*

## **Introduction**

Card and Bidding Game for 3-6+ Players.

## **Victory**

Have the most Victory Points (VP) at the end of the game. The Game ends when a turn starts and there are no cards left in the Deck.

## **Victory Chips**

Use poker chips to keep track of Victory Points.

## **Bidding Cubes**

There are 5 different colors of bidding cubes in equal amounts. These are kept in a pouch for random drawing.

## **The Deck**

The Deck has 7 Suites. There are 10 cards for each suite. The Suites are:

1. Peter the Great
2. Baltic Sea Ports
3. Crushed Rebellions
4. Black Sea Ports
5. Western Influences
6. Social Modernizations
7. Saint Petersburg

## **Setup**

The most Russian Player goes first. Each player draws 5 Random Cubes.

## **Turn Sequence**

Players take turns. Play proceeds clockwise. Each turn has 5 Phases.

1. Cube Phase
2. Draw Phase
3. Bid Phase
4. Action Phase
5. Score Phase

## **Cube Phase**

Draw 3 Random Cubes from the Pouch.

## **Draw Phase**

Flip over the top card of the deck. This is a Bid card. Place it face up on the table in line with Bid cards from previous turns.

## **Bid Phase**

- If there are 2 or less Bid cards in Line you must Pass.
- If there are at least 3 Bid Card in Line you may Pass or Call a Bid.
- If there are 7 or more Bid cards in Line you must Call a Bid.
- In a Bid each player secretly bids either zero cubes or 1 or more cubes of the same color.
- The player who bid the most cubes wins.
- The winner returns all of his bid cubes to the pouch.

The losers keep their cubes. The winner takes possession of all of the Bid Cards. They now cease being bid cards and are placed in the winners Victory Card pile. All Victory cards in all piles are to be kept visible to all players.

If there is a tie in the Bidding the current player wins ties going clockwise. Note: If there are no cards left in the deck, you must Call a Bid.

## **Action Phase**

You may discard 1 Peter the Great card to produce one of the following effects:

1. Gain 3 Victory Points.
2. Draw 3 extra Cubes.
3. Draw 5 Cubes and discard any 4 of your Cubes.
4. Opponent must give you 1 card from his Victory Pile of his choice.
5. Opponent must give you 2 of his Cubes of his choice.
6. Take any 1 card from the Bid Card line up and put it in your Victory Pile.
7. Draw 3 cards from the top of deck and place them in your Victory Pile. Next

Place any 3 cards from your Victory Pile on the bottom of the deck.

## **Score Phase**

Gain VP equal to the number of cards in the Suite you have the fewest cards of in your Victory Pile (Not including the Peter the Great Suite).

For Example: You have cards in your Victory Pile = Peter the Great = 0, Baltic Sea Ports = 1, Crushed Rebellions = 2, Black Sea Ports = 3, Western Influences = 1, Social Modernizations = 4, Saint Petersburg = 3.

In this scenario you would get 1 VP because you have the fewest number of Western Influences and Baltic Sea Port cards.

## Card List Notation

**P** Peter the Great

**B** Baltic Sea Ports

**R** Crushed Rebellions

**L** Black Sea Ports

**W** Western Influences

**M** Social Modernizations

**S** Saint Petersburg

## Common Deck Card List

Name	Type:
Peter the Great	P
Tsar Peter	P
Peter the First	P
Emperor of all the Russias	P
Autocrat	P
Father of His Country	P
Visionary	P
Reformer	P
Modernizer	P
Conqueror	P
Found City	S
Winter Palace	S
Kunstkamera	S
Peter & Paul Cathedral	S
Chief Architect	S
Urban Planning	S
Academy of Sciences	S
Petrine Baroque Style	S
Twelve Collegia	S
Seat of Government	S
War with Ottoman Empire	L
Crimean Khan	L
Tartars	L
Knights of Malta	L
Balkan Allies	L
Russian Fleet	L
Taganrog Naval Base	L
Fort of Azov	L
Russo-Turkish War	L
Seize Ports	L
Great Northern War	B
Warm Water Port	B
Treaty of Nystad	B
War on Sweden	B
Denmark-Norway Allies	B

Name	Type:
Poland-Lithuania Allies	B
Saxony Ally	B
Maritime Power	B
Estonia, Livonia, Ingria	B
Battle of Lesnaya	B
Treason	R
Streltsy Rebellion	R
Brutal Suppression	R
Bashkirs Rebellion	R
Civil Uprising	R
Bulavin Rebellion	R
Mutiny	R
Conspiracy	R
Torture	R
Execution	R
Russian Delegation	W
Grand embassy	W
Holland	W
England & Leipzig	W
Dresden & Vienna	W
Study Engineering	W
Study European Customs	W
Study Science	W
Study Shipbuilding	W
European Tour	W
The Decree on Shaving	M
Stop Arranged Marriages	M
Compulsory Education	M
Capitation Taxes	M
First Newspaper	M
Adopt Julian Calendar	M
Reform Orthodox Church	M
Table of Ranks	M
Abolish the Duma	M
Agricultural Reforms	M

## Links

Peter the Great





# Plantation Masters

## Introduction

Each player controls a plantation in Early America.

## Victory

The player who scores the most points wins. Use paper and pencil to keep track of points.

## End Of Game

The game ends when all cards are picked, and there are no cards left in the deck.

## Dice

A six sided die is needed.

## The Deck

Players share a common deck. There are 2 types of cards: Permanents and Events. There are 3 types of Permanents:

1. Cash Crop Fields
2. Buildings (Houses, Mills, Shops, etc.)
3. Slave Quarters (and Indentured Servants)

There are 5 types of Cash Crops:

1. Cotton
2. Tobacco
3. Sugar
4. Rice
5. Indigo

## Setup

Players roll 1D6. High roll becomes the first Master.

## Turn Sequence

Each turn has 2 Phases: Plant Phase Pick Phase

## Plant Phase

Flip over the top  $X+1D6$  cards of the deck.

**X** the number of Players.

Have them be face-up in the middle of the table visible to all players. These are called the Plantation cards.

## Pick Phase

Players take turns picking one Plantation card each. The Master picks the first card. The player to his left picks the next card and so on.

It is called a Round when all Players have selected a card. If there are Plantation cards remaining, a new round starts. This continues until all Plantation cards have been claimed, ending the phase.

When a card is selected, it is immediately played. Events take their effect and are then discarded. Permanents are placed face up in front of their owners and represent the Buildings/farms that are on that players Plantation.

## End Of Game Scoring

Each permanent has a basic point value. Cards you own will get or give bonuses to/from other cards on your Plantation. (If you own more than one copy of a card that benefits from another card, both Copies get the bonus.) Additional Scoring Bonuses/Penalties:

Title:	Score	Notes:
Modest Means	-10	Having no Big House
Harshest Master	-10	Having the Most Slave Quarters
King Cotton	+10	Most Cotton Fields
King Tobacco	+10	Most Tobacco Fields
King Sugar	+10	Most Sugar Fields
King Rice	+10	Most Rice Fields
King Indigo	+10	Most Indigo Fields

## Cash Crop Cards

The player who picks this card chooses one type of Crop. All players get 2 points for each Field they have of that Crop type. This is the only type of scoring that occurs mid-game.

## Support

Each Slave Quarters will Support 5 Fields or Buildings. In end scoring unsupported Fields & Buildings score no points.

## Event Cards

If you draw an event card that causes a loss, you must randomly discard one of your Own permanents of the indicated type. To randomize the lost card, pick up all cards of the type you own, shuffle them and Draw one at random. Some buildings make you immune to

this type of loss.

## Card List Notation

# Copies of that card in the deck  
E Event

## Card List

Name:	#	Score	Notes:
Slave Quarters	20	2	Supports 5 Fields or Buildings
Indentured Servants	2	2	Supports 5 Fields or Buildings
Cotton Field	10	5	Gets +1 for every other Cotton Field
Tobacco Field	10	5	Gets +1 for every other Tobacco Field
Sugar Field	10	5	Gets +1 for every other Sugar Field
Rice Field	10	5	Gets +1 for every other Rice Field
Indigo Field	10	5	Gets +1 for every other Indigo Field
Big House	4	5	-
Kitchen	2	5	Big House gets +5
Wash House	2	5	Big House gets +5
Smoke House	2	5	Kitchen gets +5
Spring House	2	5	Wash House gets +5
River Dock	2	X	Get X points. X = Fields you own
Cooper	2	5	Gets +1 for every Sugar & Indigo Field
Drying House	2	5	Gets +2 for every Tobacco Field
Sugar Mill	2	5	Gets +2 for every Sugar Field
Spinning House	2	5	Gets +2 for every Cotton Field
Weaving House	2	5	Spinning House gets +5
Sewing House	2	5	Weaving House gets +5
Distillery	2	5	Sugar Mill gets +5
Boot Making Shop	2	5	Gets +1 for every Slave Quarters
Warehouses	2	5	You are Immune to loss of Fields Events
Carpenter/Joinery	2	5	You are Immune to loss of House Events
Stables	2	5	You are Immune to loss of Slaves Events
Carriage House	2	5	When played go first next turn
Blacksmith Shop	2	5	Carriage House & Stables get +4
Runaway Slaves	1	E	Lose 1 Slave Quarters
Slave Uprising	1	E	Lose 1 Slave Quarters
Malaria	1	E	Lose 1 Slave Quarters
Worked to Death	1	E	Lose 1 Slave Quarters
Blight	1	E	Lose 1 Field
Drought	1	E	Lose 1 Field
Locusts	1	E	Lose 1 Field
Fire	1	E	Lose 1 House
Hurricane	1	E	Lose 1 House
Indian Raid	1	E	Lose 1 House
Cash Crops	4	E	Score one Crop Type





# Plassey

## Introduction

Card game simulating the battle of Plassey 1757. One player is the Army of the East India Company. The other player is the Bengal Army.

An Anglo-Indian Force of 3,000 men defeated a Bengal Army of 50,000 men.

## Victory

The first player to acquire all 5 Territory Markers wins.

## The Decks

Each player has a unique deck. Each deck has 5 types of cards: Leader, Unit, Artillery, Defense, Special

## Setup

The British get 2 Territory Markers. The Bengali get 3 Territory Markers. The Bengali player starts the game as the Attacker.

## The Attacker Rule

The player who won the previous turn is the Attacker. The other player is the Defender.

## Turn Sequence

- Each turn has 4 Phases:
1. Orders Phase
  2. Maneuver Phase
  3. Attack Phase

## 4. Resolution Phase

## Orders Phase

Each player draws 9 cards from his own deck. If a deck runs out, shuffle the discard and draw from it.

## Maneuver Phase

Each player may discard up to 5 cards and draw replacements.

## Attack Players

Both players reveal a Meld from their hand. A Meld may contain up to: 1 Leader card 2 Unit cards (3 if Attacker) 2 Artillery cards 2 Defense cards (Play only if you are the Defender) 3 Special Cards

## Resolution Phase

Each card has a Force value. The meld with the highest total value wins the turn. The Winner takes a Terrain Marker from his opponent.

## Card List Notation

- L** Leader
- U** Unit
- A** Artillery
- D** Defense
- S** Special
- X** Play only if you have 2 or less Terrain Markers
- Z** Play only if you have 3 or 4 Terrain Markers

## Anglo-indian Army Deck Card List

Card Name:	Type	Force	Notes:
Robert Clive	L	13	
Major Coote	L	11	
Major Kilpatrick	L	9	+3 if Attacking
Major Grant	L	7	
Major Guah	L	5	
English Officers	L	3	Unit cards get +1 each
6-Pounder Guns	A	11	
Howitzers	A	9	
Bengal Artillery	A	7	
Madras Artillery	A	7	
Bombay Artillery	A	7	
Vigorous Gunnery	A	9	



Card Name:	Type	Force	Notes:
Bombardment	A	9	
Royal Regiment	U	9	
European Troops	U	13	
British 39th Regiment	U	11	
Grenadier Company	U	9	
Sailors	U	1	Artillery Cards get +2 each
Bengal Sepoys	U	7	Native Troops
Madras Sepoys	U	7	Native Troops
Topasses	U	3	Indo-Portuguese Soldiers
English Discipline	S	2	Unit cards get +2 each
Iron Nerve	S	2	Unit & Leader cards get +2 each
Assault	S	3	Negate Defense Card
High Morale Under Fire	S	3	Defending Unit cards get +3 each
Monsoon Rains	S	2	Negate All Bengali Artillery Cards
Treachery & Conspiracy	S	4	Negate Bengali Leader Card
Confusion & Disorder	S	2	Negate All Bengali Unit Cards
Killed by Grapeshot	S	4	Negate Bengali Leader Card
Nawab Orders Retreat	S	2	Negate All Bengali Unit Cards
Elephants Stampede	S	2	Negate All Bengali Unit Cards
Mango Grove	D	12	X
Mud Embankments	D	10	X
Hunting Lodge	D	8	X
Brick Kilns	D	6	X
Water Tanks	D	4	Z

### Bengal Army Deck Card List

Card Name:	Type	Force	Notes:
Nawab Siraj-ud-daula	L	12	
Mir Madan	L	10	
Mohan Lal	L	8	
Mir Jafar	L	6	
Yar Lutuf Khan	L	4	
Rai Durlabh	L	2	
32 Pound Guns	A	6	
24 Pound Guns	A	4	
French Guns	A	12	
Rockets	A	2	
Mobile Artillery Platforms	A	10	Pulled by 50 Oxen each & Elephants
Barrage	A	8	
Cannonade	A	8	
Vast Host	U	8	
Large Columns	U	6	
Loyal Troops	U	6	
Bengali Infantry	U	4	
Matchlockmen	U	4	
Pikes & Swords	U	2	
Disloyal Troops	U	1	6 copies of this card in deck
Pathan Cavalry	U	10	
French Contingent	U	2	Artillery Cards get +3 each



Card Name:	Type	Force	Notes:
Earthen Entrenchments	D	8	X
Redoubt	D	10	X
Small Hill	D	6	X
Water Tanks	D	4	Z
Formidable Appearance	S	3	Unit Cards get +2 each
Threaten Flank & Rear	S	3	Unit Cards get +2 each
Cavalry Charge	S	3	Attacking Unit Cards get +3 each
Strong Position	S	3	Unit & Artillery Cards get +1 each
Counter Attack	S	3	Defending Unit Cards get +3 each





# Pueblos

## Introduction

Card game for 2-4+ players. Theme: American Southwest Indian Pueblo Peoples.

## Victory

The first player to make 5 Melds wins the game. All 5 Melds must be of different types.

## The Deck

Players share a common deck. The deck has 6 suites:

1. Gods
2. Dances
3. People
4. Crafts
5. Homes
6. Crops

Each Suite has 7 cards numbered 1 to 7. There are also 2 Misfortune cards: Raids and Drought.

## Setup

Players cut the deck. High cut goes first. Each player is dealt a hand of 7 cards.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Meld Phase
3. End Phase

## Card List

Name	Type	Rank
Sunflowers	F	1
Beans	F	2
Gourds	F	3
Squash	F	4
Tobacco	F	5
Cotton	F	6
Maize	F	7
Villagers	P	1

## Draw Phase

Draw 1 card from the deck. If the deck runs out, shuffle the discard and draw from it.

## Meld Phase

You may make a Meld. A Meld consists of 6 cards. There are 6 types of Melds:

1. Sun: (Flush) All cards same suite.
2. Moon: (Straight) Cards numbered 1-6 or 2-7
3. Hopi: All cards from 6 different suites
4. Zuni: All cards the same Number
5. Pueblo: 3 cards from 1 Suite and 3 cards from another Suite
6. Myth: All cards different Numbers and different Suites

The Meld is discarded when played. When you play a Meld immediately draw 6 replacement cards from the deck. Remember, it takes 5 different types of Melds to win.

## End Phase

You may play (discard) a Misfortune card in End phase to make a Target player discard 1 Random card from his hand. Max hand size is 7 cards. Discard excess cards.

## Card List Notation

- G** Gods  
**D** Dances  
**P** People  
**C** Crafts  
**H** Homes  
**F** Crops  
**M** Misfortune

Name	Type	Rank
Sand Painting	C	2
Baskets	C	3
Pottery	C	4
Blankets	C	5
Turquoise Jewelry	C	6
Kachina Masks	C	7
Deer Dancers	D	1
Home Dance	D	2

Name	Type	Rank
Hunters	P	2
Farmers	P	3
Potters	P	4
Jewelers	P	5
Weavers	P	6
Priests	P	7
Pit House	H	1
Stone & Mortar	H	2
Mesa Homes	H	3
Shelter Masonry	H	4
Adobe Apartments	H	5
Cliff Dwellings	H	6
Ceremonial Kiva	H	7
Corn Husk Dolls	C	1

Name	Type	Rank
Corn Dancers	D	3
Shalako Dancers	D	4
Eagle Dancer	D	5
Snake Dance	D	6
Rain Dance	D	7
Trickster Coyote	G	1
Lost White Brother	G	2
Sand Altar Woman	G	3
Hard Being Woman	G	4
Skeleton Man	G	5
Tawa the Sun Spirit	G	6
Spider Grandmother	G	7
Drought	M	-
Raids	M	-

## Links

Wikipedia





# *Racing To The North Pole*

## **Introduction**

Dice and board game for 2-4+ players Theme: The Race to the North Pole undertaken by various explorers in the early 1900's. Players move their pawn from the Start space to the North Pole and back again.

## **Victory**

Get the most Victory Points (VP). 1 VP for reaching the North Pole. An extra 2 VP for being first to reach the North Pole.

1 VP for getting back (Surviving). 1 VP for being the first to get back. 1 VP for never failing a Morale Check.

## **Pawns**

Each player has a Pawn of a unique color. The Pawn represents their expedition.

## **Dice**

Six sided and Ten sided dice are needed.

## **The Board**

The board is a track 30 spaces long including a start space at one end and The North Pole space at the other end.

## **The Deck**

Players share a 50 card common Travel Deck. If the Deck ever runs out, shuffle the discard and draw from it.

## **Stats**

Each player has 9 stats: Men, Dogs, Food, Gear, Skill, Will, Ship, Time, and Hoax.

## **Men**

This is how many men are on the expedition. Each point of Manpower can represent 1 or several men. If an expedition is ever reduced to zero men, that players game ends immediately (They all perished).

The Base number of Men is 5.

## **Dogs**

This is how many dog teams are on the expedition. If there are more Dogs than Men you get +1 to Movement Totals. If there are less Dogs than Men you get -1 to Movement Totals.

If there are no Dogs remaining you get -2 to Movement Totals. The Base number of Dogs is 7.

## **Food**

This is how much food is being carried by the expedition. At the end of every turn, your expedition uses up 1 Food. If there is no Food left, roll once on the Casualty Table instead.

The Base number of Food is 10.

## **Gear**

This represents supplies other than food. It is used in tests against cold weather. The Base number of Gear is 5.

## **Skill**

This represents the knowledge needed to make the journey. It is used in tests involving navigation and assailing rough terrain. The Base number of Skill is 5.

## **Will**

This represents the courage and determination needed to make the journey. It is used in tests involving morale and leadership. The Base number of Will is 5.

## **Ship**

This represents how close your ship is to the North Pole. For every point of Ship move your pawns starting space forward by 2 Spaces. The Base number for Ship is 0.

## **Time**

This is how much sooner your expedition starts than your opponents. For every point of Time start 1 turn earlier than your opponents. The Base number for Time is 0.

## **Hoax**

Historians believe your claim is a Hoax. For every point of Hoax you have, you may reroll one die-roll on your turn or Get an extra round of discarding and redrawing during Travel Phase. The Base number for Hoax is 0.

## Stat Table

1D10	Stat:	Base:
1	Men	5
2	Dogs	7
3	Food	10
4	Gear	5
5	Skill	5

1D10	Stat:	Base:
6	Will	5
7	Base	0
8	Time	0
9	Hoax	0
10	Choice	Pick One

## Creating Your Expedition

Either choose one of the 6 Expeditions listed at the end or use the random method. To do the random method, roll a ten sided die 5 times on the Stat Table. When you roll on a Stat it increases from its base by 1.

For example: if you roll Skill, your skill score is increased from Base 5 to 6. If you roll Time, your Time score is increased from Base 0 to 1. Food is increased by 2 not 1, so if you roll Food, your Food score is increased from 10 to 12.

## Setup

Create your expedition (Pick one or use the random Method). Place your pawn on its starting spot according to its Ship score. Roll high on 1D10 to see who goes first. Play proceeds clockwise.

Remember that players with a positive Time score get 1 or more extra turns of Movement before their opponents.

## Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Event Phase
2. Travel Phase
3. End Phase

## Event Phase

Roll once on the Event Table. Except for the Blizzard result, all other results will require you to make a Test against either Gear, Will, or Skill. Resolve a Test

## Event Table

1D10	Event:	Test	Notes:
1	Blizzard	-	No Move. Skip Travel Phase this turn
2	Difficult Terrain	Skill	If Fail: Next Move Total -2
3	Hardships	Will	If Fail: -1 Will
4	Crevasse	Skill	If Fail: Roll once on Casualty Table
5	Sub-Zero Temps	Gear	If Fail: Roll once on Casualty Table
6	Lost Supplies	Will	If Fail: -1 Gear and -1 Food
7	Frost Bite	Gear	If Fail: Roll once on Casualty Table
8	Fatigue	Will	If Fail: Next Move Total -2
9	Eskimo Guides	Skill	If Pass: Next Move Total +2
10	Bitter Cold	Gear	If Fail: -1 Will

by rolling 1D10. If the number rolled is equal to or less Than the value of the Stat, you pass the Test.

If it is less, you fail the test. Failed tests will usually result in a permanent loss of a stat or a penalty to your Move Total in Travel phase.

## Travel Phase

Draw 5 Travel Cards. You may discard up to 2 cards and draw replacements. Add up the Move values of all 5 cards. This is your Move Total. Move that many spaces forward.

You must stop upon reaching the North Pole. If you land on an opponent's pawn that is not on its starting space, move it back 1 Space. If you have 2 or more Dog cards move an extra +1.

Max number of Dog cards you can play is equal to your Dog Stat. If you have 4 or more Trek cards move an extra +1.

## End Phase

Consume 1 Food Point. If there is no Food left then -1 Dog. If there is no Food or Dogs roll on the Casualty Table.

Keep track of changing Stat scores.

## Morale Checks

Every time you fail a test make an additional test against Will: If you fail by 4 or more points, your expedition immediately Gives up and starts heading back to your starting space.

## Casualty Table

1D6	Losses:
1	-1 Man
2	-1 Dog (-1 Man if no Dogs)
3	-1 Will (Fear)

1D6	Losses:
4	-2 Dogs (-2 Men if no Dogs)
5	-1 Will (Defeatism)
6	-1 Skill (Increasingly bad decisions)

## Travel Deck

Card:	#	Move	Notes:
Trek	10	+1	-
Dogs	10	+1	-
Ice	5	+1	-
Snow	5	0	-

Card:	#	Move	Notes:
Hunting	5	0	(Gain 1 Food)
Cracked Ice	5	-1	-
Open Water	5	-2	-

## Expeditions

Some Real. Some Hoaxes. All Fascinating:

Robert Peary

- Hoax +2
- Time +1
- Men +1
- Will +1

Frederick Cook

- Hoax +1
- Time +1
- Gear +1
- Will +1
- Skill +1

Fridtjof Nansen

- Ship +1

- Dogs +2

- Time +2

Roald Amundsen

- Ship +2

- Food +2

- Gear +1

- Men +1

Robert Falcon Scott

- Time +1

- Skill +1

- Will +3

Ernest Shackleton

- Ship +2

- Will +1

- Men +1

- Skill +1





# *Railroad Dispatch Usa*

## **Introduction**

Game for 2-4+ players. Theme: Railroad Building on the Continental USA.

## **Victory**

Have the most Income and Victory Counters at the end of the game. The game ends at the end of the turn when all the rails have been built on, or the last level on the Tech Track has been bought.

## **The Board**

The board is a map of the Continental US showing cities (green dots) and the Rails (red lines) that connect them. Rails are also called Lines, Rail Lines, Links, and Connections.

## **The Research & Development Chart**

This chart depicts a sequence of improvements in railroad technology and policy. Advances are gained in strict order, and an advance only benefits the player who paid for it.

## **Rail Markers**

Each player has a set of rail markers of a unique color. These are placed on rail Lines to show ownership. They are also used on the R&D Chart.

Sets have no size limit.

## **Income Counters**

Players share a common set of Income Counters. Use denominations of \$1, \$5, and \$10.

## **Wealth Tokens**

Players share a common set of Wealth Tokens (WT). Use denominations of \$1, \$5, and \$10.

## **Victory Counters**

Players share a common set of Victory Counters. These count towards winning.

## **Loan Receipts**

Bank Loans are for 10 Wealth tokens each. You may have a maximum of 2 Loans out at a time. Interest must be paid on Loans.

## **Stock Shares**

Each player can issue up to 10 Stock Shares. Stocks are sold to the general public. Other players may then buy your Stocks from the General Public.

Dividends must be paid out on Stocks. If another player ever controls more than 50% of your stocks, he gains control of your railroad, and you are out of the game, unless you can immediately buy 1 or more of them back from him at their regular value (Each share = your current Income Total)

## **The Deck**

Players share a common deck. There is one copy of each card described in the card list. There are 5 types of cards: City Cards Commodity Cards Railroad Cards Location Cards Special Cards

## **Setup**

Each player chooses a set of Rail Markers. Each player starts with 5 Income Counters. Shuffle the Deck.

Players flip a coin to see who goes first. Play proceeds clockwise. Each player is dealt a hand of 7 cards.

## **Turn Sequence**

Players take turns. Each turn has 8 Phases:

1. Opportunity Phase
2. Income Phase
3. Finances Phase
4. Maintenance Phase
5. R & D Phase
6. Build Phase
7. Contract Phase
8. End Phase

## **Opportunity Phase**

Draw 2 cards and put them in your hand. If the deck ever runs out, shuffle the discard and draw from it. You may purchase additional draws for 5 WT each.

## **Income Phase**

Gain 1 Wealth Token (WT) for every Income Counter you own.



## Finances Phase

Loans may be paid off for 10 WT each. You may sell up to 3 Income Counters (discard them) to get 5 Wealth for each. You may sell Stocks Shares to the General Public: You may Issue 1 Stock Share of your company to gain Wealth equal to your current Income Total.

You may sell a Stock Share you own from another company. It is sold to the General Public. Gain WT equal to the current income of that company. You may buy Stock Shares from the General Public. These cost WT equal to the current income of that company.

## Maintenance Phase

You must pay 1 WT for every Rail Line you control Interest on Loans must be paid: 1 WT per Loan Receipt. Dividends on Shares must be paid: 1 WT per Share to the owner of the Stock.

## R & D Phase

You may pay WT to advance the Research Track to the next Level (Advance). The cost (in WT) to get to the next Level (Working your way down) is listed on the Track. You alone gain the benefit/Protection prescribed by that level.

Place a Rail Marker on that Level to show that you are the one who made it. You may buy up to 1 extra level at the same time, but it costs triple.

## Build Phase

You may place 1 of your Rail Markers onto a Rail Line. The new Rail Line must be connected to your Rail Network. If it is your first Build of the game, place the Marker on any line extending from any East Coast City.

The first Line you build each turn costs 5 Wealth. The second Line you build each turn costs 10 Wealth. The third Line you build each turn costs 20 Wealth.

## Research Track

Advance:	Cost	Notes:
Switch Frog	4	Gain 2 Victory Counters (VC)
New York Stock Exchange	5	Gain 1 Income Marker (IM)
Stourbridge Lion	3	Gain 1 VC
First Railroad Charter	5	Build 1 Rail Line (RL)
Tom Thumb	5	Gain 3 VC
Flat Bottomed T-Rail	4	Gain 2 VC
John Bull 0-4-0	3	Gain 1 VC
Old Ironsides 2-2-0	4	Gain 2 VC
Iron Bar Frames	5	Build 1 RL
Semaphores	4	Gain 2 VC
Telegraph	5	Draw 3 Cards
Bunk Cars	5	Gain 1 IM

## Contract Phase

You may play a Contract. A Contract consists of 2 cards from your hand. One card is the Origin Location. The other is the Destination Location.

City and Location cards can be used as either Origins or Destinations. Commodity cards are used as Origins only. Railroad cards are used as Destinations only.

Trace a route on the map from the origin to the destination. This must be the shortest route possible. If 2 or more shortest routes are available, pick which one you want to use.

Each Rail Line on the Route earns its owner 1 IC and 1 VC. The route may use Lines owned by different players. Discard the Origin and Destination cards used.

Note that in order for a route to be valid, all lines on it must be built. When playing a Commodity card, the Destination card cannot be one of the Cities listed on the Commodity card.

## End Phase

Obsolescence Rule: On a roll of 5+ on 1D6 Lose 1 Income Counter in End Phase. Max hand size is 7 cards. If you did not complete a Contract this turn, you may discard your hand and draw 5 new cards.

You may spend a minute to Trade cards with other players. You may take out 1 Loan in this Phase if you wish.

## Blocked Off

If you get blocked off (you have no where else you can build rail to), you may build on any unclaimed line adjacent to an opponents network or you may discard a city card from your hand and build on a line connecting to it.



Advance:	Cost	Notes:
Panic of 1837	5	All other players lose 1 IM
American 4-4-0	5	Gain 3 VC
Head Lights	3	Gain 1 VC
Standard Gauge	6	Build 1 RL
Mogul 4-6-0	6	Gain 3 VC
Whistle Stop Tours	6	Draw 3 Cards
Land Grant Act	6	Build 1 RL
Gold Rush	6	Draw 3 Cards
Pacific Railroad Surveys	6	Build 1 RL
Steam Injector	4	Gain 2 VC
Industrialization	6	Draw 3 Cards
Coal Burning	6	Gain 1 IM
Railroad Bridges	6	Build 1 RL
Civil War	6	All other players discard their hands
Pullman Sleeping Car	6	Gain 1 IM
Consolidation 2-8-0	6	Gain 3 VC
Tank Cars	7	Gain 1 IM
Giant Stockyards	7	Draw 3 Cards
Block Signaling	5	Gain 2 VC
Steel Rails	7	Build 1 RL
Swiveling Pony Truck	7	Gain 3 VC
Refrigerator Cars	7	Gain 1 IM
Cog Railroads	7	Build 1 RL
Automatic Air Brakes	7	Gain 3 VC
Snow Sheds	7	Build 1 RL
Railroad Magnates	10	Pick a Magnate. All Players must pick this Advance
Black Friday	6	All other players lose 1 IM
Gilded Age	8	Gain 1 IM
Panic of 1873	7	All other players lose 1 IM
Knuckle Coupler	8	Gain 3 VC
Rail Tunnels	8	Build 1 RL
Camelback	6	Gain 2 VC
Granger Laws	8	All other players lose 1 IM
Closing of the Frontier	9	All other players lose 1 IM

## Railroad Magnates

Name:	Notes:
Jay Gould	Draw 1 Extra card each of your turns in Opportunity Phase
Cyrus W. Field	Gain 4 VC
Edward H. Harriman	Immediately take 1 Stock from the General Public
Cornelius Vanderbilt	Max Hand Size +2
Daniel Drew	Gain 1 extra Stock (Above your starting 10)
Leland Stanford	Gain 1 VC and Immediately Build 1 Rail Line for Free
Collis P. Huntington	Gain 2 IC
Mark Hopkins	Gain 1 IC and Hand Size +1
Andrew Carnegie	Gain 1 IM and 2 VC

## Card List Notation

**X** City Card

**M** Commodity Card

**R** Railroad Card

**L** Location Card

**S** Special Card

**AACC** And all Connected Cities

**CID** Copies in Deck

**Rr Deck Card List**

Type	Card Name:	Notes:
X	Portland Maine	-
X	New York	NY
X	Philadelphia	-
X	Washington DC	-
X	Richmond	-
X	Wilmington	-
X	Charleston	-
X	Savannah	-
X	Jacksonville	-
X	Buffalo	-
X	Pittsburgh	-
X	Cleveland	-
X	Columbus	-
X	Cincinnati	-
X	Detroit	-
X	Chicago	-
X	Milwaukee	-
X	Indianapolis	-
X	Nashville	-
X	Chattanooga	-
X	Charlotte	-
X	Columbia	-
X	Atlanta	-
X	Montgomery	-
X	Mobile	-
X	New Orleans	NO
X	Corinth	-
X	Memphis	-
X	Little Rock	LR
X	Vicksburg	-
X	St Louis	-
X	Davenport	-
X	St Joseph	-
X	Kansas City	KC
X	Duluth	-
X	Dallas	-
X	Houston	-
X	Bismark	-
X	Denver	-
X	Santa Fe	-
X	El Paso	EP
X	Helena	-
X	Salt Lake City	SLC
X	Spokane	-
X	Seattle	-
X	Pocatello	-
X	Portland Oregon	-
X	San Francisco	SF
X	Los Angeles	LA
X	Dodge City	DC

Type	Card Name:	Notes:
X	St Paul	-
X	Phoenix	-
X	Watertown	WT
X	Gasper	-
X	Omaha	-
M	Petroleum	Columbus, Buffalo, Dallas, Houston, KC, LA, Gasper, Minco
M	Meat Packing	Chicago, NY, Indianap, Milwaukee, Columbus, Dallas, Omaha
M	Textiles	PL Maine, Boston, NY, Charleston, Atlanta, Philly, Montg
M	Steel Works	Chicago, Pittsburgh, Buffalo, Davenport, Cleveland
M	Timber & Lumber	PL Oregon, Corinth, Charlotte, Montg, Jax, Houston, LR
M	Gold & Silver	Denver, Spokane, San Francisco, Helena, Seattle, Pocatello
M	Coal	Dallas, KC, Pitts, St Joe, St Louis, Cleveland, Cincinnati
M	Manufacturing	NY, Cleveland, Detroit AACC SF, LA, NO, KC, Milw, Omah
M	Sugar Beets	Jax, NO, Mobile, SF, Denver, SLC, Detroit
M	Hogs	Davenport, Columbus, Cincinnati, Indianapolis
M	Cattle	Davenport, Houston, Dallas, Bismark, SF, Denver, DC
M	Wheat	Helena, Bismark, Denver, Spokane, DC
M	Tobacco	Wilmington AACC and Nashville
M	Corn	St Joe, KC, St Luis, Davenport, Indianapolis, Cleveland
M	Cotton	Vicksburg AACC and Dallas, Atlanta, Montg, Columbia
M	Dairy	Milwaukee, Portland Both, Seattle, Duluth, Detroit, Pitts
M	Apples	New York, Spokane
M	Grapes	San Francisco, Buffalo
M	Oranges	Jax, LA, Pheonix
M	Rice	SF, NO, Houston, Savannah, LR, Corinth
R	Pennsylvania RR	Philadelphia, Pittsburgh Columbus, Indianapolis AACC
R	Norfolk & Western	Richmond, Columbus, Cincinnati
R	Baltimore & Ohio	Washington DC, Columbus, Indianapolis AACC
R	Three Boston Lines	Boston AACC
R	South Carolina Canal & RR	Columbia AACC
R	Chicago, Burlington, & Quincy	St Joseph AACC and Chicago, Omaha, St Paul, St Luis
R	Illinois Central	Chicago, St Louis, Memphis, Vicksburg, New Orleans
R	Chicago, Rock Island & Pacific	St Joseph AACC Chicago, Dallas, Houst, LR, DC, Minco, WT
R	New York Central	Cleveland, Columbus, Indianapolis AACC and NY, Cincinnati
R	Missouri Pacific	Kansas City, Little Rock AACC and New Orleans, El Paso
R	Louisville & Nashville RR	Nashville AACC and Mobile, New Orleans
R	Erie Lackawanna RR	NY, Buffalo, Cleveland, Cincinnati, Chicago, Indianapolis
R	Union Pacific	Seattle AACC and St Joseph, Denver, SL-City, Los Angeles
R	Central Pacific	San Francisco, Salt Lake City
R	Chesapeake & Ohio RR	Richmond, Cincinnati, Columbus, Chicago, Detroit
R	Chicago & Northwestern	Milwaukee, Gasper, Chicago, Duluth, WT, Omaha, St Paul
R	Chicago, Milwaukee, & St Paul	Chicago, Milwaukee, St Paul, Kansas City, St Joseph, Omaha
R	Atchison, Topeka, & Santa Fe	Los Angeles, El Paso AACC and Denver, St Jo, KC, Chicago
R	Denver & Rio Grand Western	Salt Lake City, Denver
R	NY, New Haven, & Hartford	New York, Boston
R	Northern Pacific	Spokane AACC and Duluth
L	East Coast	Any East Coast City
L	Big City	New York, Chicago
S	Stock Market Corner	5 CID. You may buy 1-2 Stocks directly from an opponent
S	Watered Stock	2 CID. Gain 1 extra Stock (Above your starting 10)
S	Rail Road Strike	Target Opponent loses 10 WT and discards 2 random cards
S	Financial Scandal	Target Opponent loses 2 IC and discards 2 random cards

## Chicago Rule

All players may build on any rail line that connects directly to Chicago even if other players have built there already. When figuring a Route to, from, or through Chicago, you must pick only 1 persons rails to use, preferably your own.

## Questions And Answers Section

QUESTION > Players take turns. Each turn has 8 Phases: > Is this: All players do phase 1, all players do phase 2, etc. or > first player does all 8 phases, second

player does all 8 phases?

ANSWER> first player does all 8 phases, second player does all 8 phases... sorry about the down time.

## Question > R & D Phase

> Place a Rail Marker on that Level to show that you are the one who made it.

> You may buy extra levels at the same time, but they will cost double.

> When buying extra levels, are you leaving gaps that can be filled in by players after you? ANSWER> Do not leave gaps, you must buy the levels in order.





# Railroad Run

## Introduction

Card game for 2-5+ players. Railroad Building Theme.

## Victory

The first player to 50+ Income Points is the winner.

## Income Tokens

Use coins, poker chips, or tokens to keep track of Income Points. As you make Melds, your total, cumulative Income Score increases. Lowest possible income is zero (no negatives).

## Share Markers

Each player has a set of 5 markers of a unique color. These represent shares owned in other players Railroads. The Most total Share Tokens that you can have at a time given to you by other players is 5.

## Upgrade Counters

Players share a common set of Upgrade Markers. These represent improvements to your Engine Technology. Each counter you gain increases your max hand size by 1.

## The Deck

Players share a common deck. There are 7 types of cards: Train cards Rail cards City cards Town cards Industry cards Bonus cards Event cards

## Setup

Give each player 1 Train card. Shuffle the deck. Each player is dealt 4 more random cards.

Each player starts with 5 Income Tokens. A randomly determined player goes first. Play proceeds clockwise.

## Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Income Phase
2. Event Phase
3. Operations Phase
4. Accounting Phase

## Income Phase

Draw cards from the deck according to the Income Chart. If the deck runs out, shuffle the discard.

## Income Chart

Income Points:	Draw:
10 or less	2
11-20	3
21-35	4
36+	5

## Event Phase

You may play (discard) 1 or 2 Event cards from your Hand. Options (such as upgrading) count as Events. You may trade cards with other players in this phase.

## Operations Phase

You may play a Meld from your hand. It is revealed to all players, scored, and then discarded. A Meld must contain:

1. Exactly 1 Train card
2. At least 1 Rail card
3. At least 2 City and/or Town cards (But not more than number of Rail cards played +1)
4. Zero or more Industry cards (Not more than number of City/Town cards played)
5. Zero to 2 Bonus cards

Each card has an Income Point (IP) value. Add up the total IP for the Meld. Add this to your Income Score. (To make this easy place IP Tokens directly onto the scoring cards and then just keep those Tokens) For every Share Token you have that an opponent has given to you, you must give that player 1 of your Income Tokens every time you make a Meld.

## Accounting Phase

Max hand is 7 cards. Each Upgrade counter you have increases your hand size limit by 1. Discard excess cards.

## Upgrade Option

To upgrade discard a Train card from your hand in Event Phase. Discard an additional 5 cards from your hand. Gain 1 Upgrade Counter.

## Contracts Option

To take this option, discard a Train card from your hand in Event Phase. Gain 2 IP.

## Buy Shares Option

To take this option, discard a City card from your hand in Event Phase. Give an opponent 1 card from your hand (your choice). Give that opponent 1 of your Share Tokens.

## Dividends Option

To take this option, discard a City card from your hand in Event Phase. One Random opponent that has one of your Share Tokens must give you 1 IP.

## Town Options

To take a town option, discard a Town card from your hand in Event Phase. There are several options available with Towns. Pick one:

1. Water Tower Option: Draw 2 cards and put them in your hand.
2. Coal Chute Option: Draw 3 cards, keep 1, discard the others.
3. Switch: Steal 1 random card from opponent. Give him 1 card from your hand.
4. Depot Option: Take the top card of the Discard and put it in your hand.

5. Train Yard Option: Search deck for 1 Rail card and put it in your hand.

## Rails To Riches Option

To take this option, discard a Rail card from your hand in Event Phase. Search the deck for 1 Train card and put it in your hand. (If none left, shuffle the discard into the deck) Discard 1 IP.

## Go West Young Man Option

To take this option, discard an Industry card from your hand in Event Phase. Draw 3 cards. Keep any City or Town cards you draw and discard the others.

## Card List Notation

- T** Train cards  
**R** Rail cards  
**C** City cards  
**X** Town cards  
**I** Industry cards  
**B** Bonus cards  
**E** Event cards  
**#** Copies of this card in the Deck  
**IP** Income Point Value

## Common Deck Card List

Name:	Type	#	IP	Notes:
Train	T	15	1	Upgrade or Contracts Option
Rail	R	5	1	Mountains
Rail	R	5	1	Plains
Rail	R	5	1	Coastal
Rail	R	5	1	Forest
Rail	R	5	1	Desert
Rail	R	5	1	Hills
City	C	15	2	Buy Shares or Dividends Option
Town	C	15	1	Town Option
Passengers	B	2	-	1 IP per City in Meld
Mail	B	2	-	1 IP per Town in Meld
Long Haul	B	2	-	1 IP per Rail in Meld
Express	B	2	1	-
Freight	B	2	-	1 IP per Industry in Meld
Station	I	5	1	-
Copper Mine	I	1	1	+1 IP if Mountains present
Gold Mine	I	1	2	+1 IP if Mountains present
Quarry	I	1	1	+1 IP if Mountains present
Fishing	I	1	1	+1 IP if Coastal present
Port	I	1	2	+1 IP if Coastal present
Coal Mine	I	1	1	+2 IP if Hills present
Dairy Farms	I	1	1	+1 IP if Hills present
Cattle Ranch	I	1	2	+1 IP if Plains present
Cotton	I	1	1	+1 IP if Plains present
Corn Fields	I	1	1	+1 IP if Plains present

Name:	Type	#	IP	Notes:
Oil Drilling	I	1	1	+2 IP if Desert present
Longhorns	I	1	1	+1 IP if Desert present
Saw Mill	I	1	2	+1 IP if Forest present
Paper Mill	I	1	1	+2 IP if Forest present
Factory	I	1	2	-
Wreck	E	1	-	Look at opponents Hand. Discard Train card
Sell Stocks	E	1	-	Lose X IP. Draw X cards (X Max = 5)
Buy Out	E	1	-	Return Share Token. Give Opponent 1 IP
Survey	E	1	-	Look at next 7 cards in Deck. Keep 2 cards
Investors	E	1	-	Draw 3 cards
Obsolescence	E	1	-	Target Opponent loses 5 IP
Finance Crisis	E	1	-	All other players lose 3 IP each
Patent	E	1	-	All players pay you 2 IP
Politics	E	1	-	Steal 2 Random cards from opponents hand
Land Grants	E	1	-	Draw 4 cards. Other players draw 2 cards

**Optional Rule: Trans-continental Rule**

The first player to make a Meld with 4+ Rail cards in it gets a bonus 5 IP.

**Optional Rule: Starting Companies**

Each player starts with 1 of the following companies:

**Optional Rule: Civil War Rule**

The first time the deck is used up, all players must discard their hands.

Co. Name:	Special Ability:
Moneybags Rails	Start with +7 IP
Excelsior Rails	Start with 1 Upgrade Token
Investment Rails	Has 6 Share Tokens
Risky Rails	May play 3 Event cards in Event Phase
Surveyor Rails	Starts game with 3 extra cards

**Links**

Train Art

Playtesting: My younger son above with a 39 point

Meld: 1 Train = 1 1 City = 2 1 Town = 1 Transcontinental Bonus = 5 2 Maxed out Industries = 6 8 Rails = 8 2 Long Haul bonus cards = 16





# Range War

## Introduction

Wargame of the American West circa 1840-1900. Players are rival Land Barons trying to gain complete control of the same territory.

## Victory

Control all Settlements on the Board. Players are eliminated if their Baron is killed.

## Money & Dice

Six siders are needed. Use Monopoly money.

## Maps, Counters, & Setup

First each player declares which Ranch they want to control. The are 4 Ranches: The OK Corral, The

Lazy B, The Graham Ranch, and The Johnson Ranch. There is a location counter for each ranch.

Each ranch has a location counter of a unique color. Each player has a set of Control Markers of the same color as their Ranch. Players will have to make a map.

Use a Hex map. Designate 30 random spots on the map to be "Settlement Spaces". Each player places their Ranch on a different Settlement space.

Ranches should be placed far apart. For each remaining Settlement space draw one random Settlement counter. Settlement counters are of a different color than the control markers.

Each player starts with a Baron Unit Counter and 2 Regulator Unit Counters. These are located, stacked, on your Ranch

## Settlement Counter List

Type:	Number	Base Revenue
Farms	10	10
Coal Mine	6	20
Gold Mine	4	30

Type:	Number	Base Revenue
Town	6	10
Trading Post	4	10

## Turn Sequence

Each Turn has 6 Phases:

1. Revenue Phase
2. Pay Phase
3. Recruit Phase
4. Build Phase
5. Raid Phase
6. Control Phase

## Revenue Phase

Collect Revenue from each settlement you control. Revenue is in 'Dollars'. Ranches have a revenue of 20 Dollars per turn.

## Pay Phase

Pay each of your units 2 Dollars. Discard unpaid units on a roll of 4+ on 1D6. Baron units do not have to be paid.

## Recruit Phase

Draw N + 1 random Recruit counters from the Recruit Pile.

**N** Number of Players.

Players bid on each these Counters separately with their Dollars. Players bid secretly and then simultaneously reveal all their bids. If you loose a bid you keep your money.

If you win, you pay your bid to the bank, and gain control of the Counter. In case of a tie, no one wins, and the counter remains to be bid on again. Only one player at a time can control a Governor Counter.

If a Governor Counter is drawn, discard all other Governor Counters. Only one player at a time can control a Government Contracts (GC) Counter. If a GC is drawn, discard all other GC's.

## Build Phase

In this phase you deploy Counters you just won in Recruit Phase. Place Units on Trading Posts or Towns you Control. At a cost of 10 Dollars you may automatically recruit a Regulator Unit.

A player can recruit a max of one Regulator per turn. A player places a Cowboy unit on his Ranch. Town Improvement Counters are placed on a Town you control.

A Town can only have one of each type of Improvement. Trading Post Improvement Counters are placed on Posts you control. A Post can only have one of each type of Improvement.



Farm Improvement Counters are placed on a Farm you control. A Farm can only have one Improvement. Mine Improvement Counters are placed on a Mine you control.

If you cannot deploy a unit you must discard it. Place your control Markers under your units to show ownership.

## Counter Types

**G** Governor  
**C** Government Contract  
**T** Town Improvement  
**P** Trading Post Improvement  
**F** Farm Improvement  
**M** Mine Improvement  
**U** Units

## Recruit Pile Counter List

Counter Name	#	Type	Rev	Shoot	Notes
Governor	8	G	1D6x10	-	
Govt Contracts	6	C	40	-	
Railway Station	4	T	10	-	
Saloon	4	T	10	-	
Bank	4	T	10	-	
Gambling Hall	4	T	10	-	
Trappers	2	P	10	-	
Horse Traders	2	P	10	-	
Cotton Mill	2	F	10	-	
Gin Mill	2	F	10	-	
Mother lode	2	M	10	-	
Cowboys	4	U	-	15	
Indian Braves	4	U	-	15	Red
Mexican Bandidos	4	U	-	15	Outlaws
Outlaw Gang	4	U	-	20	Outlaws
Lawmen Posse	4	U	-	15	Law
Lynch Mob	2	U	-	10	Law
Gunslinger	4	U	-	30	Outlaws
Local Sheriff	2	U	-	20	Law
Federal Marshall	2	U	-	30	Law
Confederate Rebels	2	U	-	25	South
Union Veterans	2	U	-	25	North
Texas Rangers	2	U	-	25	Law
Mountain Men	2	U	-	15	White

# Number of that Counter in pile.

## Raid Phase

Players bid to determine turn order for moving and attacking. In case of ties roll high on 1D6. Units can move up to 3 spaces.

There is no stacking Limit. Red units cannot stack

with White units. Outlaws cannot stack with Law units.

North units will not stack with South units When opposing units occupy the same space they will fight. Each side adds up their Shoot Value. The side with the highest Value gets the Fight Advantage.

In case of a tie roll high on 1D6. Roll 1D6:

#	Result
1-2	The side with the fight advantage loses one unit
3-5	The side without the fight advantage loses one unit
6	The side without the fight advantage retreats to an empty adjacent space

Keep rolling until one side is eliminated or retreats. Baron Units are the last to be killed. Baron units have a Shoot value of 30.

Regulator units have a Shoot value of 20.

## Control Phase

Place a control marker counter on any settlement occupied by your units. Remove any enemy markers first. A settlement can only have one control marker on it.

**Counterset Available!!!**

Thanks Kap!





# Rapa Nui

## Introduction

Card game for 2+ players. Easter Island Theme. Players control rival tribes trying to build the most and biggest Moai.

## Victory

The player with the most Moai points at the end of the game wins. The game ends when the players have gone through the deck 3 times. The player who draws

Suite:	Type:
Food	Resource
Wood	Resource
People	Resource
Stone	Resource

Resource cards have number values between 1 and 12.

## Erosion Pile

Cards in the Erosion pile are out of the game. As play proceeds, cards will wind up in the Erosion pile. The Erosion pile is not the same as the discard pile.

## Setup

Shuffle the deck. Players cut the deck. The player who cuts to the highest numbered resource card goes first.

Recut if tied. Play proceeds clockwise. Each player is dealt 6 cards.

## Turn Sequence

Each turn has 5 Phases:

1. Rapa Nui Phase
2. Conflict Phase
3. Moai Phase
4. Deforestation Phase
5. Decline Phase

## Rapa Nui Phase

Draw 4 cards and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

## Conflict Phase

You may play one Event card. Target one opposing player. If you play a Raid card, steal 1 random card from his hand and put it in yours.

the last card may finish his turn.

## Moai Points

Use tokens to keep track of Moai Points

## The Deck

Players share a common deck. There are 7 suites of cards:

Suite:	Type:
Raids	Event
Huri Moai	Event
Disasters	Event

If you play a Huri Moai card, your opponent loses 2 Moai Points. (Minimum zero) If you play a Disaster card, your opponent must discard 2 random cards. You may not play an Event card on your first 2 turns. Event cards, when played are sent to the discard pile.

## Moai Phase

You may play a Moai Meld. A Moai meld must contain 1 card from each of the 4 Resource Suites (Food, Wood, People, and Stone). Gain Moai Tokens equal to value of the lowest numbered card in the Meld.

## Deforestation Phase

If you just played a Moai Meld, automatically send the Wood card to the Erosion Pile. If the value of the Food card is greater than the wood card, send the Food card to the Erosion pile, otherwise send it to the discard pile. If the value of the People card is greater than the Food card, send the People card to the Erosion pile, otherwise send it to the discard pile.

If the value of the Stone card is greater than the People card, send the Stone card to the Erosion pile, otherwise send it to the discard pile.

## Decline Phase

Max hand is 10 cards. Discard excess cards. After the deck has gone through once, max hand size becomes 8 cards. After the deck has gone through twice, max hand size becomes 6 cards.

## Card List Notation

- F** Food  
**W** Wood

**P** People  
**S** Stone  
**R** Raids  
**H** Huri Moai

**D** Disasters  
**NV** Numerical Value of the Resource card  
**#** Copies of that card in the deck

## Card List

Card Name:	#	Type	NV
Islanders	2	P	1
Islanders	2	P	2
Islanders	2	P	3
Rapa Nui	2	P	4
Rapa Nui	2	P	5
Rapa Nui	2	P	6
Villagers	2	P	7
Villagers	2	P	8
Villagers	2	P	9
Tribe	2	P	10
Tribe	2	P	11
Tribe	2	P	12
Cannibalism	2	F	1
Dogs	2	F	2
Rats	2	F	3
Chickens	2	F	4
Fish	2	F	5
Shellfish	2	F	6
Yams	2	F	7
Bananas	2	F	8
Coconut Palms	2	F	9
Nesting Seabirds	2	F	10
Fishing Canoes	2	F	11
Sea Turtles	2	F	12
Palm Trees	2	W	1
Palm Trees	2	W	2
Toromiro Trees	2	W	3
Toromiro Trees	2	W	4
Stand	2	W	5
Stand	2	W	6
Grove	2	W	7

Card Name:	#	Type	NV
Grove	2	W	8
Woodlands	2	W	9
Woodlands	2	W	10
Forest	2	W	11
Forest	2	W	12
Carvers	2	S	1
Craftsmen	2	S	2
Rano Raraku	2	S	3
Tuff Volcanic Ash	2	S	4
Quarries	2	S	5
Trachyte	2	S	6
Scoria Pukao	2	S	7
Basalt Tools	2	S	8
Obsidian Eyes	2	S	9
Ahu Platforms	2	S	10
Monoliths	2	S	11
Stone Giants	2	S	12
Raid	8	R	-
Huri Moai	4	H	-
Rebellion	1	D	-
Erosion	1	D	-
Fire	1	D	-
Disease	1	D	-
Famine	1	D	-
Civil War	1	D	-
Deforestation	1	D	-
Extinction	1	D	-
Drought	1	D	-
Climate Change	1	D	-
Clan War	1	D	-
Collapse	1	D	-

## Optional Combine Rule

In a meld, you may combine 2 or more cards of the same suite, to get a higher number in that suite. If the suite needs to be eroded, put the higher value card in

the erosion pile, and discard the smaller card(s).

## Links

[Wikipedia](#)





# Ready Aim Fire

## Introduction

Two player Card game depicting Napoleonic era warfare.

## The Decks

There are 3 decks:

- The Battalion decks cards as noted in the list.
- The Tactics deck.
- The Commander Deck as noted.
- The Tactics deck has 1 of each card in the list, and 2 of each Terrain card

Stack:	Start Max	Card Limit	Game Max Card Limit
Left Flank	2	5	
Left Centre	3	6	
Centre	3	6	
Right Centre	3	6	
Right Flank	2	5	

Place Battalion cards up to the starting maximum card limit face down in each stack. Line Infantry and Artillery may be placed in Centre stacks. Cavalry, Light Infantry and Horse Artillery may be placed in any stacks.

Shuffle the appropriate Commander Deck, deal yourself 6 cards, and add them to your Reserve deck. Shuffle your Reserve Deck, and deal yourself a hand of 5 cards. Once both players have completed above, turn cards in your stacks face up.

They will remain face up for the first turn only. After the first turn, all cards are played face down, representing the "Fog of War".

## Victory Conditions

The first player to be routed from 3 of his 5 forward positions loses. Or (Optional) The Army Morale point is reached.

## Turn Sequence

- Players take turns. Each turn has 6 phases: Draw  
Phase Terrain Phase  
3. Reinforce Phase  
4. Attack Phase  
5. Morale Phase  
6. Discard and Redraw Phase

## Draw Phase

Thoth - Draw 2 Cards from either your Reserve Deck or the Tactics Deck or a combination of the two.

## Setup

Optional Thoth setup: Deal 13 (Thoth deals automatically, open the external hand window) cards and place in starting positions as noted below. Guard and Heavy Cavalry cards can be discarded and alternate cards drawn. Any cards that cannot be used are discarded.

Reshuffle the deck and draw 5 cards. Commence play. Each player chooses a Battalion deck.

Each player forms a line of 5 stacks of cards, starting maximum as noted. The opposing lines face each other. These stacks are called:

Draw 2 cards from your Reserve Deck. If the deck runs out, shuffle the discard and draw from it.

The maximum hand size is 7. Cards in your hand over the maximum do not have to be discarded until the Discard/Redraw Phase.

## Terrain Phase

You may play a Terrain card onto an appropriate stack. Terrain cards remain in effect for the entire game

## Reinforce Phase

You may move any or all battalions from your hand to any of your stacks. All reinforcements from your hand go to the bottom of the stack they reinforce. Prior to the above, you may reorganise one stack, and move one card from a stack to an adjacent stack.

You may move any card in a stack (You are not limited to the top one)

## Attack Phase

You may make up to 3 attacks per turn.(or, each stack attacks, with one extra attack from any stack except the reserve) Your battalions are the attackers. Your opponent's battalions are the defenders. To attack, flip the top card of one of your stacks face up.

Your opponent flips the card in his line opposite to it over. Both players roll one die. These are called the Attack rolls. Add troop modifier to die roll and compare the difference between the 2 rolls.

Apply the result as follows: (Attacker to Defender)

Difference:	Result:
+4 or greater	Defender eliminated, morale check for other battalions in stack
+3	Defender eliminated, morale check for other battalions in stack. EXCEPT Austrian Line & 2nd Rate, and Prussian 2nd Rate Rout
+2	Defender Routs
+1	Defender Shaken
0	Both Battalion cards take immediate morale check. Battalion Shaken if test failed
-1	Attacker Shaken
-2	Attacker Routs
-3	Attacker eliminated, morale check for other battalions in stack. EXCEPT Austrian Line & 2nd Rate, and Prussian 2nd Rate Rout
-4 or worse	Attacker eliminated, morale check for other battalions in stack

## Notes

Card eliminated - remove card from play Thoth - place Morale Check above stack. Card Routs - place card in discard pile Card Shaken - turn card through 900 Card now fights with -1 modifier Thoth - add Shaken marker to card.

## Support

One battalion in the same stack as the attacker/defender can provide support to the battling card. Add +1 to the respective die roll. If the supported card is eliminated, the supporter routs. If the supported card is routed, the supporter is shaken. A Shaken card cannot offer support.

## Infantry Vs Cavalry

Infantry cannot attack cavalry. Both cards are placed at the bottom of their stacks, and the attack counts against the number of attacks that turn.

## Forming Square

When cavalry attack infantry, before the combat is resolved, the infantry must attempt to form square. This is accomplished by the infantry rolling less than their morale value (e.g. for a line infantry card to form square, it must roll a 7 or less.). If the infantry form square, they fight the combat at +3. If they fail to form square, the cavalry fight the combat at +3. The cavalry have a chance to abort the attack if the infantry from square by rolling less than their morale value (e.g. for a Lt. Cav Regiment to abort an attack on a square, it must roll a 7 or less). If this roll is achieved, they can "ride around" the square and not attack it. This counts against the number of attacks that can be made that turn. If the cavalry fail this roll, they must attack the square.

## Cavalry

Cavalry are considered Blown following an attack, or after defence against opposing Cavalry. Place a Blown marker on the card (Thoth). The Blown status remains until removed by a successful Morale Check.

The first opportunity for a Morale Check to remove Blown status is the Morale Phase in your next turn, i.e. not your current turn

## Artillery

Infantry and Cavalry cannot use any positive modifiers in combat with artillery batteries. This includes Terrain modifiers and Tactic cards EXCEPT when flanking, or defending a hill (+1 for "reverse slope") Artillery cannot be eliminated, routed, or shaken when ATTACKING Infantry and Cavalry, ie, ignore all -ve combat results.

## Horse Artillery

As artillery EXCEPT attacking Lt Cav, Lancer, and 2nd Rate Cav can use positive combat modifiers against Horse Artillery.

## Light Infantry

Light Infantry ignore Terrain modifiers for Hills, Woods, and River.

## Notes

Destroyed battalions are removed from play. Surviving battalions are placed face down on the bottom of their stack. Tactics cards that modify the Attack roll are played before the roll is made.

Tactics cards are discarded immediately when played (to the discard pile).

## Flank Attacks

If you destroy all the cards in one of your opponents stacks, the battalions in your stack facing the empty stack get to flank attack the enemy stacks adjacent to the empty stack. Battalions making Flank attacks are +2 to their Attack roll and may attack the enemy reserve stack. Cavalry battalions making Flank attacks are +3 to their Attack roll and may attack any enemy stack.

Artillery cards do not gain the +2 bonus, although they may Flank Attack.

## Morale Phase

(Simultaneous) Every time you destroy an opposing battalion all other Battalion cards in the stack must take a morale check by rolling 2D6. Normal moral is 8 plus any Battalion card modifier, e.g. the Guard have a moral value of 10, while Second Rate units have a moral value of 7. To pass a moral check, the player must roll the units moral value or less. Any card that routs is placed in the Discard Pile. Any card that routs as a consequence of a failed moral check results in a further +1 to the moral check of any remaining cards in the stack who have yet to test. This modifier is cumulative. Morale checks are done in stack order, ie top card first, then next down, etc, etc.

If the Guard are eliminated, any adjacent stack (in

addition to the normal moral check for the elimination of a unit), must take a moral check. If the Guard are routed, the stack from which they routed must take a moral check. Shaken cards can be "revived" by a successful morale check (turn them back through 900). All shaken cards can test in this phase. Optional: a Shaken card can only be "revived" in the presence of a Commander card.

## Discard And Redraw Phase

One card in the players hand can be discarded. The Players hand is then either made back up to 7 cards by drawing from the deck, or reduced to 7 by discarding cards.

## Battalion Card List

Troop Type (Value):	France	Britain	Austria	Prussia	Russia
Guard (+2)	1	2	-	1	1
Elite (+1)	3	3	4	3	3
Line	9	9	8	6	7
Light	3	3	3	3	3
Second Rate (-1)	2	3	3	6	3
Heavy Cavalry (+2)	1	1	1	1	1
Dragoon (+1)	1	1	1	1	1
Light Cavalry	2	2	2	1	1
Second Rate Cav (-1)	-	1	-	1	1
Lancer (+1 vs Infantry)	1	-	1	1	1
Artillery	4	2	4	3	5
Horse Artillery	1	1	1	1	1

Note: Austrian and Prussian Second Rate need a result of +4 or greater to be killed; Austrian Line need a result of +4 or greater to be killed.

## Commander Card List

There are 11 commanders available to each army as follows: (Att/Def)

Value	French	British	Austria	Prus.	Russian
0/1	1	0	2	1	1
1/0	1	1	2	1	2
1/1	4	4	3	5	3
1/2	1	4	3	3	2
1/3	0	1	0	0	0
2/1	3	1	1	1	3
2/2	1	0	0	0	0

The 11 cards are shuffled and 6 drawn for the commanders of the army at that particular battle. The player assigns his Army Commander and Divisional Generals, or you can live dangerously and do it randomly.

## Divisional Generals

Each General is assigned 2 numbers relating to attacking phase or defending phase. These numbers relate to the number of re-rolls the general can make in the corresponding combat or morale phases. E.g. a general with a value of 2/1 can make 2 combat re-

rolls, or 1 combat and 1 morale re-roll, or 2 morale re-rolls on his players turn, and 1 re-roll either in the combat or morale phase during his opponents turn. These re-rolls can be made for any card in the stack the general is placed. Generals are always played face up, and to the side of the stack they relate to.

Each re-roll made endangers the general. If he makes one re-roll, he is eliminated on a die roll of 6, two re-rolls, he is eliminated on a roll of 5-6, 3 re-rolls 4-6 and so on. This roll is made after each re-roll in either the combat or morale phase. If the general is the only card in a stack, he is eliminated automatically if



attacked. If the Divisional General is killed, the stack he is with takes a morale check.

## Army Commander

The Army Commander is placed behind the front stacks. He has 2 numbers assigned like the Divisional General, but uses them in the morale phase only after all re-rolls have been completed by the Divisional Generals. He doesn't have to roll to see if he is killed as a consequence of these rolls. The Army Commander can take over a stack if the Divisional General is killed. He

is then subject to all the rules pertaining to Divisional Generals.

The Army Commander moves onto a stack in the reinforcement phase. This move does not count against the number of reinforcements the player may make. If the Army Commander is killed, the entire army takes a morale check against their morale -1. Any cards in the front line that fail, are eliminated (they quit the battlefield) rather than go to the reserve stack.

Any further morale checks for the remainder of the battle are checked against the card morale -1.

## Tactics Card List

Card Name	Effect:
Square Formation	Line Infantry automatically form square
Second Volley	Defending Infantry battalion rolls 2 dice and picks best
Fire at Will	Get 1 extra attack
Sabers & Pistols	Attacking Cavalry battalion gets 1 extra attack
Rapid Deployment	Draw 1 extra card.
Forced March	Draw 1 extra card, OR retrieve 1 Infantry card from Discard pile.
Infantry Charge	Attacking Line Infantry get +2 to their attack roll.
Socket Bayonets	Line Infantry get +1 to their attack roll.
Counter Attack	Defending Cavalry get +2 to their attack roll.
Broken Square	Infantry defending against Cav automatically fail to form square.
Limber	Draw 1 extra card, OR retrieve 1 Artillery card from Discard pile.
Grape Shot	Defending Art get +2 to attack roll (Cannot be used against Art).
Canister Shot	Art get +1 to their attack roll (Cannot be used against Art).
Cannon Ball	Attacking Artillery get +2 to their attack roll.
Fusillade	Infantry battalion gets 1 extra attack
Sniper	Cause a stack to make a morale check in its Morale phase.
Column	Get +1 Reinforcement move.
Overrun	Morale check at +1.
Take Prisoners	Routing battalion is eliminated.
Fighting Withdrawal	Defender gets +1 to attack roll.
Difficult Terrain	Opponent gets one less attack this turn.
Enfilade fire	Get +1 to attack roll.
Indirect fire	Attacking art get 1 extra attack vs next card down in opposition stack
Confusion	Opponent draws no cards this turn.
Advance	Get +1 attack this turn.
Scouts	Look at opponent's hand
Rifles	Light Infantry get +1 to their combat roll.
Probe	Get 1 extra attack with any Light Infantry in any of your stacks.
Rearguard Action	Draw 2 extra cards.
Cavalry Reform	Draw 1 extra card, OR retrieve 1 Cav card from the discard pile
Woods (x2)	+1 to defending infantry
	Cavalry cannot attack Infantry in woods
	Reduce Stack limit by 1
	Can only affect 1 card in stack
	Remains in play
Hills (x2)	+1 to defending card (including vs artillery)
	+1 to attacking artillery
	Remains in play



Card Name	Effect:
Redoubt (x2)	+1 to defending Infantry only
	Cavalry cannot attack redoubt
	Can only be used by 1 card in stack
	Can be played on a hill (modifiers can be combined)
	Stack limit reduced by 1
	Remains in play
River (x2)	+1 to all defenders EXCEPT vs attacking artillery
	River affects either flank and next stack in (eg River is played against right flank and right centre)
	Remains in play
Bridge (x2)	Negates effect of river for 1 attacking Infantry or Cavalry card.
	Remains in play

## Optional - Army Breakpoint

Each card has a Breakpoint value of 2 plus any card modifier, i.e.:

Guard	4	Guard	4
Elite	3	Dragoon	3
Line	2	Lt. Cav	2
Light	2	Lancer	2
Second Rate	1	Second Rate Cav	1
Heavy Cav	4	Artillery Battery	2

When a card is eliminated, note down its Breakpoint value. When an Army passes its National Breakpoint value, it is defeated, and the opposition wins the battle. Cards in the discard pile count towards this value until they are removed from the discard pile by

either the discards being shuffled when the Reserve Deck runs out, or by an individual card being removed from the discard pile as a consequence of a Tactic card. National Break Point Values:

Nationality	Army Breakpoint	Nationality	Army Breakpoint
France	31	Prussia	29
Great Britain	31	Russia	30
Austria	30		

(the above Breakpoint value is the total Breakpoint value of the Battalion cards times 50% This can be adjusted as required)

force his opponent to eliminate a Battalion card in his discard pile (opponents choice).

## Attacking Empty Stacks

If an empty stack is attacked, the attacker has the option to either flank attack the adjacent stack, or to

## Cardset

[Click here to download cardset.](#)





# Reformation

## Introduction

Card game for 2 players. Theme: European Protestant Reformation. One player represents the Protestants.

The other player is the Catholic Church.

## Game End

The game ends when all the Territory cards have been captured.

## Victory

The player with the most Population Points from Territory cards in his Victory pile at the end of the game wins.

## The Decks

There are 3 decks:

1. Territory Deck
2. Protestant Deck
3. Catholic Deck

The Protestant and Catholic Decks are collectively called Faith decks. The cards from Faith decks are called Faith cards.

## Territory Deck

This is a common deck. Players bid to win these cards. Each Territory card has a Population Point value.

Population Points (PP) determine the winner at the end of the game. A player keeps Territories he's captured in his victory pile (VP). If a player ever has to discard a card from his victory pile, it is immediately shuffled back into the Territory deck.

## Protestant Deck

This deck is used by the Protestant player. These cards are used to bid on Territory cards. Each card has an Influence Value.

The player keeps these cards in his hand.

## Catholic Deck

This deck is used by the Catholic player. These cards are used to bid on Territory cards. Each card has an Influence Value.

The player keeps these cards in his hand.

## Setup

Shuffle the decks.

## Turn Sequence

Each turn is divided into 9 Phases:

1. Reveal Phase
2. Draw Phase
3. Protestant Event Phase
4. Catholic Event Phase
5. First Bid Phase
6. Second Bid Phase
7. Third Bid Phase
8. Fourth Bid Phase
9. End Phase

## Reveal Phase

Turn over the top 3 cards of the Territory deck. These are placed face up in the middle of the table. These are referred to as the Bid cards.

They are numbered in the order they were revealed, 1, 2, and 3.

## Draw Phase

Each player fills their hand to 8 cards from their respective Faith decks. If a Faith deck runs out of cards, shuffle the discard and draw from it.

## Protestant Event Phase

The Protestant player may play (discard) up to one faith card to produce The Event described on that card.

## Catholic Event Phase

The Catholic player may play (discard) up to one faith card to produce The Event described on that card.

## First Bid Phase

Players Bid for the first Bid card. Bids are made using Faith cards. A Bid can be zero, one, or more cards from a players hand.

Bids are secret. When both players have Bid, the Faith cards are simultaneously revealed. The player whose cards have the highest combined Influence value wins the Bid. The Winner captures the Bid card and puts it in his Victory pile.

All Faith cards bid by both players are discarded. If there is a tie, shuffle the Bid card back into the Territory deck.

## Second Bid Phase

Players Bid for the second Bid card.

### Third Bid Phase

Players Bid for the third Bid card.

### End Phase

Players discard their unused faith cards.

### Fourth Bid Phase

Players Bid for the fourth Bid card if there is one, as a result of an Event played in Event phase.

### Territory Deck Card Notation

**PP** Population Points

### Territory Deck

Name	PP	Notes
Northern Germany	7	Protestant Player gets +5 Influence
England	7	Protestant Player gets +3 Influence
Scotland	5	Protestant Player gets +1 Influence
Wales	3	Protestant Player gets +1 Influence
Holland	5	Protestant Player gets +5 Influence
Switzerland	3	Protestant Player gets +3 Influence
Denmark	5	Protestant Player gets +1 Influence
Norway	5	Protestant Player gets +1 Influence
Sweden	7	Protestant Player gets +1 Influence
Minority France	3	Protestant Player gets +1 Influence
Southern Germany	7	Catholic Player gets +1 Influence
Italy	5	Catholic Player gets +5 Influence
Spain	7	Catholic Player gets +5 Influence
Portugal	3	Catholic Player gets +1 Influence
Majority France	7	Catholic Player gets +3 Influence
Belgium	3	Catholic Player gets +1 Influence
Ireland	3	Catholic Player gets +3 Influence
Austria	5	Catholic Player gets +1 Influence
Poland	5	Catholic Player gets +1 Influence
Hungary	5	Catholic Player gets +1 Influence

### Faith Deck Card Notation

**IP** Influence Points

**BE** Bid Effect

**VP** Victory Pile

### Protestant Faith Deck Card List

Name:	IP	Notes:
Reville Church Abuses	3	BE: Opposing Bid cards are -1 each
Open Debate	1	Event: Play a fourth Bid card
New Doctrine	1	Event: Discard Target Bid card and draw Replacement
Justification by Faith	2	-
Renaissance Questioning	2	BE: You win a Bid you are tied for
Revolt Against Rome	4	Event: Look at Opponents Hand
Martin Luther	7	-
John Calvin	6	-
Ulrich Zwingli	5	+5 if Bidding for Switzerland
William of Orange	3	+5 if Bidding for Holland
Anglican Church	3	+5 if Bidding for England
Huguenots	3	+4 if Bidding for France
Gustavus Adolphus	5	+3 if Bidding for Sweden
John Knox	3	+5 if Bidding for Scotland
Erasmus Humanist Scholar	4	-
Translate Bible	4	-

Name:	IP	Notes:
Nationalism	4	-
Revolutionary Ideas	5	BE: Both players draw 1 Faith card immediately
Dynastic Intrigue	4	Event: Discard the third Bid card
Martyrs	5	BE: If you lose this Bid discard a card from your hand
Moveable Type Printing Press	6	Event: Discard this card to draw 2 Faith cards
Rebellious Princes	5	-
Turkish Threat	2	BE: Discard 1 random card opponent Bids
Conversions	4	-
Strengthened Civil Authority	5	-
Peace of Augsburg	3	+4 if Bidding for Germany
Confiscate Church Property	5	-
Replace Latin with Vernacular	4	-
Popular Support	3	-
Civil War	5	BE: If you lose this Bid discard a card from your VP
Free Cities	4	-
Babylonian Captivity	3	-
Grievances	3	-
Sweeping Changes	5	-
Desecrate Churches	1	-
Edict of Nantes	2	-

## Catholic Faith Deck Card List

Name:	IP	Notes:
Papal Edict	3	-
Trial	2	-
Excommunication	4	Event: Discard Target Bid card and draw Replacement
Holy Inquisition	5	-
Unity of the Church	4	-
Declared Outlaw	2	-
Medieval Religion	2	-
Holy Roman Emperor	3	+3 If Bid for Germany
Counter Reformation	4	-
Reformer Killed	5	BE: If you lose this Bid discard a card from your hand
Phillip II of Spain	5	+2 Bid for Belgium or Spain
Energetic Pope	4	-
Council of Trent	5	Event: Discard this card to draw 2 Faith cards
Hapsburgs	5	-
Persecution	3	-
Book Burnings	1	-
Index of Forbidden Books	1	-
Demand Devotion to Duty	2	Event: Play a fourth Bid card
Political Maneuvering	3	BE: You win a Bid you are tied for
Jesuits	4	-
Squash Peasant Revolts	3	-
Put Down Student Riots	2	-
Church Rule	5	-
Rebels Submit	5	BE: Discard 1 random card opponent Bids
Fight the Heathen	5	BE: Both players draw 1 Faith card immediately
Papal Bull	3	-

Name:	IP	Notes:
Church Supremacy	7	-
Restoration	4	-
Bloody Religious Struggle	6	BE: If you lose this Bid discard a card from your VP
Condemnation	4	BE: Opposing Bid cards are -1 each
Recantation	5	-
Root out Heresies	2	Event: Look at Opponents Hand
Denouncement	3	-
Compromise	1	Event: Discard the third Bid card
Blasphemy	2	-
Arrests	3	-





# Regimental Risk

## Introduction

Napoleonic Wargame. This game uses Risk pieces but at a tactical level.

## Battalions

Use Risk pieces: Infantry, Artillery, and Cavalry. Each figure represent 1 Battalion (Squadron, Battery).

## Regiments

All the units in a single space (even if of different types) are collectively called a Regiment.

## The Map

The map is divided into irregular shaped spaces. Each space has a Terrain Type and possibly 1 or more Terrain Features.

## Terrain Types

- Clear- No special rules.
- Shallow Water- Units in Shallow water can only move on a roll of 3+ on 1D6. Units in Shallow water are +1 to be hit.
- Deep Water- Units cannot enter.
- Hill- Artillery on a hill can shoot +1 space (not into another hill).
- Ravine- Units in a Ravine are +1 to be hit and -1 to attack.
- Forest- Units in a Forest are -1 to be hit
- Only 3 units max may attack out of a Forest space.

Fortification Level 1- Units in a Level 1 Fort are -1 to be hit.

Fortification Level 2- Units in a Level 2 Fort are -2 to be hit.

Fortification Level 3- Units in a Level 3 Fort are -3 to be hit.

## Terrain Features

- Road- Doubles Unit movement in the direction of the road.
- Fence- Units crossing a Fence can only move on a roll of 3+ on 1D6. Units crossing a Fence or charging over one are +1 to be hit.
- Ridge- Units behind a ridge are -1 to be hit.
- Wall- Units behind a wall are -1 to be hit.
- Trench- Units in a trench are -1 to be hit.
- Units crossing a wall can only move on a roll of 3+ on 1D6. Units crossing a wall or charging over one are +1 to be hit.

- Bridge- Units crossing a Bridge or charging over one are +1 to be hit.

## Crowding

A space with more than 6 Units is said to be crowded. A max of 6 Units can attack out of a space. Units in a crowded space are +1 to be hit.

If there are 13+ units in a space, they are +2 to be hit. If 19+ they are +3 to be hit.

## Turn Sequence

Players take turns. Each turn has 3 phases:

- Attack Phase
- Movement Phase
- End Phase

## Attack Phase

Each of your units may make 1 Attack. Attacks are into an adjacent space. Roll 3D6 to attack with a unit.

Attacks are directed at a specific unit. Units attack one at a time A Unit that Breaks is removed from play. Cavalry and Bayonet attacks are considered to be Charges.

## Retreats

A defending unit that is forced to retreat must move to an adjacent empty or friendly uncrowded space not adjacent to an enemy occupied space. If it cannot, it breaks. A unit forced to retreat twice in 1 turn breaks automatically.

## Cavalry Attacks

Cavalry cannot attack a space with a Fortification. If a cavalry unit attacks a space containing Infantry, all infantry units in that space go into squares for the rest of the turn. Roll 3D6: On a roll of 12-13 one target enemy unit Retreats.

On a roll of 14+ one target enemy unit Breaks. If the roll is 7 or less the cavalry unit Breaks.

## Overrun Rule

If a Cavalry unit breaks a defender, it may make a second attack in the same turn against the same regiment.

## Cavalry Voluntary Retreat Rules

A Defending Cavalry unit may choose, once a turn, to avoid an attack by retreating. The unit moves to an adjacent empty or friendly uncrowded space not adjacent to an enemy occupied space.

## Artillery Attacks

Roll 3D6: On a roll of 14-15 one target enemy unit Retreats. On a roll of 16+ one target enemy unit Breaks. If the target is an infantry square get +1 to the attack roll.

Artillery may attack at targets 2 spaces away, however they get -1 to the attack roll.

## Infantry Attack

Infantry can attack by 3 methods: Skirmish, Volley or Bayonet.

## Infantry Skirmish Attack

Roll 3D6: On a roll of 15-16 one target enemy unit Retreats. On a roll of 17+ one target enemy unit Breaks.

## Infantry Volley Attack

Roll 3D6: On a roll of 13-14 one target enemy unit Retreats. On a roll of 15+ one target enemy unit Breaks. If the roll is 6 or less the infantry unit Breaks.

Infantry attack Fortifications at -1.

## Infantry Bayonet Attack

Roll 3D6: On a roll of 11-12 one target enemy unit Retreats. On a roll of 13+ one target enemy unit Breaks. If the roll is 8 or less the infantry unit Breaks.

Infantry attack Fortifications at -1.

## Movement Phase

Each of your units may move 1 space. Cavalry can move up to 2 spaces. Artillery cannot move if they attacked this turn.

## Special Units

Figures can be marked to indicate that they are special units. Special units include: Leaders, Elite Units, Inferior Units, Light Cavalry, Light Infantry, Siege Guns.

## Elite Units

Imperial Guard and such. They get +1 to their Attack rolls.

## Inferior Units

They get -1 to their Attack rolls.

## Leaders

Leaders are Cavalry that cannot attack. All other Units in the same space as a Leader are -1 to be attacked. The scenario will determine how many Leaders are present.

One type of attack the Regiment makes each turn will get +1 to its Attack roll. Leaders cannot be targeted directly for attack, however if their regiment is destroyed, they are removed from play.

## Heavy Cavalry

Big Men. Big Horses. Heavy Breastplates. Heavy Cavalry get +1 to their attack rolls.

## Dragoons

These Cavalrymen carried muskets/carbines and could skirmish like Infantry.

## Light Cavalry

Usually noted for their reckless courage. Their main roles were scouting, screening, and pursuit. Light Cavalry get -1 to attack rolls.

They can move 1 extra space per turn.

## Light Infantry

Light Infantry cannot make Volley or Bayonet Attacks. They can voluntarily retreat like Cavalry. Artillery attack them at -1.

They are +1 to Skirmish.

## Siege Guns

These require 2 turns to move 1 space. They have a range +1. They are +2 vs. Fortifications.

## End Phase

If a Regiment containing a Leader has been attacked this turn roll 3D6. On a roll of 17 the Leader is wounded and out of the Battle. On a roll of 18 the Leader is killed.

## Flanking Rule

Attacks vs. a regiment in contact with 3 or more enemy held spaces are at +1. If the Regiment is also not in contact with a friendly held space it will automatically surrender in End phase.

## Breakthrough Rule

If a Regiment is completely broken/retreated, all adjacent friendly Regiments are +1 to be hit.

## English Troops

- Thin Red Line: English Infantry get +1 to Volley attacks.
- Bayonet and Volley attacks against them are at -1.
- English Gentlemen: Extra Leaders (But not for Cavalry)
- Light Guns: -1 to hit when targeting enemy Artillery.
- Low Proportion of Cavalry.
- Riflemen: Elite Light Infantry.
- Highlanders: Elite Infantry.
- King's German Legion: Elite Light Cavalry.
- Elite Heavy Cavalry: Life Guards, Royal Horse Guards.
- Light Cavalry: Light Dragoons, Hussars.
- Heavy Cavalry: Heavy Dragoons, Household Troopers.

## French Troops

- Grand Batteries: If a Regiment is composed of 6 or more Artillery units, those units get +1 to attacks.
- Cavalry en Masse: If a Regiment is composed of 6 or more Cavalry units, those units get +1 to attacks.
- Demi-Brigades: Infantry Regiments composed of 2/3 Inferior Infantry and 1/3 Regulars.
- Columnar Attack: Inferior Infantry in Demi-

Brigades get +1 to Bayonet attacks.

- Imperial Guard (Grumblers): Elite Infantry.
- Voltigeurs: Light Infantry.
- Cuirassiers: Heavy Cavalry.
- Dragoons: Cavalry with Carbines.
- Hussars: Light Cavalry.
- Lancers: Elite Light Cavalry.

## Russian Troops

Serfs: Large numbers of Courageous Infantry. Bravery: Attacks vs Russian Artillery are at -1. Cosacks: Lots of Inferior Light Cavalry.

Cuirassiers: Heavy Cavalry. Dragoons: Cavalry with Muskets.

- Hussars: Light Cavalry.

## Polish Troops

- Uhlans: High proportion of Elite Light Cavalry.

## Austrians

- Lack Initiative: Fewer Leaders.
- Large Numbers of Cavalry.

## Prussians

- Landwehr: High Proportion of Inferior Infantry.
- Jaegers: Lots of Light Infantry.
- Hussars: Elite Light Cavalry.







# Regiments & Roundshot

## Introduction

Simple Napoleonic Miniatures Rules System. Uses Dry Erase Board, Markers, Dice, Risk Figures, and Regular Playing cards.

## Scale: Men

- Each Infantry Figure represents a Battalion (Roughly 500-800+ men: around 6 Companies)
- Each Cavalry Figure represents a Regiment (Roughly 400-500+ men: around 4 Squadrons)
- Each Artillery Figure represents a Division (Roughly 20-30 guns: around 3 Batteries)
- Each Figure is also referred to as a Unit.

## Scale: Distance

Each Inch =  $\frac{1}{2}$  Mile (880 yards).

- Musket Fire is effective out 150 yards, so opposing
- Infantry/Cavalry must be touching (in Contact) to fight.
- Artillery is at Short range when touching an enemy unit (Canister).
- Artillery is at Effective range up to  $\frac{1}{2}$  Inch (Round-shot).
- Artillery is at Long range up to 1 Inch (Round-shot/Spherical Case).
- Artillery is at Maximum range up to  $1\frac{1}{2}$  Inch (Spherical Case).

## Scale: Time

One Turn =  $\frac{1}{2}$  Hour.

- Infantry can march up to 2 Inches in a turn.
- Cavalry can "walk" up to 5 Inches in a turn. (Cavalry only galloped when Charging & within Musket range)
- Artillery can move up to 1 Inch in a turn.

## The Map

Use a white Dry Erase board. (I got a 2" x 3") Quickly Draw Bird-Eye View Terrain Features directly onto the board. Green Patches for Woods. Blue for Water. Red Lines for Roads Black Dots for Hamlets and Important Buildings Irregular shaded areas for larger Urban Areas.

Black Lines for Walls & Fortifications. Brown dotted lines for Hills.

## Figures

Use plastic figures from a Risk Game. This will include: Infantry, Cavalry, and Artillery. Each player also needs an HQ figure to represent the General.

Treat the HQ as a Cavalry Unit.

## The Orders Deck

Players share a regular 52 card deck plus Jokers.

## Dice

Six sided dice are needed.

## Rulers

Rulers are needed. Inches are the common unit used.

## Victory

The first side to lose 20% of it's Units (Routed or Destroyed) retires the Field. Loss of the HQ is an automatic loss.

## Formations

All friendly units of the same type that are touching belong to the same Formation. A Formation will be one of several types: Column Formation: All Units facing towards the Front of the Line. Units in column Formation move at +1 Inch per turn Line Formation: All Units Facing perpendicular to the direction of the line.

Irregular Formation: Anything else.

## Basic Setup

This will vary for Specific Historical Scenarios. Each player divides his army into 4-5 Equal Strategic Columns. Players will start with only 1 Strategic Column in Play.

Players start on opposite ends of the Map. Place Units anywhere on your Half of the Map. Units must be touching, in Column or Line Formations.

Infantry Formations must have a minimum of 5 Units. Cavalry & Artillery Formations must have a minimum of 3 Units. All Formations must be within 1 Inch of another Formation.

The remaining Strategic Columns will arrive during the course of the battle.

## Turn Sequence

Players take turns. Each turn has 8 Phases:

- Reinforcement Phase
- Strategy Phase
- Grand Maneuver Phase
- Bombardment Phase
- Volley Phase
- Charge Phase
- Rally Phase
- Logistics Phase

## Reinforcement Phase

Roll 1D6 (The Reinforcement Roll) On a Roll of 6, one of your Strategic Columns arrives. These units will appear in Formation within 1 inch of each other and the edges of the board. Roll 1D6 for Location that they appear (Arrival Roll)

D6	Result
1	Left Flank
2-3	Center
4	Right Flank
5-6	You Choose

## Strategy Phase

Draw 2 cards from the Orders Deck and put them into your hand. Good Generals get to draw 3 cards Famous Generals get to draw 4 Cards (Napoleon, Wellington, Fredrick the Great)

## Grand Maneuver Phase

Many Actions and Reactions will occur in this phase. Discard a Number card to move 1 Formation or to break up a Formation into 2 smaller Formations. Discard a Number card to change the shape and/or orientation of a Formation.

If an infantry Formation moves into contact with a Cavalry Formation, the Cavalry may Immediately move away from the Infantry, at up to Full speed. The Pinned Infantry & Uncontrolled Cavalry Charge Rules must be Observed in this Phase. Units on Roads move at +1 Inch per turn.

Units in difficult Terrain move at half speed. A Disrupted Unit cannot move on a Roll of 1-3 on 1D6 (Fail to March Roll).

D6	Result
1	Unit Holds position but remains Disrupted
2-3	Unit Retreats
4-5	Unit Routs
6+	Unit Destroyed (Slaughtered/Captured/Dispersed)

## Retreat Rules

A Routing Unit immediately moves directly away from enemy units at normal speed for 1 turn. The Retreating Unit remains disrupted at the end of its retreat.

## Pinned Infantry Rules

If an Infantry is in direct contact with an enemy unit, it cannot move.

## Uncontrolled Cavalry Charge Rules

If a Cavalry Formation charged last turn, roll 1D6 (Uncontrolled Charge Roll)

### 1-3 The Units of the Formation remain in Control

4+ The Formation Becomes Uncontrolled:

The Uncontrolled Formation automatically moves again (No Move card required) At full speed to contact the next closest enemy Formation and Charge it.

## Bombardment Phase

All players may fire each of their Artillery Units once in this Phase. An Artillery Unit may Fire at an enemy Unit in Range. Artillery cannot fire through, or over friendly Units.

Enemy Units must be in LOS. Roll 2D6 (Bombardment Roll)

D	Result
2-6	No Effect
7-8	Unit Disrupted
9-11	Unit Routed
12+	Unit Destroyed

Modifiers:

- Target Disrupted +1
- Point Blank +1
- Effective Range +0
- Long Range -1
- Maximum Range -2
- Artillery is Disrupted -1

## Disrupted Units Rules

To denote that a unit is disrupted, lay it on its side. A disrupted Unit that is disrupted again must roll 1D6 (Morale Test)

## Rout Rules

A Routing Unit immediately moves directly away from enemy units at double speed. It will continue routing each turn until the HQ rallies it or it leaves the map. If one Unit in a Formation Routs, they all Rout on a roll of 1 on 1D6 (Break Roll) A Routing Unit that

cannot move is destroyed.

Artillery cannot be Routed except by other Artillery.

If Artillery gets a Rout result from Cavalry or Infantry roll 1D6 (Artillery Last Stand Roll)

### 1-3 The Artillery is Disrupted or remains so if already Disrupted

4-6 The Artillery is Destroyed

## Volley Phase

All players may fire with each of their Infantry Units once in this Phase. Infantry may Fire at an enemy Unit it is touching. Roll 2D6 (Volley Roll)

D6	Result
2-6	No Effect
7-8	Unit Disrupted
9-11	Unit Routed
12+	Unit Destroyed

Modifiers: Target Disrupted +1 The Attacking For-

D6	Result
2-5	Charge Fails
6	No Effect
7	Target Unit Disrupted

Modifiers:

- Target Disrupted +2
- The Attacking Formation is Bigger than the Target +1
- Attacker is Disrupted -1
- Target in contact with Multiple Enemy Units +1
- Overrun Charge Attack +1

## Overrun Rule

If a Cavalry Charge Routed or Destroyed a Unit, the Cavalry Unit may immediately Charge the next Unit in the Formation. Friendly Cavalry Units in Formation with the Overrunning unit are moved forward to stay in contact.

## Failed Charge

Roll 1D6 (Failed Charge Roll)

D6	Result
1-2	Charging Unit Disrupted
3-4	Charging Unit Routed
5-6	Charging Unit Destroyed

## Rally Phase

A Disrupted Unit not in contact with enemy Units and that was not attacked this turn, may Attempt to Reform. Roll 1D6 (Recovery Roll):

D6	Result
1-3	Unit Remains Disrupted
4+	Unit Reforms (Loses Disrupted Status)

Unit gets +1 to recovery Roll if HQ within 8" If the HQ is within 6" of a Routing Unit, it may attempt to Rally it. Roll 1D6 (Rally Roll):

mation is Bigger than the Target +1 Attacker is Disrupted -1 Target in contact with Multiple Enemy Units +1 If two Infantry just came into contact this turn, the one that was moving attacks second.

## Charge Phase

A Cavalry Unit automatically charges an Enemy Unit it is Touching. An Infantry Unit may make a Bayonet Charge only if a Face card is played (discarded) Infantry cannot Charge Cavalry, even if they are touching. Roll 2D6 (Charge Roll)

D6	Result
8-11	Target Unit Routed
12+	Target Unit Destroyed

D6	Result
----	--------

1-2 Unit continues to Rout

3+ The Unit ceases to Rout but is disrupted

The HQ may attempt to rally every Routing Unit in range once this Phase.

## Logistics Phase

Maximum hand size is 4 cards, Discard excess cards.

## The Orders Deck

Use a Regular deck of Cards:

## Ace Cards

Dispatch Play (Discard) to: Move 2 of your Formations or Negate target Move by Enemy.

## Number Two Cards

Smoke Play (Discard) to: Negate target Attack or Move by Enemy.

## Number Three Cards

Disengage Play (Discard) to: Allow Pinned Infantry to Move or Give +2 to Uncontrolled Charge Roll

## Number Four Cards

Infantry Square Play (Discard) to: Charge Roll by Cavalry vs Infantry is at -3

### **Number Five Cards**

Breakthrough Play (Discard) to: Charge Roll by Cavalry is +3

### **Number Six Cards**

Counter Charge Play (Discard) to: Charge Roll by Cavalry vs Cavalry is at -3

### **Number Seven Cards**

Disciplined Firepower Play (Discard) to: Bombardment or Volley Roll +3

### **Number Eight Cards**

Orderly Withdrawal Play (Discard) to: Turn a Rout into a Retreat

### **Number Nine Cards**

Open Order Play (Discard) to: Bombardment Roll by Artillery vs Infantry is at -3

### **Number Ten Cards**

Skirmisher Screen Play (Discard) to: Volley Roll by Infantry vs Infantry is at -3

### **Jack Cards**

Column Play (Discard) to: Move a Unit that already moved this turn a second time or Move 2 Formations.

### **Queen Cards**

Grand Strategy Play (Discard) to: Reinforcement Roll is at +2 or Modify Arrival roll by plus or minus 2 or Draw 2 cards

### **King Cards**

Leadership Play (Discard) to: Recovery Roll is +2 or Rally Roll is +2

### **Joker Cards**

Missed Opportunity Play (Discard) to: Opponent must discard 2 random cards





# Regional Rails

## Introduction

Board Game for 2-6+ players. Railroad Building Theme. Each player takes the role of 1 Railroad Company.

## Victory

The game ends when one of the following happens:

1. All Cities on the map are built to.
2. Any player uses up all of his Rail Markers.

At this point the player with the most Victory Points wins. Players keep their VP hidden until the end.

## The Map

This is a Hex Map. There are several Terrain Types/Features: Sea spaces: Blue Waves. Adjacent Land spaces are referred to as Coastal.

- Mountain spaces: Orange Angles
- Forest spaces: Green filled in Triangles
- Plains: Open/Blank Spaces
- Town Spaces: Open Circles. May be in Forests & Mountains
- City Spaces: Solid Circles
- Starting Cities: Solid circle surrounded by an open Circle. In the Corners. Rivers: Blue Lines on the Hex edges/sides

The individual Hexes on the map must be large enough to allow the easy un-stacked placement of up to 3 RM on each Hexside and 6 markers (4 RM, 1 SM, 1 DM) in the Interior while allowing the terrain features to still be visible.

## Victory Points

Use Tokens to keep track of Victory Points (VP). Players share a common set.

## Rail Markers

Each player has a set of 50 Rail Markers (RM) of a unique color.

## Railroad Company List

## Station Markers

Each player has 5 Station Markers (SM) the same color as their RM. You may build a SM in a city you are connected to. That city earns you 1 extra MB per turn.

A city may have a max of 1 Station.

## Money Bags

Use poker chips to keep track of Money Bags (MB).

## Train Level

Use Tickets to keep track of Train Levels. This is an abstract measure of the number of trains you have as well as how technologically advanced they are and the efficiency with which they are run. You may not build to cities and towns that are farther from your starting city than is your Train Level.

## Obsolescence Tokens

These represent revenue losses due to changes in transportation and businesses models.

## Dice

Six sided dice are needed.

## Setup

- Each player picks one of the Railroads on the Railroad Company List.
- Roll high on dice to determine order for picking railroads.
- Each player places one of their RM in one of the Starting Cities.
- Roll high on dice to determine order for picking Starting Cities.
- All cities must be occupied before players start doubling up.
- Each player gets two secret random DM.
- Each player starts with a Train Level of 1.
- Each player starts with 5 MB and 10 VP.
- Finally players roll high on dice to determine Turn Order.

Company Name:	Special Ability:
Red Runner	Has 10 extra RM
White Wonder	Crossing Rivers cost 2 less
Blacks Tracks	Entering Towns and Cities costs 1 less
Grey Goose Express	Entering Mountains costs 2 less
Blue Lightning	Start with Train Level = 2 & pay 1 less in Upkeep Phase
Green Machines	Stations cost only 2 MB each
Yellow Fellow Lines	No penalty for buying a third or fourth RM in a turn
Purple Pusher	When buying your stocks players get 1 extra VP per stock
Silver Streak	May start game in any city on the Map
Golden Boy	Get +1 to Event Rolls
Indigo Engines	Starts game with 2 extra DM
Pink Puffer	When building does not pay for RM already present

**VP** Victory Points

**MB** Money Bags

**DM** Development Marker

## Development Markers

These are placed on appropriate Towns or Cities. A Town or City with a DM earns 1 extra MB per turn. A Town or City may have a max of 1 DM placed on them.

A player may place one of his DM whenever he likes. Starting cities may not have a DM .

## Development Markers

Name:	Placement:
Port	Coastal City next to a River
Mine	Mountain Town
Fishing	Coastal Town
Lumber	Forest Town
Factory	City with River on 4 Sides
Cattle	City next to a Plains
Shipyards	Coastal City next to a Forest
Cannery	Coastal City
Coal	Town next to 3 or more Mountains
Dairy	Town next to a Plains and a Forest
Mill	City next to a Plains and a River
Lighthouse	Coastal Town with Sea on 2 or more sides
Military Base	Town next to River, Forest, & Mountain
University	City next to 3 or more Towns
Brewery	Town with River on 2 or more sides
Quarry	Town next to a Mountain
Corn	Town next to a Plains
Oil	Town next to a Mountain and a Plains
Cotton	Town next to a River and a Plains
Capital	Any non-coastal City

## Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Build Phase
2. Income Phase
3. Event Phase
4. Upkeep Phase
5. Dividend Phase
6. Upgrade Phase
7. End Phase

## Build Phase

A player pays for and places rail markers (RM) in this Phase. A Hex has six sides and one Interior region. RM are placed both on Hex Sides and the interior of Hexes.

In order for a railroad to connect from 1 hex to an adjacent hex you must build a RM on the hex side shared by both. To build on a Hexside/Border you must have a RM already built in the interior of one of the 2 connecting Hexes. To have a link to a town or city inside a Hex, you must build a RM in the interior



of that hex.

All RM you build must be continuously connecting from interior to hex side to interior to hex side and so on beginning from your Start City. A Max of 3 RM may be built on a Hexside. If it is a River Hexside it is a max of 2 RM.

A Hexside of a Mountain space may contain a max of 2 RM. The Interior of a Hex may contain a max of 4 RM. The Interior may contain a max 3 if it is a Town and/or Forest and/or Coastal.

The Interior may contain a max of 2 RM if it is a Mountain. The player must pay MB for the RM he builds according to the Building Cost Charts. You may also build 1 Station in a city you are connected to (interior RM) that does not already have a station. This costs 5 MB.

The third RM you build in a turn costs +1 MB. The fourth RM you build in a turn costs +2 MB. The max number of RM you can build in a turn is 4.

## Hexside Building Cost Chart

Difficulty:	MB Cost:	Notes:
Base Cost	1	-
River (Crossing)	+2	-
Mountain (Into or Out of)	+1	-
From Coastal to Coastal	+1	-
Station (Into or Out of)	+1	Paid to Owner
For Every RM already present	+1	-

## Hex Interior Building Cost Chart

Difficulty:	MB Cost:	Notes:
Base Cost	1	(Plains)
Town	+1	-
City	+2	-
Forest	+1	-
Coastal	+1	-
Mountain	+2	-
Station	+1	Paid to Owner
For Every RM already present	+1	-

## Income Phase

Gain Money Bags (MB) from towns and Cities you are connected to. To be connected you must have a RM in the interior of the Hex containing that city or town. A City earns 2 MB A Town earns 1 MB A Development marker earns 1 extra MB A Station you own earns 1 extra MB For every additional starting City you connect to (not including your own) earn an extra 2

MB.

Gain 1 less MB for each Obsolescence Token you have. (On their first turn of the game each player will make 2 MB from being connected to their Start city)

## Event Phase

Roll once on the Event Table:

## Event Table

1D6	Event:	Notes:
1	Lost Contracts	Gain 1 Obsolescence Token
2	Trucks & Roads	Gain 1 Obsolescence Token
3	Train Wreck	Roll 2D6: If < your Train Level lose 1D6 VP
4	Mail	Gain 1 VP
5	Passengers	Gain 1 VP and 1 MB
6+	Freight	Gain 1 MB

Notes: Add +2 to your rolls for the first 3 Turns of the game.

## Upkeep Phase

Pay MB equal to your Train Level for maintenance and overhead. Lose 3 VP for every MB you do not pay. VP levels can be negative!

## Dividends Phase

You may buy Victory Points in this Phase. The first 1D6 MB you spend earn 3 VP each. (First Dividends Roll) The next 1D6 MB you spend earn 2 VP each. (Second Dividends Roll) After that every MB you spend earns 1 VP each.

## Upgrade Phase

You may upgrade your Train Level by one and one only. This costs MB equal to twice the level you are buying. For example: you are at level 3 and you want to go to level 4. That would cost you 8 MB. (2 X 4)

## End Phase

Check for end Game conditions.

## Shutout Rule

You may build up to 2 RM on a Hexside or in an interior to prevent other players from accessing the hex.

## Loans

You may borrow MB in Income Phase. For each MB you borrow lose 3 VP. You may borrow up to 2D6 MB

## Tycoons List

Tycoon Name:	Special Ability:
Boss Hawg	Earn 1 VP each time you connect to a Town
City Slicker Sid	Earn 1 VP each time you connect to a City
Pick Axe Pete	Earn 1 VP each time you connect to a Mountain or Forest
Uncle Moneybags	Starts game with 7 extra MB
Fast Eddy	May buy up to 2 Train Levels per turn
Daddy Rawhide	Earn 1 VP each time you connect to a DM
Bob the Builder	May build 2 extra Stations
Philanthropic Phil	Gets +1 to Dividends Rolls
Bill the Bastard	Per Shutout Rule may build up to 3 RM
Lester the Investor	Gets +2 to Investment Rolls
Boris the Banker	Earn 1 VP each time a player takes a loan
Mike the Mechanic	Earn 1 VP each time another player goes up a Train Level
Rob the Robber Baron	Steal 1 VP from 1 target player on each of your turns
Dealer Dan	May pay 3 MB to get rid of a Obsolescence Token

Note: "Connections" refer to the first RM you build in the interior of a Hex

## Optional Rule: Additional Railroads

You may pay 25 MB to start an extra Railroad. It may start in any city without a station that is not the starting space of one of your other railroads. Pick one of the remaining companies from the railroad company list.

Run it as if there were an extra player joining in the

on your turn. (Loan Availability Roll)

## Stocks

You may buy stocks in Income Phase. Pay an opponent MB. For every MB you pay an opponent gain 2 VP.

You may buy up to 2D6 Stocks on your turn. (Investment Roll)

## Regional Development

In Upgrade Phase you may pay 5 MB to draw 1 random unused DM.

## End Game Scoring

Gain VP equal to your Train Level x 7 (multiplied by seven). Gain 2 VP for every town or city you are the only player with a connection to. Cash in: 1 VP costs 2 MB.

## Optional Rule: Tycoons

Each player picks one Tycoon at the beginning of the Game. High Die roll picks first.

game. Keep its money and VP separate. (Combine your VP at end of game) Do not gain the 2 DM you normally get at start. It does get the starting 5 MB and 10 VP These extra railroads can have a max of 4 Stations and 40 RM.

If playing with Tycoons, you do not get an extra Tycoon; Your original and only Tycoon special ability applies to all the companies you own. (If you have Uncle Monebags the new company starts with an extra 7 MB)







# Reiter & Tercio

## Introduction

Warp Skirmish Board & card game for 2 players. Pike & Shot Theme. 16-17th Century Battlefield Warfare. Each figure represents a company or unit of men.

## Victory

You win if you kill your opponent's Field Commander or Camp.

## The Map

Use a chessboard or Grid.

## The Men

Use chits or miniatures to represent units.

## Units Table

Name:	Type	Hits	Move	Notes
Field Commander	N	2	C	Victory Condition
Camp	N	2	X	Victory Condition
Early Tercio	MLI	3	S	Mix of Pikes and Arquebus
Late Tercio	MHI	3	S	Mix of Pikes and Muskets
Pikemen	MI	2	F	Infantry Pikes & Halberds
Swiss Pike	MI	3	FE	Swiss Mercenaries
Landsknechts	MI	2	FE	German Pike Mercenaries
Arquebusiers	LI	2	F	Short Matchlocks
Muskeeters	HI	2	F	Longer Heavier guns than Arquebus
Crossbowmen	BI	1	F	-
Light Artillery	AH	1	F	Sakers, Falcons, Organ Guns
Heavy Artillery	AZ	1	S	Cannons, Culverins, Bombards, Mortars
Stradiots	M	1	C	Mercenary Light Cavalry with Lances
Mounted Gunners	L	1	C	Light Cavalry Arquebuses/Crossbows
Reiter	LM	2	C	Medium Cavalry with Swords & Pistols
Men-at-Arms	M	2	C	Heavy Cavalry with Shields & Lances
Gendarmes	M	2	CE	French Knights (Men-at-Arms)
Polish Hussars	M	2	CE	Lancers (Men-at-Arms)
War Wagons	LAH	3	S	Ribaudequins
Gustav Regiment	IAH	2	F	Mix of Infantry & Regimental Guns
Gustav Squadron	LMH	2	F	Mix of Reiter & Musketeers

## Setup

Each player places his units on the squares of his back 2-3 rows. Units may not stack.

## Army Composition

Players have to make their own scenarios.

## Units Table Notation

**M** Melee  
**L** Light Guns  
**H** Heavy Guns  
**C** Cavalry  
**I** Infantry  
**F** Foot  
**E** Elite Unit  
**S** Slow  
**A** Artillery  
**Z** Heavy Artillery  
**B** Bow  
**N** Non-combatant  
**X** Immobile

## The Cards

Players share a common deck.

## Turn Sequence

Players take turns. Each turn has 3 phases:  
 1. Orders Phase

2. Move Phase
3. Battle Phase

## Orders Phase

Draw 5 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 7 cards.

Discard excess cards.

## Move Phase

Play (discard) a Move card to move one of your units. Units may move through other friendly units. The move card has a number: This is the number of spaces the unit moves.

You may move fewer than the indicated number of spaces. Some moves are diagonal, some orthogonal, and some can be either. "Knight" type move cards allow a man to move like a knight in chess.

## Terrain List

Terrain:	Enter	Defense	Notes:
Clear	N	N	Fields
Road	H	N	Bridge
Rough	S	N	Grove, Crops, Dunes, Stream, Woods, Pass
Impassible	X	-	River, Lake, Swamp, Peaks
Difficult	N	2	Buildings, Sconces, Hills, Ruins
Defensible	S	2	Mountainous, Trenches, Walls, Ridge
Fortifications	S	3	Bastion, Redoubt

- 2 Attacker must play 2 Attack cards to kill unit in this space
- 3 Attacker must play 3 Attack cards to kill unit in this space
- N Normal Movement/Defense
- X Unit cannot enter this space
- S Unit must stop upon entering this space
- H Space counts as half a space for movement

## Push Of Pike Rules

Pikes and Tercios may use any Movement card as an attack card to attack an adjacent unit.

## Men-at-arms Special Rules

MAA and Gendarmes may use any Attack card to attack any adjacent non-melee unit that is not in a Defensive, Difficult, or Fortification Terrain. They cannot Attack Tercios or Pike Units with more than 1 Hit unless it is a flank Attack.

## Light Cavalry Special Rules

Light Cavalry may use any Defense card. This represents their high mobility and ability to escape. Stradiots cannot Attack Tercios or Pike Units with more than 1 Hit unless it is a flank Attack.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

## Battle Phase

Play (discard) an Attack card to have a unit attack. A unit must use an attack card that is the same as his weapon. The attack card has a number.

This is the range of the attack. Some attacks are diagonal, some orthogonal, and some can be either. "Knight" type attack cards produce an attack with a range like a knight in chess.

The enemy unit that is the target of the attack loses 1 Hit. A Unit reduced to zero hits is Killed/Routed and removed from the map. Units cannot attack through other units.

Your opponent may play Defense cards to negate your attack cards.

## Crossbowmen Special Rules

Crossbows were still in use early in the period, but were quickly being replaced by guns. A crossbow unit can use any attack card used by an Arquebus unit.

## Heavy Artillery

3 Hits by Heavy Artillery on a Fortification space will breach the walls and reduce it to a Defensible space. 3 Hits by Heavy Artillery on a Defensible space will reduce it to a Difficult space.

## Gustav Regiments

A Gustav Regiment has Pikes but only for defense. A GR is considered like a Pike unit when being attacked by Cavalry. A GR cannot use Melee Attack cards.

## Flank (& Rear) Attacks

If a unit is orthogonally adjacent to 2+ enemy units, it is susceptible to Flank attacks: The orthogonally adjacent Units may use any attack card against the Flanked unit.

## Fickle Allies

Some units may be designated as Fickle Allies. If one Fickle Ally is destroyed all similar allies will re-

treat.

## Brilliant Commander Rule

Superior commanders can be given various advantages, such as a larger hand size, or increased drawing or discarding ability.

## Card List Notation

# Copies of card in deck  
M Movement

**A** Attack  
**D** Defense  
**NS** All Units except Slow  
**X** All Units  
**MAA** Men-at-Arms & Gendarmes  
**LGT** Light Gun Troops  
**HGT** Heavy Gun Troops  
**H** Units on Horses  
**K** as a Knight would move in Chess  
**Type** Purpose of card  
**User** What type of unit can use the card

## Card List

Card Name:	#	Range	Type	User:
Thin the Ranks	3	3	A	HGT
Hail of Fire	2	2	A	Guns
Rolling Fire	3	1	A	Guns
Volley Fire	2	1	A	Infantry Guns
Caracole	3	K	A	LGT
Shot	3	1	A	Gun or Artillery
Blast Away	3	2	A	Artillery
Enfilade	2	K	A	Artillery
Cannonade	3	3	A	Artillery
Bombardment	2	4	A	Heavy Artillery
Brave Attack	1	1	A	Elite Unit
General Melee	3	1	A	Melee
Put to the Sword	3	1	A	Melee
Quit the Field	1	1	A	Any vs Fickle Allies
March	4	1	M	Any
Advance	4	1	M	NS
Maneuver	4	2	M	NS
Ride	2	3	M	Cavalry
Flank	2	K	M	Cavalry
Swift Horses	2	4	M	Light/Medium Cavalry
Courage	1	1	M	Elite Unit
Failed Attack	4	-	D	All
Rally	2	-	D	Any Unit Adjacent to Commander
Skirmish	2	-	D	Cavalry
Stand Firm	2	-	D	Infantry
Steady	1	-	D	Elite Unit

## Unit Abbreviation List

Unit Name:	Abr	Unit Name:	Abr
Field Commander	FC	Heavy Artillery	HA
Camp	C	Stradiots	S
Early Tercio	ET	Mounted Gunners	MG
Late Tercio	LT	Reiter	R
Pikemen	P	Men-at-Arms	MA
Swiss Pike	SP	Gendarmes	G

Unit Name:	Abr
Landsknechts	LS
Arquebusiers	A
Muskeeters	M
Crossbowmen	CB
Light Artillery	LA

Unit Name:	Abr
Polish Hussars	PH
War Wagons	WW
Gustav Regiment	GR
Gustav Squadron	GS

## Italian Wars Army Lists

### Italian Wars Imperial Army

Stat	#
FC	1
C	1
ET	2
P	4
A	4
LA	2

Stat	#
HA	2
S	2
MG	2
MA	1
WW	1

### Italian Wars Late Swiss Army

Stat	#
FC	1
C	1
SP	10
A	4
LA	1

Stat	#
HA	1
S	1
MG	1
MA	1

### Italian Wars Early French Army

Stat	#
FC	1
C	1
P	2
SP	4
LS	2
A	2

Stat	#
CB	2
LA	2
HA	2
MG	4
G	4

### Italian Wars Late French Army

Stat	#
FC	1
C	1
P	2
LS	4
A	2
M	1

Stat	#
CB	1
LA	3
HA	2
MG	4
G	4

## French Religious Wars

### French Religious Wars Calvinist Huguenots

Stat	#	Stat	#
FC	1	LA	1
C	1	HA	1
P	4	MG	2
A	6	R	4

## French Religious Wars Catholic Royalists

Stat	#	Stat	#
FC	1	LA	1
C	1	HA	1
P	6	MG	2
A	4	G	4

## Dutch Revolt Army Lists

## Dutch Revolt Rebels

Stat	#	Stat	#
FC	1	LA	1
C	1	HA	1
P	5	MG	4
A	5		

## Dutch Revolt Spanish

Stat	#	Stat	#
FC	1	LA	1
C	1	HA	1
LT	4	MG	4
M	4	MA	2

## Thirty Years War Army Lists

## Thirty Years War Imperial Army

Stat	#	Stat	#
FC	1	LA	2
C	1	HA	2
LT	8	R	4
M	4		

## Thirty Years War Swedish Army

Stat	#	Stat	#
FC	1	LA	2
C	1	GS	2
GR	10	MG	2
HA	2	R	2

COMMENTARY by Ron Always a good topic for a game. Like the slight change from other Warpskirmishes, in that each side has an immobile target as well as a mobile one, it isn't just "kill all the other

side's troops." While allowing players to mix'n'match troops and terrain is a unique twist also, most of us could use a little guidance. For example, an army made up of all firearm-carrying troops might appeal,

and for some terrains, might have tactical advantage, but historically that simply didn't happen in this time period. Similarly, the sorts of terrain people might like to defend may not be what was historically available. So, maybe something like (and this is purely speculation, don't have any historical references in front of me as I'm writing this): "you must have at least twice as many pike as arquebusiers, and no more than 1/2

pike can be elite"; "you cannot have more than 1 fortification per side if on a standard chessboard"; you cannot have more defensible squares than number of foot troop companies."

### **Card Set & Counters Available**

Thanks Ron!!!





# *Remember The Alamo*

## **Introduction**

Simulates the siege of the Alamo in 1836. This is a variation of Lloyd Krasner's Alamo Game. Originally published on Warp Spawn 12/26/2000.

Variation written by Brian Peterson.

## **Game Information**

Card game (no dice required). For 1 (Solo) or 2 players. Average playing time: 30 minutes.

Ages: 8 and up. The Texians and Mexicans have their own unique decks.

## **Special Cards**

The doubler card is a special card. During an attack it has a force value of 0. It doubles the Force value of every other card in a player's hand.

If discarded the doubler card has a Force value of 5.

## **Turn Sequence**

- Draw Phase
- Bombardment Phase
- Discard Phase
- Mexican Attack Phase
- Texian Fire Phase
- Mexican Reinforcement Phase

## **Draw Phase**

If any player is out of cards both sides draw 4 cards from their respective decks. Otherwise each player draws 1 card.

## **Bombardment Phase**

Players may elect to play & discard 1 or more Artillery cards. For each Artillery card randomly select & discard a card from the opponents hand. Continue until the sum of discarded Forces is greater than or equal to the the Artillery Force.

If your opponent is out of cards begin discarding from the top card of their deck. Continue the bombardment phase as long as players desire to use artillery.

## **Discard Phase**

The Mexican player is limited to 8 cards in hand, select & discard excess cards. The Texian player is limited to 7 cards in hand, select & shuffle excess cards into deck.

## **Mexican Attack Phase**

If the Mexican player elects not to attack the turn is over. All Mexican attacks in this phase require a Leader card. The Mexican player may attack with any number of non-Reserve Troops, up to 2 Reserve Troops, and only 1 of each of the following card types: Leader, Artillery, Tactics, and Equipment.

The Mexican attack is limited to 7 cards unless an equipment card is used as the 8th card. The Texian player may defend with any number of troops, up to 2 artillery cards, 2 equipment cards, and only 1 of each of the following card types: Leader, Tactics, Morale, and Defense. All Troop cards get a bonus of +1 Force if they are played with their matching Leader.

Add Force values on each side, multiply by 2 if a doubler card is played. The winner is the side with the highest total. If tied both sides discard all battle cards and end turn.

The Victory total is determined by subtracting the loser's Force total from the winner's. The winner selects survivors with a combined Force less than or equal to the Victory total. Discard all other battle cards from both sides.

The loser must also discard from their hand or draw & discard from the top of their deck a combined Force equal to or greater than the Victory total. Doubler cards are considered to be Force 5 for this purpose.

## **Texian Fire Phase**

If the Texians did not lose the battle this turn skip this phase. If the Texian player has fewer cards than Mexican battle survivors, draw to match. The Texian player may elect to counter-attack all survivors with cards in hand.

The Mexican player may supplement survivors with cards in hand. A leader is not required in this phase. All other combat rules apply (see Mexican Attack Phase).

## **Mexican Reinforcements**

If the Mexicans either won the battle or the Texian Fire Phase end turn. If no battle was fought or there are no survivors end turn. Same as Texian Fire Phase, except replace the word Texian with Mexican and vise-versa.

Goto to Texian Fire Phase and repeat until instructed to end turn.

## **Mexican Victory**

Texian player goes to draw and there are no cards left in their deck.



## Texian Victory

Mexican player goes to draw and there are no cards left in their deck.

## Mexican Deck Card List

#	CARD	FORCE	NOTES
1	General Cos	3	1st Column, Leader
5	Aldama Battalion	2	1st Column, Troops
3	San Luis Companies	2	1st Column, Troops
1	Colonel Duque	1	2nd Column, Leader
1	General Castrillion	1	2nd Column, Leader
5	Toluca Battalion	2	2nd Column, Troops
2	San Luis Companies	2	2nd Column, Troops
1	Colonel Romero	1	3rd Column, Leader
5	Matamoros Companies	2	3rd Column, Troops
5	Jiminez Fusiliers	2	3rd Column, Troops
1	Colonel Juan Morales	1	4th Column, Leader
3	Light Companies	1	4th Column, Troops
1	Santa Anna	5	Reserves, Leader
5	Zapadores Battalion	3	Reserves, Troops
5	Grenadier Companies	3	Reserves, Troops
5	Mexican Batteries	3	Artillery
1	Battery at 250 yards	5	Artillery
1	Mexican Sharpshooters	1	Artillery
1	Scaling Ladders	1	Equipment
1	Muskets	1	Equipment
1	Carbines	1	Equipment
6	Breach	x2(5)	Tactics; Doubler
1	Encirclement	3	Tactics

## Texian Deck Card List

#	CARD	FORCE	NOTES
1	William B. Travis	4	Leader, Texian Cavalry
1	Davy Crockett	5	Leader, Tennessee Volunteers
1	James Bowie	3	Leader, Texian Volunteers
1	James Bonham	1	Leader
1	Captain Baugh	1	Leader
1	Lt. George Kimball	1	Leader, Gonzales Ranging Co.
1	Captain Dickinson	1	Leader, Artillery
5	Texian Volunteers	2	Troops
2	Gonzales Ranging Co.	3	Troops
3	Texian Cavalry	3	Troops
1	New Orleans Greys	3	Troops
1	Alabama Red Rovers	3	Troops
1	Volunteer, ex-US Army	3	Troops
1	San Antonio Greys	3	Troops
1	Mobile Greys	3	Troops
2	Tennessee Volunteers	3	Troops
1	"Victory or Death"	4	Morale

#	CARD	FORCE	NOTES
1	"Never Surrender"	4	Morale
1	Waiting for Fannin	4	Morale
1	"Post of Honor"	4	Morale
1	Line in the Dust	4	Morale
1	McGregors Bagpipes	1	Morale
1	Stockade	1	Defense
1	Long Barracks	1	Defense
1	Low Barracks	1	Defense
1	Trenches	1	Defense
1	Earthwork Ramparts	1	Defense
3	12 Foot High Wall	2	Defense
1	Mission Church	1	Defense
1	Hospital	1	Defense
3	Kentucky Rifles	2	Equipment
2	Grapeshot	2	Equipment
1	Blunderbusses	1	Equipment
1	Raid	4	Tactics
5	Texian Fire	x2(5)	Tactics; Doubler
1	18-pdr. Cannon	3	Artillery
2	Lunette Artillery	2	Artillery
2	Chapel Artillery	2	Artillery
2	Cannons	2	Artillery

### Rules For Solo Play

You'll find that Remember the Alamo makes an excellent solo game. You play the Texians. Whenever the Mexicans have a Leader and can play a full set of 7 or 8 cards they attack.

Whenever the Mexicans have an Artillery card & exceed 8 cards use it in bombardment phase. Use common sense when playing the Mexicans. When selecting a card from a player, shuffle the cards and pick the top card on the stack.

### Game Designers Notes

This makes the game more suitable for solo play while enhancing the 2 player game. I've made significant changes to the artillery system, the force numbering system, Mexican leadership requirements, and added two extra phases Texian Fire & Mexican Reinforcements which really help keep the game balanced so that one player doesn't run away the game.





# Rifle & Axe

## Introduction

Type: Worker Placement Game. Theme: USA Kentucky 1780 Pioneer Settlement. Players: Recommended 1-4 players.

Notes: These Settlements simulate places such as: Harrods Fort, Logans Fort, and Boones Station.

## Time Frame

Each turn is equal to 3 Months. The Game starts in Spring. Every Fourth Turn is a Winter Turn. The Game lasts 5 years (20 turns).

## Victory

The Player with the most Awards at the end of the game wins. There are 5 Awards: Population Award: Most Folk Happiness Award: Most Happiness Builder Award: Most Structures + Plots Prosperity Award: Most Money Hoarder Award: Most Grain + Livestock + Food

#	Resource:	Starting Value:
1	Folk	10
2	Housing	10
3	Clothing	10
4	Happiness	10
5	Livestock	10
6	Horses	8
7	Tools	4
8	Planted Seed	0
9	Food	6
10	Grain	10
11	Rifles	4
12	Wood	4
13	Lumber	0

## Values

You will have a value for each resource. These can also be referred to as units, points, scores, levels, or ranks.

## Consumable Resources

Some Resources are used up regularly such as food and wood.

## Dice

Six and Ten sided Dice are used.

## Cubes And Tokens

Each player has a set of cubes and tokens of a unique color. Cubes have a value of one. Tokens have a value of five.

## Boards

There are 3 types of Boards:

1. Resource Boards (Each player gets his own)
2. Action Board (One Shared by all players)
3. Structure Board (Each player gets his own)

A Board consists of a grid. Each Box in the grid will have writing and Must be large enough to hold 20 or more cubes or tokens.

## Resource Boards

The Resource Boards are used to keep track of player's resources. A Resource Board is a 5x5 Grid of 25 spaces marked as follows:

#	Resource:	Starting Value:
14	Housewares	10
15	Salt	4
16	Lye	0
17	Hides	0
18	Peace	0
19	Containers	10
20	Looms	1
21	Plots	6
22	Gunpowder	4
23	Metal	4
24	Money	5
25	Implements	6

## Reusable Resources

Some resources can be reused such as tools and rifles. They are occasionally used up during consumption phase or on the mishap table.

## Score Keeping Resources

Happiness can be gained or lost but is not used for anything except determining the Happiness award at the end of the game.

## Starting Resources

You do start the game with a fair number of Resources and Structures. Start the games with blocks and tokens placed on the Boards to match.

## Folk Resource

Each Folk Resource represents 10 people: Men, Women, Children, and Slaves. Possibly the most important resource in the game because Folk provide the Labor necessary to do Actions on the Action Board. Each Folk Point you have allows you to conduct 1 Action on your turn.

## Housing Resource

Cabins and Blockhouses provide Housing for your Folk. Your starting housing level of 10 is due to the 10 Cabins you start with. If you have less housing than Folk your happiness will suffer and You will have harder Winters.

Structures are built using the Build Action.

## Clothing Resource

Deerskin, Burlap, Wool, Buffalo Hide, Flax. . . This includes Cloth as well as Clothes plus Bedding and Blankets. Clothing is a factor for happiness and a mitigator of Winter. Clothes come from the Trade, Homespun, and Tailor Actions.

## Happiness Resource

Happiness gains are calculated in Happiness Phase. Basics such as housing, food, housewares, and clothing factor in Happiness Phase. Some Buildings give a one-time Happiness Boost.

The Cooking and Cleaning Actions directly add to Happiness.

## Livestock Resource

Guinea Hens and Chickens are kept inside the Stockade. Cows and Pigs are left to forage amid bluegrass and clover in forest clearings. Livestock are a source of Food and Hides.

Livestock are gained by Trade and Husbandry actions, and in the Livestock Phase.

## Horses Resource

These are kept in Horse Corrals. Horses allow for more Trade Actions. Horses limit Harvest actions because they are needed to haul the Grain from the fields.

Horses are gained by Trade and Husbandry actions, and in the Livestock Phase.

## Tools Resource

Basic Hand Tools: Axes, Pick Axes, Hammers, Knives, etc. Limiting factor for numerous actions. Tools are gained by Trade or Blacksmith Action.

## Planted Seed

Grain (Seed) is planted in Spring. It is Harvested in Fall.

## Food Resource

Comes from numerous actions: Trade, Hunting, Milk & Butcher, Grind & Husk, Fishing, and Gathering. Your Folk must be Fed every Turn.

## Grain Resource

Grain Crops such as Wheat, Corn, Barley, etc. Tools and Horses are needed to Harvest it. Grain also acts as Seed for later Harvests, so don't grind all of it.

Gained by Trade or the Plant and Harvest Action.

## Rifles Resource

Kentucky Long Rifles. Very Accurate. Small bore used a small bullet, Economizing on scarce and costly lead and powder. Gained by Trade only. Each Rifle you have gives you Fight +1.

After a violent Indian encounter roll 1D6 for each Folk killed: On 3+ you also lose one Rifle (Looted by the Indians).

## Wood Resource

Logs used for log cabins, fences, stockades, and most structures. Gained by the Clear Land action.

## Lumber Resource

Cut and Shaped Wood: Planks, Shingles, Barrel Staves, etc. Lumber is needed for most Structures and for Storage. Lumber creation uses up wood and is a Carpenter Action.

Wood and Lumber are not available through Trade because they are too heavy.

## Housewares Resource

Plates, Cooking Utensils, Furniture, Pottery, Candles, Brooms, etc. Housewares are gained by Trade, Blacksmith, Carpenter, and Home Industry Actions.

## Salt Resource

Salt is a necessary part of the diet. Lack of Salt will result in Death. Salt is acquired from Trade and the Salt Lick Actions.

## Lye Resource

Lye can be made from Charcoal and Urine. It is used up in the Soap-Making & Cleaning Action. It is also poured on attacking Indians from Blockhouse Trapdoors.

If you have both Lye and Blockhouses get Fight +1. Lye is acquired from Trade and owning the Leaching Vat Structure.

## Hides Resource

Deerskin, Bearskin, Beaver Pelts, etc. Hides can be Traded for good Money. Sources of Hides are the Hunting, Trapping, and Butchering Actions.

Hides can be converted into Clothes through the Tailoring Action.

## Peace Resource

The local native Indians are members of the Shawnee Tribe. Peace Points are gained by the Gift Giving Action. You can spend a Peace Point to reroll your result on the Indian Raid Table.

## Container Resource

This refers to Baskets, Barrels, Kegs, Noggins, Piggins, Jugs, etc. Container Units are made in Carpenter, Weaving, and Home Industry Actions. Containers are needed to preserve extra Food, Salt, Grain, Lye, and Gunpowder from turn to turn.

## Looms Resource

This includes various specialized tools for making cloth such as Flax Brakes, Swinging posts, Hatchels, Spindles, and very complicated Looms. Your Loom Score limits the number of Weave Actions you can take per turn.

## Plots Resource

Plots are areas of cleared Land where crops can be grown. Crops along with Horses and Tools limit how many Harvest Actions you can take.

## Gunpowder Resource

Rifles require Gunpowder. Gunpowder is only acquired by Trade. Each Hunting Action uses up 1 Gunpowder Unit.

Each Violent Indian Encounter uses up 2 Gunpowder Units. If you have an Indian Encounter and have no Gunpowder, your rifles Produce no Fight bonuses.

## Metal Resource

Iron, Tin, Cooper, Lead. Used by Blacksmith to make Tools and Housewares. Lead is used to make Musket Balls.

If you have an Indian Encounter and have no Metal, you will be Short on ammo and you get only half your Rifle Bonus rounding down. Metal is acquired through the Trade, Mining, and Smelting Actions.

## Money Resource

During trade actions you can sell surplus Grain and Hides. The profits can be spent to acquire a wide variety of Resources.

## Implements

Tools used specifically for Agriculture: Plows, Hoes, Scythes, etc.

## Structure Boards

The Structures Boards are used to keep track of player's resources. A Structure Board is a 4x4 Grid of 16 spaces marked as follows:

#	Structure	Start	Labor	Wood	Lmbr	Max	Benefit:
1	Cabins	10	1	2	1	None	+1 Housing
2	Corral Pens	2	1	2	0	None	Horse Limit +4
4	Stockade	0	6	10	4	1	+10 Fight
5	School House	0	2	2	2	1	+5 Happy
6	Blockhouse	0	2	4	2	4	+2 Fight +1 Housing
7	Tub Mill	0	2	1	2	1	+1 Grind Action
8	Church	0	4	4	4	1	+10 Happy
9	Road	0	10	0	0	1	+1 Trade Action
10	Smithy Shop	0	2	2	2	1	+1 Blacksmith Action
11	Carpenter Shop	0	2	2	2	1	+1 Carpenter Action
12	Hominy Block	0	1	2	0	1	+1 Grind Action
13	Courthouse	0	6	6	6	1	+15 Happy
14	Log Stations	0	4	6	2	None	+2 Fight +2 Housing
15	Leaching Vat	0	1	0	2	1	Gain 1 Lye per turn
16	Root Cellar	0	1	0	1	None	+1 Storage

## Cabin Structures

Basic no-frills Log Cabin. Houses 1 Folk Unit.

## Corral Pen Structures

Each pen holds up to 4 Horses.

## Stockade Structure

Compound Wall complete with firewalks for riflemen and reinforced gates.

**Schoolhouse Structure**

The proverbial one room schoolhouse, complete with schoolmarm. One Time Happiness Bonus.

**Blockhouse Structures**

Set at the corners of the Stockade. Defensive Structures that also serve as Leaders' dwellings.

**Tub Mill Structure**

Water Powered by stream. Used to grind the Fort's Flour.

**Church Structure**

Probably Presbyterian. Preacher with Bible in one Hand and Axe in the other. One Time Happiness Bonus.

**Road (structure)**

Rough Trail Leading back to civilization. Get 1 Free Trade Action per Turn that does not require a Folk action.

**Smithy Shop Structure**

Get 1 Free Blacksmith Action per Turn that does not require a Folk action.

**Carpenter Shop Structure**

Get 1 Free Carpenter Action per Turn that does not require a Folk action.

**Hominy Block Structure**

Tree sized Mortar and Pestle used to smash corn.

**Courthouse Structure**

The first steps to Statehood. One Time Happiness Bonus.

**Log Stations Structure**

Mini-Forts. Two Cabins with a Stockade Wall. Built far from the main Fort.

**Leaching Vat Structure**

For Homemade Lye.

**Root Cellar Structures**

Cool Underground Storage Space.

**Action Board**

The Action Board is used in the Action Phase. A Resource Board is a 6x5 Grid of 30 spaces marked as follows:

#	Action:	Notes:
1	Recruit	Gain 1 Folk. Limit: Horses. Max 1 per 20 Folk
2	Clear Land	Gain 1 Plot and 2 Wood. Limit: Tools & Horses
3	Build	Gain 1 Structure (Costs per Rules). Limit: Tools & Horses
4	Animal Husbandry	Gain 1 Livestock. Limit: Once per 5 Livestock
5	Hunting	Cnvert 1 Gunpdr to 1 Food & 1 Hides. Lmt: Rifles & Horses
6	Milk & Butcher	Convert 1 Livestock into 1 Food & 1 Hides. Limit: Tools
7	Plant	Spring. Convert Grain into Planted Seed. Limit: Implements
8	Harvest	Convert 1 Planted Seed into 8 Grain. Limit: Implements
9	Grind & Husk	Convert 4 Grain into 4 Food. Limit: Implements
10	Weaving	Gain 1 Clothes or 1 Container. Limit: Looms
11	Tailoring	Convert 1 Hides into 1 Clothes
12	Soap Making	Convert 1 Lye into 1 Happiness
13	Cooking	Convert 1 Wood into 1 Happiness. Limit: Food
14	Home Industries	Gain 1 Housewares
15	Gift Giving	Convert 1 Gift (See Rules) into 1 Peace. Limit: Horses
16	Visit Saltlicks	Gain 1 Salt. Limit: Horses. Max 4 times per turn
17	Mining	Gain 1 Metal. Limit: Tools
18	Fishing	Gain 2 Food. Max 6 times per turn
19	Trapping	Gain 2 Hides. Limit: Tools. Max 6 times per turn
20	Gathering	Gain 1 Food. Max 10 times per turn
21	Barrel Making	CP. Convert 1 Lumber into 5 Containers
22	Planks & Shingles	CP. Convert 4 Wood into 4 Lumber
23	Furniture Making	CP. Convert 2 Lumber into 2 Housewares
24	Tools & Handles	CP. Convert 1 Wood into 1 Tool
25	Loom & Spindle	CP. Convert 2 Lumber into 1 Loom

#	Action:	Notes:
26	Smelting	BS. Convert 1 Wood into 1 Metal
27	Metal Housewares	BS. Cnvrt 1 Metal into 1 Housewares & 1 Happiness
28	Shoe Horses	BS. Use up 1 Metal. Gain 1 Trade Action this turn
29	Make & Repair Tools	BS. Convert 1 Metal into 1 Tool or 1 Implement
30	Trade Convoy	See Trade Action Rules. Limit: Horses

## Limit Rules

Most actions have limits. These are cumulative for the limiting factors. So for Instance: You have 8 Tools. . . You could take 8 Actions total based on this such as 4 Clear Land Actions and 4 Plant & Harvest Actions but not 8 of each. Hard Limits (example: Max 6) usually indicate all natural resources within range Are used up for the Season.

## Specialist Actions

**CP** Carpenter

**BS** Blacksmith

You may get up to one Carpenter and one Blacksmith Action per turn. Specialist Actions do use up Folk Actions.

## Recruit Action

Gain 1 Folk. Limit: Horses Limit: Max 1 per 20 Folk you have rounding down. This involves representatives traveling to far-off cities and towns to attract more settlers. Folk you recruit this turn may not take actions this turn.

(Not in Winter. No one will come)

## Clear Land Action

Gain 1 Plot and 2 Wood. Limit: Tools and Horses. Cutting down trees also frees up land for agriculture. The Horses are used to drag the fallen Trees away.

## Build Action

Gain 1 Structure on the Structure Board. Limit: Tools and Horses. Some structures you can only build one of such as the Church or Stockade. Others have no limit such as Cabins and Corral Pens.

Each Structure has its own Build Costs in Wood, Lumber, and Labor. Each point of Labor requires 1

Folk to work on, so to build the Stockade you would Need to commit 6 Folk that turn to build it. Each point of labor used also requires an equal number of Tools to be used.

Each build also requires 1 Horse to lug the Wood and lumber around.

## Animal Husbandry Action

Gain 1 Livestock. Limit: Once per 5 Livestock (Not in Winter) This involves careful shepharding of domesticated animals.

## Hunting Action

Convert 1 Gunpowder into 1 Food & 1 Hides. Limit: Rifles and Horses Geese, Ducks, Pigeons, Grouse, Wild Turkey, Elk, Bears, Deer, Buffalo, Panthers, etc. Max Hunting limit is 5 Actions (Everything within range).

## Trade Convoy Action

Limit: Horses Each Trade action allows you to Sell one type of good (in any quantity) and Buy one type of Good (also in any quantity).

Goods (Resources) are bought and sold at the same price according to the Buy and Sell Table. . .

(Note: You cannot sell any Resources committed to an Action this turn)

(Note: If somehow you have no Horses left, you can still make 1 Trade Action)

(Note: Trade Housewares include rarer things like Books, Sausage Mills, Candle Molds, Mirrors, Glasses, Scissors, Vermilion, Combs, Ribbons, Razors, Brass Kettles, etc.)

(Note: Clothes include all manner of Cloth, Wool, Thread, Blankets, Linens, Handkerchiefs, Shirts, Beads, Belts, etc.)

## Buy And Sell Table

Item:	Value:	Notes:
Grain	1	Usually to be Sold
Hides	2	Usually to be Sold
Food	2	Raw Sugar
Horses	6	Including Saddles, Bridles
Rifles	5	-
Tools	4	Hatchets, Knives, Awls



Item:	Value:	Notes:
Implements	4	-
Metal	2	Brass Wire, Copper Wire, Steels
Gunpowder	2	Flints, Gunlocks
Salt	2	-
Lye	2	Soap
Containers	2	-
Livestock	4	-
Clothes	3	Notes
Housewares	3	Notes

### Milk & Butcher Action

Gain 1 Food. Limit: Half of Livestock rounding down (Milking) Or Convert 1 Livestock into 1 Food & 1 Hides. Limit: Tools (for Slaughtering)

### Plant Action

Convert 1 Grain into 1 Planted Seed. Limit: Spring Only Limit: Plots: You cannot grow more crops than you have available farmland. Limit: Horses: Needed to drag (in Y-shaped sleds called Lizards) the grain from the fields.

Limit: Implements (Hoes, Plows, Tillers)

### Harvest Action

Convert 1 Planted Seed into 8 Grain. Limit: Fall Only Limit: Horses: Needed to drag (in Y-shaped sleds called Lizards) the grain from the fields. Limit: Implements (Scythes)

### Grind & Husk Action

Per Action Convert 4 Grain into 4 Food. Limit: Implements (Threshers) If you have less Grain than 4 the conversion will still occur at a 1 to 1 basis. For Wheat this involves grinding it into Flour (Food). For Corn this involves removing the Husks and pounding some of it into Hominy and Grits.

### Weaving Action

Gain 1 Clothes or 1 Container. Limit: Looms Home-spun Cloth is made from Flax. The coarsest Thread becomes sacking. Buffalo or Sheep Wool are combined with linen to make warmer Linsey-woolsey.

### Tailoring Action

Convert 1 Hides into 1 Clothes. Moccasins, Shirts, Trousers, Leggings, Breechclouts, Hats, etc.

### Soapmaking Action

Convert 1 Lye into 1 Happiness This includes the actual cleaning done with the soap as well. If this action is not done at least once per turn, you will actually lose 2 Happiness instead.

### Cooking Action

Convert 1 Wood into 1 Happiness. Limit: Food The wood is needed to fuel the cooking Hearths. If this action is not done at least once per turn, you will actually lose 2 Happiness instead. Some cooked and processed foods included: Cheese, Spicebush Tea, Cornmeal Bread, Johnny Cakes, Hominy, Corn Pone, Butter, Venison, Buffalo Hump Stew, Roasted Eggs, Baked Potatoes, Beans, Tarts, etc.

### Home Industries Action

Gain 1 Housewares This includes a variety of home-made products (usually by the Women): Dyes, Candles, Pottery, Rugs, Brooms, etc.

### Gift Giving Action

Convert 1 Gift into 1 Peace Point. Limit: Horses Gifts can include: Rifles, Horses, Tools, Clothes, and Housewares. This includes social activities as well such as Peace Talks, Smoking of the Peace Pipe, Feasting, Games, Sermons, and Religious Ceremonies, etc. The Shawnee were Allies of the British during the American Revolution and Not easily mollified.

### Visit Saltlicks Action

- Gain 1 Salt.
- Limit: Horses.
- Limit: 4 times per Turn.
- Saltlicks are natural Brine Springs.
- There will be a limited number in Range of the Settlement.

### Mining Action

- Gain 1 Metal.
- Limit: Tools (Sledge Hammers, Shovels, Picks)

### Fishing Action

- Gain 2 Food. (1 Food in Winter)
- Limit: Max 6 times per turn (All the good fishing spots within range).

### Trapping Action

- Gain 2 Hides.
- Limit: Tools (Traps)



- Limit: Max 6 times per turn (More and the animal populations in range are depleted).

### Gathering Action

- Gain 1 Food (Not in Winter) (Gain 1 Food and 1 Happiness in Summer)
- Limit: Max 10 times per turn.
- Herbs, Nuts, Wild Grapes, Crab Apples, Persimmons, Berries, Maple Syrup

### Barrel Making Action

- Carpenter. Convert 1 Lumber into 5 Containers

### Planks And Shingles Action

- Carpenter. Convert 4 Wood into 4 Lumber

### Furniture Making Action

- Carpenter. Convert 2 Lumber into 2 Housewares  
This includes wooden plates (Trenchers), cups, utensils, and Toys as well.

### Tools And Handles Action

- Carpenter. Convert 1 Wood into 1 Tool

### Loom And Spindle Action

- Carpenter. Convert 2 Lumber into 1 Loom

### Leader List

Name:	Notes:
1. James Harrod	Gain 1 extra Build, Trade, or Recruit Action per turn
2. Daniel Boone	Fight +2. Gain 1 extra Hunt Action per turn
3. George Rogers Clark	Fight +4
4. Benjamin Logan	Fight +2. Gain 1 extra Build Action per turn
5. Ann Lindsay	Gain 1 extra Home Industry, Cooking, or Weaving Action per turn

Note: Extra Actions do not count against Folk Actions.

### Turn Sequence

Players can take their turns simultaneously. Each turn has 12 Phases:

1. Growth Phase
2. Livestock Phase
3. Boon Phase
4. Action Phase
5. Hardship Phase
6. Mishap Phase
7. Raid Phase
8. Consume Phase
9. Seasonal Phase
10. Storage Phase
11. Happiness Phase

### Smelting Action

- Blacksmith. Convert 1 Wood into 1 Metal
- The Wood is used to heat the Furnace.

### Metal Housewares Action

Blacksmith. Convert 1 Metal into 1 Housewares and 1 Happiness. Metal Housewares include Utensils, Pressing Irons, Tankards, Pewter Plates, Cooking Pots, Tin Ovens, Waffle Irons, etc. These are precious possessions to pioneer women.

### Shoe Horses Action

Blacksmith. Use up 1 Metal. Gain 1 Trade Action this turn This is an extra action; It does not use up a Folk Action.

### Make & Repair Tools Action

Blacksmith. Convert 1 Metal into 1 Tool or 1 Implement.

### Setup

Every player gets 1 Resource & 1 Structure Board. The Action Board is in the center of the Table. Each player has their own set of cubes and Tokens.

Each player picks one of the 5 available Leaders to lead their Settlement.

### 12. End Phase

### Growth Phase

Population growth due to births and immigration. Roll once on the Growth Table per 20 Folk (rounding down) you have Roll 1D6 on the Growth Table

### Growth Table

1D6	New Folk	Type:
1	1	Births
2-4	1	Immigrants
5+	2	Immigrants

Each Immigrant arrives with 1 Clothes, 1 Rifles, 1 Tools, 1 Housewares, and 2 rolls on the Immigrant Extra Supplies Table:

**Immigrant Extra Supplies Table**

1D6	Supplies:
1	1 Horses
2	1 Food
3	1 Grain

1D6	Supplies:
4	1 Livestock
5	1 Salt
6	1 Gunpowder

## Livestock Phase

Livestock Populations increase through Breeding. Gain 1 additional Livestock per 5 Livestock you own. Roll 1D6: On 4+ gain 1 Horse.

## Boon Phase

Roll once on the Boon Table: Do not roll in Winter.

## Boon Table

1D10	Boon:	Notes:
1	Scotch Irish	Gain 1 Immigrant
2	Germans	Gain 1 Immigrant (2 in Spring)
3	Craftsman	Gain 1 Carpenter or Blacksmith
4	Bountiful Harvest	Gain 4 Grain (8 in Fall)
5	Stone Cutter	Gain 1 extra Build Action this turn
6	Fertility	Gain 1 extra Livestock
7	Good Times	Gain 2 Happiness
8	Traders	Gain 1 extra Trade Action this turn
9	Bountiful Nature	Gain 1 extra Hunting Action this turn
10	Kentucky Militia	Fight +20 this and next turn

## Action Phase

You get actions equal to your Folk Score. Place cubes (your color) onto the action squares of the Action Board. Very Important: Be sure not to exceed any Limits!!! (And keep track of Leader, extra, and specialist actions) Adjust your resource levels (Resources

used up and Resources gained).

At the end of the phase remove all cubes from the Action Board.

## Hardship Phase

Roll once on the Hardship Table:

## Hardship Table

1D10	Hardship:	Notes:
1	Wander Off	-1 Livestock
2	Predators	-2 Livestock
3	Thieves	-3 Livestock
4	Flood	-4 Grain or Food
5	Locusts	-4 Grain or Food

1D10	Hardship:	Notes:
6	Blight	-4 Grain or Food
7	Old Age	-1 Folk
8	Yellow Fever	-2 Folk
9	Influenza	-3 Folk
10	Cholera	-4 Folk

## Mishap Phase

Roll twice on the Mishap Table:

## Mishap Table

1D10	Mishap:	Notes:
1	Rust	-1 Rifles
2	Strife	-1 Happy or Peace
3	Broken	-1 Implements
4	Wear & Tear	-2 Clothes
5	Rot	-1 Wood or Lumber

1D10	Mishap:	Notes:
6	Spoilage	-2 Grain or Food
7	Fire	-1 Cabin
8	Breakage	-1 Tools
9	Wet	-1 Gunpowder
10	Wear Down	-1 Housewares

## Raid Phase

Roll once on the Indian Raid Table: You can spend a Peace Point to reroll.

## Indian Raid Table

1D10	Result:	Fight	Loses	Notes:
1	Trade	0	0	See Rules
2	Truce	0	0	-
3	Murder	5	1	-
4	Abduction	9	1	-
5	Scalpings	11	2	-
6	Horse Raid	13	-	Lose 1D6 Horses
7	Skirmish	15	2	-
8	Ambush	17	2	-
9	War Party	21	3	See Catastrophe Rules
10	Siege	25	3	See Catastrophe Rules

## Indian Trade Result

The Indians will trade (Barter) with you. For each Rifle, Gunpowder, Horse, or Clothes you give them, they will Give you 2 Food or 2 Hides.

## Indian Fighting

Losses are in terms of Folk killed. Roll 1D6: On a roll of 4+ the Settlers successfully defend themselves and suffer 2 Less loses. If the Settler Fight Level is greater than the Indian Fight Level get +1 to the roll. If it less then get -1 to the roll.

## Catastrophic Military Failure

In the case of War Parties and Sieges. . . If the Settler Fight Level is less than the Indian Fight Level roll 1D6:

on 5+ the Fort is overrun and you automatically lose the game.

## Consume Phase

Each of your Folk consumes 1 Food. If you are short roll 1D6 for each unfed Folk: On 5+ they move away or die of Starvation. Every 10 Folk (rounding down) also consume 1 Salt.

If you are short roll 1D6 for each unfed Folk: On 4+ they move away or die of Salt Deficiency.

## Seasonal Phase

Keep Track of the Seasons. Winter to Spring to Summer to Fall to Winter. If it is winter roll once on the Winter Table:

## Winter Table

1D6	Severity:	Notes:
1	Mild	-
2	Mild	-1 Fuel
3	Moderate	-1 Livestock -1 Fuel

Fuel includes Wood and Lumber to keep the Fires going. In a Harsh Winter lose 1 extra Folk if there is a Housing Shortage. In a Harsh Winter lose 1 extra Folk if there is a Clothes Shortage.

In a Harsh Winter lose 1 extra Folk if there is a Fuel Shortage. In a Harsh Winter lose 1 extra Folk if there is Starvation.

## Storage Phase

Add up the total number of Grain, Food, Lye, Salt, and Gunpowder units You have. If this number is more than the number of containers you have Then you must lose the difference.

1D6	Severity:	Notes:
4	Moderate	-1 Livestock -2 Fuel
5	Harsh	-2 Livestock -3 Fuel
6	Harsh	-1 Folk -2 Livestock -4 Fuel

## Happiness Phase

Gain 2D6 Happiness. Gain 1 Happiness for a Mild Winter. Lose 1 Happiness for a Harsh Winter.

Lose 1 Happiness if there is Starvation. Lose 1 Happiness for each Folk lost this Turn. Lose 1 Happiness if there is a Clothes Shortage.

Lose 1 Happiness if there is a Housing Shortage. Lose 1 Happiness if there is a Housewares Shortage.

## End Phase

Take a moment to make sure all counters and tokens are Correctly placed, and no phases or players were skipped.

## Links

Kentucky Pioneers





# Robber Barons Of The Gilded Age

## Introduction

Board game for 2-6+ players. Theme: America Post Civil War; Age of Steel; Gilded Age Economic Empire Building

## Board & Card Set Available

[Click Here](#)

## Victory

The player with the most Legacy points at the end of the game wins.

## Game End

The game ends when the Legacy Deck is Empty.

## Dice

Six sided dice are needed.

## Legacy Deck

This deck contains cards representing acts of Philanthropy that Contribute to your Legacy. Each card has a Legacy Point Value. Legacy cards you buy go to your Legacy Pile.

Space	Description:
1	*Start Space (Corner)
2	Railroads (Great)
3	Railroads (Great)
4	Railroads (Great)
5	Lumber (Minor)
6	*Business
7	Shipping (Major)
8	Shipping (Major)
9	Sugar (Minor)
10	Tobacco (Minor)
11	*Legacy (Corner)
12	Steel (Great)
13	Steel (Great)
14	Steel (Great)
15	Coke (Minor)
16	*Business
17	Mining (Major)
18	Mining (Major)

## Business Deck

This deck contains cards that represent various Events that will Enrich or impoverish you. Most Business Cards are discarded after being played; Others go to your Legacy Pile.

## Money

The basic form of currency in this game is the \$1 Million dollar Note.

## The Bank

Where the Money is. One player is the Banker. The Banker makes Change and prevents thefts.

## Control Markers

Each player gets a set of control markers of a unique color.

## Pawns

Each player gets one unique pawn (figure) to represent themselves on the board.

## The Board

The Board is a Square Track divided up into spaces. Each side has 11 spaces including the corners:

Space	Description:
21	*Legacy (Corner)
22	Banking (Great)
23	Banking (Great)
24	Banking (Great)
25	Machinery (Minor)
26	*Business
27	Utilities (Major)
28	Utilities (Major)
29	Textiles (Minor)
30	Meat Packing (Minor)
31	*Legacy (Corner)
32	Oil (Great)
33	Oil (Great)
34	Oil (Great)
35	Coal (Minor)
36	*Business
37	Real Estate (Major)
38	Real Estate (Major)

Space	Description:
19	Gold (Minor)
20	Silver (Minor)

## Board Space Types

There are 6 types of spaces on the Boards: The Start Space Legacy Spaces Business Spaces Great Industry Spaces Major Industry Spaces Minor Industry Spaces

## Investments, Trusts & Monopolies

If you have a Control Marker on an Industry space, that Space is one of your Investments. If you own all the Control Markers on an Industry space, you have a Trust. If you have Trusts on both spaces of a Major Industry, you have a Monopoly.

If you have Trusts on both spaces of a Great Industry, you have a Great Monopoly.

## Setup

Each player starts with \$10 Million Dollars. Each Player selects his Pawn and his Control Tokens All Pawns begin on the Start space. Players roll high on 1D6 to see who goes first.

## Turn Sequence

Players take turns. Each turn has 2 Phases: Revenue Phase Speculation Phase

## Revenue Phase

Gain \$1 Million for each Control Marker you have on the Board. Gain \$1 Million for each Trust you control. Gain \$3 Million for each Monopoly you control.

Gain \$5 Million for each Great Monopoly you control.

## Speculation Phase

Choose 1, 2, or 3 Dice: Roll that many dice. Get a Total and move your Pawn clockwise that many spaces.

## Fleecing Your Opponents

If you land on an opponent's pawn steal \$1 Million from him and Immediately move forward another 1D6 spaces.

## Investments

If you land on an Industry Space you may pay \$1 Million to: Option 1 = Put 1 of your Control Markers (CM) on it or you may pay \$2 Million for Option 2 = Put 1 of your CM's on it and remove 1 CM of an Opponent's. Option 3 = Do Nothing All Money paid goes to the Bank. Note that a single space may have multiple Control Markers.

You may repeat Option 2 multiple times.

Space	Description:
39	Merchandising (Minor)
40	Retail (Minor)

## Start Space

If you land on or go past the Start Space gain \$1 Million or draw 1 card from the Legacy Deck. If you land on a Legacy Space draw 1 card from the Legacy Deck.

## Legacy Cards

If you land on a Legacy Space draw & reveal 1 card from the Legacy Deck. When you draw a card from the Legacy Deck, you must either buy it or Put it on the bottom of the Legacy deck. The cost of a Legacy card is equal to its Legacy Value in Millions.

Place the Legacy card you bought into your Legacy pile.

## Business Spaces

If you land on a Business Space draw & Reveal 1 card from the Business Deck. If the Business deck runs out, shuffle the discard and draw from it.

## Bankruptcy

Before going Bankrupt you must sell off your Control Markers to the Bank for 1\$ Million per Marker. Sold Markers are removed from the board. If you ever run out of money, you are out of the game: Shuffle your Legacy cards back into the Legacy deck.

You may reenter the game on a later turn just as if you were starting a new game.

## Business Deck Card Notation

\*Risky Venture: Roll two dice. Subtract the second from the first. This may be a negative number. Gain (or lose) that much in Millions. \*Bad Legacy: Add this card to your Legacy Pile. Gain Millions Equal to its value, however, its value counts against your Legacy.

\* Business Legacy: Put this card in your Legacy Pile. Its Value adds to your Legacy \* Innovation: Add this card to your Legacy Pile. Gain Millions Equal to its value, plus, its value adds to your Legacy. \* Demand: Place a Control Marker on one of your Trusts. \* Production: Place a Control Marker on one of your non-Trust Investments.

\* Scandal: Add this card to your Legacy Pile. Its value counts against your Legacy. \* Costly Scandal: Add this card to your Legacy Pile. Lose Millions Equal to its value, Plus its value counts against your Legacy. \* Monopolize: Replace an Opponents CM with one of your own.

\* Business Plan: Move your Pawn to any target Space.

## **Business Deck Card List**

Card Name:	Notes:
Income Tax	All Players pay 10% of their Money to the Bank.
Estate Tax	Pay 10% of your Money to the Bank
Taxes	All Players lose 1D6 Million
Speculation	Risky Venture
Depression	No one collects revenue on their next 2 Turns
Market Panic	No one collects revenue on their next 2 Turns
Price Fixing	Bad Legacy = 9
Self Made Man	Gain 2 extra Speculation Phases
Collusion	Monopolize & Bad Legacy = 3
War Profiteering	Bad Legacy = 9
Gilded Age	Gain 1D6 Million
Manipulate Stock Prices	Bad Legacy = 7
Unfair Business Practices	Bad Legacy = 8
Captain of Industry	Business Legacy = 6
Tycoon	Business Legacy = 7
Magnate	Business Legacy = 5
Industrialist	Business Legacy = 4
Mogul	Bad Legacy = 4
Robber Baron	Bad Legacy = 5
Welfare Capitalism	Innovation = 6
Mass Production	Innovation = 5
Global Vision	Innovation = 7
Consumerism	Demand
Expansion	Demand
Homestead Act	Demand
Immigrant Labor	Demand
Growing Middle Class	Demand
Franchising	Innovation = 5
Intimidation & Brute Force	Bad Legacy = 4
Deception & Dishonesty	Bad Legacy = 5
Criticism	Scandal = 5
Profit Sharing	Innovation = 6
Minimum Wage	Business Legacy = 5
Shorter Work Day	Business Legacy = 4
Improve Standard of Living	Business Legacy = 3
Bribe Officials	Bad Legacy = 6
Pay off Judges	Bad Legacy = 7
Buy Politicians	Bad Legacy = 8
Purchase Congressmen	Bad Legacy = 7
Influence Peddling	Bad Legacy = 4
Wrong Guess	Lose 1D6 Million
Corner the Market	Monopolize
Labor Unions	Lose 1D6 Million
Shrewd Dealing	Monopolize
Controversy	Scandal = 6
Investigation	Scandal = 5
Misanthropy	Scandal = 4
General Strike	Lose 1D6 Million
Labor Confrontations	Costly Scandal = 4
Gospel of Wealth	Gain 1D6 Million
The American Dream	Business Legacy = 4
Rags to Riches	Business Legacy = 5



Card Name:	Notes:
Theory of the Leisure Class	Scandal = 3
Exploitation	Bad Legacy = 5
Cunning	Business Plan
Wits & Energy	Business Plan
Ruthlessness	Business Plan
Scheme	Business Plan
Prospecting	Risky Venture
Entrepreneur	Innovation = 2
Conspiracy	Bad Legacy = 4
Overproduction	Target Opponent loses 1D6 Million
Raise Capital	Gain 1D6 Million
Mechanization	Production
Applied Technology	Production
Mergers	Monopolize
Patents	Production
Increased Trade	Demand
Boom Times	Demand x2
Distribution Problems	Target Opponent loses 1D6 Million
New Manufacturing Processes	Production
Invention	Production
Government Contracts	Demand & Bad Legacy = 4
Massive Fraud	Bad Legacy = 10
Child Labor	Bad Legacy = 5
Sweatshops	Bad Legacy = 4
Dog-eat-dog	Monopolize
Discovery	Production
Black Friday	All Players pay you \$2 Million
Black Gold	Go to an Oil Space
Age of Steel	Go to a Steel Space
Iron Horse	Go to a Railroad Space
Miner 49er	Go to any Ore Space
Kick-Backs	Bad Legacy = 5
Extravagance	Scandal = 2
Mass Marketing	Demand
Laissez faire	Gain 1D6 Million
Favorable Legislation	Gain 1D6 Million
Excessive Wealth	Target Opponent gets Scandal = 4
Massacre Strikers	Scandal = 5
Factory Fire	Costly Scandal = 2
Trouble in the West	Lose 1D6 Million
Financial Battle	Monopolize x2
Modernization	Production
Industrial Revolution	Production & Demand
Rings of Corruption	Bad Legacy = 9
Government Land Grants	Gain 1D6 Million
Government Loans	Gain 1D6 Million
Public Funding	Gain 1D6 Million
Stock Watering	Bad Legacy = 3
Skim Assets	Bad Legacy = 4
Milk Companies	Bad Legacy = 5
Siphon Proceeds	Bad Legacy = 6
Manipulate the Stock Market	Bad Legacy = 9
Charge for Services	Steal 1D6 Million from Target Opponent

Card Name:	Notes:
Force a Deal	Steal 1D6 Million from Target Opponent
Cutthroat Competition	Steal 1D6 Million from Target Opponent
Mass Production	Production
Economic Crash	No one collects revenue on their next 2 Turns
Workers Uprising	Target Opponent loses 1D6 Million
Labor Demands	Target Opponent loses 1D6 Million
Populist Revolt	All Players lose 1D6 Million
Anti-Trust Act	Place a Control Marker on an Opponents Trust
Interstate Commerce Laws	Target Opponent loses 1D6 Million
Absorb Competitors	Monopolize
High Tariffs	Gain 1D6 Million
Dividends	Gain 1D6 Million
Line of Credit	Gain 1D6 Million

## Legacy Deck Card List

Card Name	Legacy Value:
Schools	2
Grand Hotels	3
Hunting Lodge	1
Museum	4
Grand Station	5
Art Collection	3
Foundation	9
Humanitarianism	5
Public Libraries	4
Patronage	3
Benefactor	2
Infrastructure	4
Education	3
Monumental Architecture	5
University	8
Colleges	7

Card Name	Legacy Value:
Hospitals	6
Concert Halls	5
Philanthropy	6
Contributions	5
Parklands	3
Churches	3
Opulence	4
Charities	5
Orchestras	3
Mansions	2
Estates	3
Castles	4
Endowments	6
Institutes	5
Land development	4

## Links

Robber Barons The Gilded Age Railroads The Land-lord's Game





# Russo-turkish War

## Introduction

Board & card game for 2 players. Abstract simulation of the Russo-Turkish War of 1877. (Russia's fifth war against Turkey (The Ottoman Empire) in the 19th Century) One player is the Turks, the other is the Russians.

## Victory

Destroy all opposing units.

## The Map

Use an 8x8 chessboard.

## The Men

Use chits or miniatures to represent units. Each figure (unit) represents an army of 20,000 men. Each player starts with 12 units.

Each unit has 3 Hits.

## Setup

Each player places one unit on each square of his back two rows. Units may not stack.

## The Cards

Players share a common deck. The deck contains one of each listed card.

## Turn Sequence

Players take turns. Each turn has 4 phases:

1. Orders Phase
2. Move Phase
3. Attack Phase
4. Recruit Phase

## Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

## Card List

## Move Phase

Get one free move (one unit one space). For additional moves: Play (discard) a Move card to move one of your units one space. Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to three units forward the indicated number of spaces using a single move card.

A unit can move only once per turn.

## Attack Phase

Play (discard) an Attack card to have a unit attack an adjacent unit. Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of damage.

A unit reduced to zero hits is destroyed and removed from the map. Your opponent may play Defense cards to negate your attack.

## Recruit Phase

Players may play a Recruit card to gain back one lost unit. The unit starts in an empty space in that player's back row.

## Card List Notation

**Use** Which player can use the card

**T** Turkish Player only

**R** Russian Player only

**#** Number of this card in the deck

**M** Move

**A** Attack

**D** Defense: Negate Attack card played by opponent

**G** Negate Attack (of Range = 1) card played by opponent and destroy attacker

**V** Destroy Attacker (of Range = 1) card. (does not negate attack)

**N** Negate Move card played by opponent

**K** Recruit a replacement unit

**P** Unit recovers one lost hit

**E** Play after doing damage to do 1 extra point of damage

**X** Opponent must discard 2 cards

**Z** Draw 2 cards

Card Name:	Use	Type
Tsar Alexander II	T	N
Slavic Nationalism	R	K
Russian Plan	R	Z
Sultan Abdul Hamid II	T	Z
Battle Hardened Army	T	D
Heavily Fortified Province	T	D
Turkish Fortress	T	D
Cossacks & Uhlans	R	A
Hussars & Dragoons	R	A
Diversiary Offensive	R	X
Precarious Finances	T	X
Asia Minor Reinforcements	T	K
Protect the Flanks	-	D
Travel by Rail	R	M
Turkish Irregulars	T	K
Factional High Command	R	X
Well Managed Deployment	-	M
Reconnaissance	-	X
Seize the Passes	-	A
Balkan Mountains	T	D
Imperial Guard & Grenadiers	R	K
Romanians & Bulgarians	R	K
Cross the Danube	R	M
Gourko's Raid	R	A
Headlong Advance	-	M
Threaten LOC	-	N
Active Turkish Defense	T	D
Heavy Fire	-	E
Field, Horse & Mountain Guns	-	A
Entrenched Infantry	-	D
Forced March	-	M
Dug In	-	D
Bad Roads	-	N
Assemble the Forces	-	M
Large Redoubts	T	D
Catastrophic Losses	-	E
Strengthen Position	-	P
Light Opposition	-	A
Long Range Bombardment	-	A
Deep Narrow Trenches	T	D
Attack in Close Order	-	A
Shoulder to Shoulder	-	Q
Headlong Assault	-	A
Cut to Pieces	-	Q
Fire Superiority	-	A
Skirmish Screen	-	A
Bayonet Charge	-	A
Overrun	-	A
Counter Attack	-	A
Replacement Draft	R	K

Card Name:	Use	Type
Earthworks	-	D
Damaged Prestige	-	X
Strategic Position	-	D
Reserves Exploit Success	-	E
Attack in Open Formation	-	A
Pursue Routing Troops	-	E
Slaughter Attackers	-	Q
Disastrous Assault	-	Q
Set-Piece Attack	-	A
Harassing Fire	-	N
Hail of Fire	-	E
Ammunition Stockpile	-	E
Repeating Rifles	-	E
Attackers Disorganized	-	D
Attack Strongest Point	-	Q
Formal Siege	R	A
Siege Mortars	T	A
Surprise Attack	-	A
Press Home the Attack	-	E
Beaten Back	-	D
Second Line Entrenchments	R	Q
Exact a Heavy Toll	-	E
Ferocious Assault	-	A
Atrocities	-	E
Take no Prisoners	-	E
Minor Clash	-	D
Break Through	-	M
Occupation	-	M
Drive	-	M
Columns	-	M
Epic March	R	M
Appalling Weather	-	N
Winter Campaign	-	N
Rapid March	-	M
Snow Drifts	-	N
Hitch Ride with Cavalry	R	M
Natural Defenses	T	N
Parallel Routes	R	M
Menaced by Reserves	-	N
Little Progress	-	N
Encirclement	-	A
Terrific Fight	-	V
Heavy Opposition	-	V
Storm the Redoubts	-	A
Thirst for Glory	-	A
Take Captives	-	E
Rearguard Action	-	D
Ensuing Clash	-	A
March on Constantinople	R	M
Advancing Army	-	M

Card Name:	Use	Type
Mobilization	R	K
Summon Reinforcements	R	K
Great Power Intervention	T	D
First Reserve	T	K
Second Reserve	T	K
Conscription	T	K
Epic Defensive Battle	-	Q
Pasha Intrigue	R	X
Arrive by Sea	-	M
Uncoordinated Attacks	-	Q
Waves of Infantry	-	A
Fanatical Bravery	-	A
Fight to the Last Man	R	D
Determined Defense	-	D
Legendary Stubbornness	R	D
Desperate Attacks	-	A
Great Assault	-	A
Siege Guns	R	A
Krupp Guns	-	A

Card Name:	Use	Type
Bold Offensive	-	A
Inconclusive Battle	-	V
Telegraph	R	Z
Divide their Forces	-	M
Classic Pincer Movement	R	A
Night Assault	R	A
Well Planned Assault	R	A
Rifle Battalions	-	A
Feint Attacks	R	X
Draw off Reserves	R	X
Cholera	-	X
Typhoid	-	X
Officer Casualties	T	X
Military Reorganization	T	X
Collect Stragglers	-	P
Reinforce Garrisons	-	P
Siege of Plevna	R	A
Prepared for War	T	Z





# San Juan Hill

## Introduction

Spanish American War 1898. Card Game for 2 players. One player gets the American deck.  
The other player gets the Spanish deck.

## The Decks

Each deck is composed of 32 cards. Each card has a name, type, and force value.

## Object

- Players play 8 hands.
- If both win 4 hands, the game is a draw, and history unfolds as in the books.
  - If The Americans win 5+ hands, then they take the hill with fewer casualties.
  - If the Spanish win 5+ hands, the Americans suffer a military disaster & retreat.

## Turn Sequence

- Each hand (Turn) has 4 phases:
1. Draw Phase
  2. Reserve Phase
  3. Attack Phase
  4. Withdrawl Phase

## Card Type Chart

Abbreviation	Meaning
U	Infantry Units
A	Artillery
L	Leaders
M	Morale

Abbreviation	Meaning
E	Equipment
T	Terrain
S	Special

### CARD LIST American forces

Unit Name	Type	Force	Notes
Rough Riders	U	5	
Lieutenant Colonel Teddy Roosevelt	L	5	
Artillery	A	2	
US Regiments	U	3	
Infantry	U	3	
Dismounted cavalry	U	2	
Gatling Guns	A	2	
Sims-Dudley dynamite gun	S	1	Eliminate opposing Terrain
Volunteer formations	U	1	

## Drawphase

Each player draws up to 8 cards from their own deck. If a deck runs out, shuffle the discard and draw from it.

## Reserve Phase

Each player may discard up to 2 cards and draw an equal number of new cards. The American player may discard his Observation balloon card to look at the Spaniard's hand after the Spaniard does reserves, and before the American does.

## Attack Phase

Players may play one card, from their hand, of each of the 7 types of Cards listed in the Card Type Chart. The American player may play up to 2 Infantry Units (U). The Spanish player may play up to 2 Terrain cards (T).  
Some cards can eliminate others. Discard target eliminated card. Each player adds up the force values of his played un-eliminated cards. The player with the higher force value wins the hand.  
Tied hands remain tied. Played cards are discarded.

## Withdrawl Phase

Players may discard up to 3 cards from their hands.

Unit Name	Type	Force	Notes
Aging equipment	E	1	
Black powder	E	1	
Springfields	E	1	
Breech loading Krag-Jorgensen rifles	E	3	
Old field pieces	A	1	
Buffalo Soldiers	U	3	
General Joe Wheeler	L	1	
Division and brigade commanders	L	2	
Easily flanked	T	4	
Encirclement	T	4	
V Corps	U	3	
Grimes Battery	A	2	
71st NY	U	3	
Colonel Leonard Wood	L	3	
Former Spanish trenches	T	3	
Troopers	U	3	
General Shaftner	L	3	
Reform scattered units	M	3	
Observation balloon	S	0	Look at opponents hand
Jingo Press Sensationalism	M	4	
War Mongering	M	3	
Charge!!!	M	3	
Remember the Maine!	M	3	

#### CARD LIST Spanish Forces

Unit Name	Type	Force	Notes
Companies	U	2	
Bravery	M	3	
Grim determination	M	3	
Battalions	U	2	
Artillery	A	3	
Leader casualties	S	1	Eliminate opposing Leader
Sharpshooters	M	3	
Trenches	T	3	
General Linares	L	3	
Well trained	M	3	
Mauser rifles	E	4	
German-made Krupp pieces	A	5	
Recruited Cubans	U	1	
Remingtons	E	2	
Spanish gunners under Ordo-ez	A	3	
Machetes	E	1	
Heat & humidity	M	1	
Malaria, Typhoid Fever, & Dysentery	S	1	Eliminate opposing Unit
Blockhouses	T	3	
Fortified positions	T	3	
Delaying force	U	1	
Bloody Ford	T	3	
Kettle Hill	T	1	
Counterattack	T	3	
Spanish reserve units	U	2	

Unit Name	Type	Force	Notes
Main Spanish line	U	4	
Sierra's cavalry	U	2	
Bustamante's Naval infantry	U	2	
High Ground	T	5	
Entrenchments	T	3	
Detachments	U	1	
Accurate Fire	A	4	







# Satsuma Rebellion

## Introduction

Card Game for 2 players. Theme: The Satsuma Rebellion in Japan in 1877. The Modern Imperial Army destroyed the last of the Samurai.  
One player is the Samurai. The other player is the Imperial Army.

## Victory

The game ends when the Samurai player has accumulated 9 Casualty Markers. At that point, the last of the Samurai have been wiped out. Victory is a function of how many casualties the Samurai were able to inflict on the Imperials.

Imperial Casualties:	Victory:
7 or less	Greater Imperial Victory
Exactly 8	Historically Equivalent
9 or more	Greater Samurai Moral Victory

## Terminolgy

The terms hand and turn are equivalent.

## Casualty Markers

Players start with no Casualty Markers. The loser of every hand gains 1 Casualty Marker.

## The Decks

- There are 2 decks:
1. The Samurai Deck
  2. The Imperial Deck

Each card has a Strength value. There are 8 suites:

1. Force
2. Reserves
3. Leader
4. Attack
5. Defense
6. Morale
7. Weapons
8. Escape

## Setup

Players pick who will be the Samurai and who will be the Imperials. Players shuffle their respective decks.

## Turn Sequence

- Each turn has 3 Phases:
1. Logistics Phase
  2. Strategy Phase
  3. Clash Phase

## Logistics Phase

Each player draws 7 cards from their own deck. If a deck ever runs out, shuffle the discard and draw from it.

## Strategy Phase

Each player may discard up to 3 cards and draw replacement cards.

## Attacker & Defender Rule

One player is the Attacker and the other is the Defender. In the first turn of the game, the Samurai player is the Attacker. On all subsequent turns, the player who won the previous hand is the attacker.  
One exception to this is the Escape rule: If the Samurai player used an Escape card the previous hand and won the hand, he remains the defender.

## Clash Phase

Players reveal their hands. Each card has a Strength Value. Each player adds up the Strength values of all his Useable cards.  
A player may only use 1 card from each suite. The Attacker may not use Defense cards or Escape cards. The Defender may not use Attack cards.  
The player with the highest total Strength is the winner. The loser gains 1 Casualty Token. If tied, both players gain 1 Casualty Token and both retain Their Attacker/Defender status for the next turn.  
All cards are discarded at the end of the phase.

## Card List Notation

- F** Force  
**R** Reserves  
**L** Leader  
**A** Attack  
**D** Defense  
**M** Morale  
**W** Weapons  
**E** Escape

**Samurai Deck Card List**

Card Name:	Notes:
Takamori Saigo	L10
Samurai Warriors	F7
Traditional Army	W5 or M6
Tragic Hero	M5
Foxholes	D2
Kyushu Samurai	R2
Shigakko Schools	R2
Bushido	M8
Satsuma Armories	W5
Student Agitators	M3
Iso Arsenal	W3
Honor	M9
Raiders	A5
Armed Uprising	R2
Bodyguard	T2
Volunteers	R2
Skirmishes	A3
Small Clashes	F4
Suicidal Ferocity	F6 or M7
Rebel Detachment	F3 or A4
Block Passes	D5
Night Assault	A7
Out Fight & Outmaneuver	F9

Card Name:	Notes:
Dug In	D3
Popular Support	M3 or R2
Kichijuro Ikebe	L3
Satsuma Army	F5
Isolated Sword Duels	F1
Discover Imperial Spies	M2
Sentinels	D1
New Positions	E5 or D6
Break Out	E6
Fight to the Death	M7
Retreat	E3
Kagoshima Samurai	R2
Guerrilla Fighting	F3
Surround Imperials	A6
Vintage Matchlocks	W3
Mount Enodake	D5
Slip Through Fog	E5
Divide Forces	F4
Heavy Rain	E4
Shinsuke Beppu	L4
The Last Samurai	F2 or M7
Dispatch Guards	A2
Vanguard	A5 or F4

**Imperial Deck**

Card Name:	Notes:
General Taketa Tani	L5
Imperial Guard	F6
Peasant Conscripts	R4
Meiji Emperor	M8
Westernized Army	W6 or F5
Tokyo Police	F4
Crush the Rebels	M4
Systematic Attacks	A8
Trap Rebels	A6
Kumamoto Castle	D7
Determined Resistance	D5 or M4
Garrison	D5
Advance Guards	F5
Concentrated Fire	W8 or F7
Relief Force	F4
General Yamagata	L8
Frontal Assault	A6
Cold Steel	W3 or F2
Small Arms Fire	W4 or F3
Dislodge Rebels	A6
Marine Landing	R4
Infantry Companies	F4

Card Name:	Notes:
Rebels Surrender	A7
Infantry Brigade	F6
Naval Bombardment	A4
Rear Attack	A9
Sniping	F1
Rebel Supply Problems	M5
Mountain Artillery	W6
Sortie	F4
Link Up	M6
Breakthrough	F7
Replace Losses	R5
Government Offensive	A5
Regroup	R3 or D2
Mop Up	A3 or M3
Rapid Forced Marches	A5 or F4
Encirclement	A6
Fierce Battle	F5
Heavy Casualties	F6
Outnumber Rebels	R4
Patrols	D3
Siege	A4
Krupp Field Guns	W6

Links  
Wikipedia

Card Name:	Notes:
Modern Firearms	W8

Card Name:	Notes:
Gatling Guns	W7





# Search For El Dorado

## Introduction

Card game for 2+ players. Search for El Dorado Theme.

## Victory

The player with the most Discovery points at the end of the game wins.

## End Game

The game ends when the deck has been run through twice.

## The Deck

Players share a common deck. There are 6 card types: Leaders Followers Motivation Search Hazards Discovery

## Setup

Shuffle the deck. Each player is dealt 7 cards. Flip a coin to see who goes first.

## Turn Sequence

- Players take turns. Each turn has 4 Phases:
1. Passage Phase
  2. Legend Phase
  3. Expedition Phase
  4. Search Phase

## Passage Phase

If you already have exactly 7 cards in your hand, you may Discard your entire hand.

## Legend Phase

Fill your hand to 7 cards. The first time the deck runs out, shuffle the discard and draw from it.

## Card List

Name:	Type:	Notes:
Lake Guatavita	D	DP = 1
Muisca Tribe	D	DP = 1
Golden Temple	D	DP = 2
Sacred Lake	D	DP = 1
Rich Gold Mine	D	DP = 2

## Expedition Phase

You may play an expedition. An Expedition consists of a meld of 3 cards: 1 Leader, 1 Follower, and 1 Motivation Stack these in a staggered pile face-up in front of you. Place 3 Tokens on top of the Expedition.

The Expedition stays in play until it is destroyed, or It makes a Discovery.

## Search Phase

For each of your expeditions in play, pick 1 card from an Opponents hand. Depending on what you draw:

1. Discovery: Place the Discovery card in your Victory Pile:
- It counts towards winning the game: Discard the Expedition.
2. Hazard: Discard it. Remove one Token from the Expedition.
- If the Expedition has no Tokens, it is lost: Discard the Expedition.
3. Search: Discard it. You may pick again.
4. Motivation: Remove one Token from the Expedition and Pick again.
5. Leader: Discard it. Look at one opponents hand.
6. Follower: Discard it. Look at the next 3 cards in the deck.

## Card List Notation

- L** Leaders
- F** Followers
- M** Motivation
- S** Search
- H** Hazards
- D** Discovery
- DP** Discovery Points

Name:	Type:	Notes:
Legends	M	
Fevered Imagination	M	
City Paved with Gold	M	
Just a Little Farther	M	
Tales of the Last Survivor	M	

Name:	Type:	Notes:
Amazon River	D	DP = 1
Golden Artifacts	D	DP = 2
Colombia	D	DP = 1
Guyana	D	DP = 1
Bogata	D	DP = 1
Sebastian de Benalcazar	L	
Gonzalo Jimenez de Quesada	L	
Hernan Perez	L	
Gonzalo Pizarro	L	
Francisco de Orellana	L	
Pedro de Ursa	L	
Governor of El Dorado	L	
Don Antonio de Berrio	L	
Sir Walter Raleigh	L	
Philipp von Hutton	L	
Ships	F	
Treasure Hunters	F	
Invaders	F	
Restless Conquistadors	F	
Daring Men	F	
Dangerous Men	F	
Fortune Hunters	F	
Soldiers	F	
Governors Men	F	
Adventurers	F	
Lust for Gold	M	
Greed	M	
Obsession	M	
Rumors	M	

Name:	Type:	Notes:
Tales of the Gilded One	M	
Fabled Kingdom	M	
Tribe to the East	M	
City of Omagua	M	
Entrada	S	
Interrogate Natives	S	
Reconnaissance	S	
Fruitless Search	S	
Terra Incognita	S	
Trackless Jungles	S	
Hostile Mountains	S	
Fetid Swamps	S	
Uncharted Territory	S	
Wilderness	S	
Suicidal Mission	S	
Murder	H	
Skirmish	H	
Hardships	H	
Starvation	H	
Cannibalism	H	
Hunger	H	
Disappointment	H	
Ill-Fated	H	
Doomed	H	
Massacre	H	
Amazons	H	
Natives Attack	H	
Disease	H	
Madness	H	

## Links

Wikipedia





# Seven Years War

## Introduction

2 player Card Game simulation of the Seven Years War. This was a Global Conflict from 1756 to 1763. One player represents the coalition of Britain and Prussia.

The other player represents the coalition of France and its Allies.

## Campaign Grid

This a Chart divided into 4 Campaign Areas. The Areas are:

1. Europe
2. North America
3. India
4. West Indies

Areas 2-4 are collectively referred to as Colonial Areas.

## Game Length

The game lasts 7 turns. Each turn represents one year.

## Medals

Each player gets a unique set of 28 Medals. Medals can be in the form of counters, tokens, coins, etc.

## Victory

There are 3 ways of achieving Victory:

1. If you win the European Campaign you automatically win the game.
2. If you have won more colonial campaigns than your opponent at

The end of the game, you win the game.

3. If campaign wins are tied, the player with the most medals on the

Grid at the end of the game wins.

## The Deck

Players share a common deck. Some cards will have multiple copies in the deck. Each card has a Force value ranging from 0 to 7.

Some cards can only be used by one of the coalitions. Some cards can only apply their force to certain Campaign Areas. Some cards produce special effects in addition to their Force value.

## Turn Sequence

Each turn is divided into 7 Phases: Plan Phase Execute Phase Turmoil Phase Conflict Phase Difficulty Phase Resolve Phase Aftermath Phase

### Plan Phase

Each player fills his hand to 9 cards. If the deck runs out, shuffle the discard & draw from it.

### Execute Phase

Players may discard up to 5 cards and draw replacements.

### Turmoil Phase

Some cards allow you to draw additional cards. Some cards force your opponent to discard random cards. Players take turns using these types of cards.

Flip a coin to see who goes first.

### Conflict Phase

Flip a coin. The loser goes first. Players take turns laying one card at a time, face up, onto any 1 of the 4 Campaign Areas. Players continue until they run out of cards or do not want to lay any more.

### Difficulty Phase

Some cards cause an opposing card in the same Area to be discarded. These discards occur in this phase.

### Resolve Phase

For each area, for each player, add up the total Force of all their Cards played into that Area this turn. The Player with the highest total force in an area wins that Area and gets to place 1 of his Medals in it. In case of a tie, no one gets a Medal.

### Aftermath Phase

Medals remain in place. Discard all cards in the Campaign areas. The player with the most total medals in play is known as the "Winning" player.

(Certain cards designate winning and losing players) If you ever have 3 medals in excess of your opponents in an Area, you Automatically "Win" that Campaign. If a Campaign is won, no further cards can be played to it for the rest of the game.

**Card List Notation**

**N** North America  
**E** Europe  
**W** West Indies  
**I** India  
**C** Colonies  
**B** Only the British player may use this card  
**F** Only the French player may use this card  
**A** Any player may use this card or Any Campaign

Area

**X** Opponent must discard 2 random cards from his hand  
**Z** Draw 3 cards from the deck and add them to your hand  
**L** Only the Losing player may use this card  
**V** Only the Winning player may use this card  
**#** Copies of that card in the deck  
**\*** Opponent must discard a card from the same area in Difficulty phase

**Card List**

Name:	#	Force	Use	Loc
Clive of India	1	7	B	I
Native Troops	4	3	A	C
Frederic the Great	1	7	B	E
Prussian Armies	2	6	B	E
William Pitt	1	Z	B	-
Empress Maria	1	Z	F	-
French Armies	2	5	F	E
European Allies	2	4	A	E
Austrian Armies	1	5	F	E
Forts	4	4	A	A
Sieges	4	5	A	A
Corruption	1	X	A	-
Incompetence	1	X	A	-
Louis XV	1	X	B	-
King George	1	X	F	-
General Wolfe	1	5	B	N
General Montcalm	1	4	F	N
Fleet	2	5	A	C
Ships of the Line	2	5	A	C
Naval Superiority	2	6	B	C
Intrigue	2	3*	A	A
Russian Armies	1	4	F	E
Hanover	1	4	B	E
Expedition	4	4	A	C
Disease	4	1*	A	C

Name:	#	Force	Use	Loc
Isolated	1	1*	B	C
Privateers	2	4	A	C
East India Company	1	5	B	I
The Dutch	1	3	F	I
Mercenary Troops	2	3	A	A
Nawabs	2	4	A	I
Low Level Conflict	2	X	A	-
Atrocity	2	Z	A	-
Garrison	4	1	A	C
Surrender	2	1*	A	A
General Barrington	1	5	B	W
Exploit Opportunity	2	Z	A	-
Spain	1	3	F	W
Minorca	1	X	F	-
West Africa	1	X	B	-
New France	1	4	F	N
American Colonies	1	5	B	N
European Armies	2	4	A	A
Diplomacy	2	1*	A	A
Balance of Power	2	Z	L	-
Trade Route Profits	2	Z	V	-
Attack Ally	2	X	A	-
Deception	2	4	A	A
Countertermarhes	2	4	A	E







# Sharpe's Adventures

## Introduction

Scenario for WarpQuest. for the ?? WarpQuest Core Rules. Each player is a British Officer in Spain circa 1809.

Based on the Sharpe's Rifle Series of Books and Films by Bernard Cornwell.

## Disclaimer

"Sharpe" is a copyrighted property. This is merely a fan site.

## The Scenario

The map spaces represent time. The pawn represents the Officer and his men. There is no Artifact.

## Officer Attribute Table

1D6	Skill:	Notes:
1	Endurance +1	The Ability to withstand Wounds
2	Brawling +1	Hand to Hand Combat Armed & Unarmed
3	Shooting +1	Speed & Accuracy with Firearms
4	Tactics +1	Battlefield Strategy
5	Intelligence +1	Capacity for Intrigue
6	Leadership +1	Charisma, Honor, Oratory

## Wounds

Every time an officer is wounded his Endurance is reduced by 1D6. An Officer reduced to zero or less Hits is killed.

## Challenges

The Module is set up to show what skill rolls are required by the Challenge and What happens if you succeed or fail. If you go back or go ahead as a result of a card do not draw a new card from the Challenge Deck

## Confrontations

If a player's pawn lands on an opposing officer, they will have a confrontation. Randomly select a Skill on

## Challenge Deck Card List

There is only one Module. The track is 30 spaces long. Upon reaching the end your officer is promoted! (One Promotion = one Campaign) Try to keep your officer alive long enough to be promoted.

## Campaign

Each player starts out as a Sergeant. First Promotion is to Lieutenant. Second Promotion is to Captain.

Third Promotion is to Major. All wounds are healed in-between campaigns. After each promotion gain 2 rolls on the Attribute Table.

## Officer Attributes

A Sergeant starts with 10 Endurance and 12 rolls on the Attribute Table.

the Skill Table (Reroll Endurance). Both players make a Skill roll. The lower roll moves back 1D6 spaces.

## Card List Notation

- C** Challenge
- A** Aid
- W** Wounded (Lose 1D6 Endurance)
- R** Retreat (Go back 1D6 Spaces)
- V** Victory (Go ahead 1D6 Spaces)
- B** Brawling
- S** Shooting
- T** Tactics
- I** Intelligence
- L** Leadership
- Diff** Difficulty Modifier (Added to Challenge roll)
- Suc** Succeed
- Heal** Gain Back 1D6 lost Endurance



Card Name:	Type	Diff	Fail	Suc	Skill
Patrol: Avoid Chasseurs	C	-	W	-	Tactics
Battle: Rally Troops	C	-1	R	V	Leadership
Camp: Defend Lady's Honor	C	-	R	-	Brawling or Leadership
Battle: Rescue Senior Officer	C	+1	-	V	Shooting + Brawling
Patrol: Two Charging Lancers	C	-	W	-	Shooting or Brawling
Camp: Duel with Pistols	C	-	W	-	Shooting
Battle: Defy Bad Orders	C	-1	R	-	Tactics or Leadership
Battle: Drive Off Cavalry	C	-	W	-	Shooting
Patrol: Lead Column	C	-2	R	-	Tactics
HQ: Intrigues	C	-	R	V	Intelligence
HQ: Ambitions	C	+2	-	V	Intelligence
Battle: Capture Eagle	C	+1	W	V	Brawling + Tactics
Patrol: Night Skirmish	C	-	W	-	Shooting
Camp: Flogging	C	-	W	-	Intelligence
HQ: Face Inquiry	C	-	R	-	Intelligence
HQ: Serious Accusations	C	+1	R	-	Intelligence
Camp: Train Green Troops	C	-	R	V	Leadership
Patrol: Befriend Spanish Rebels	C	-	-	V	Leadership
Patrol: Blow up Bridge	C	-	R	V	Tactics
Patrol: Treachery	C	+1	W	-	Brawling + Tactics
Battle: Hold Town	C	+3	R	V	Tactics + Shooting
Camp: Mutineers	C	+2	R	-	Leadership + Brawling
Camp: Rival Officers Plot	C	-	R	-	Intelligence
Heroics	A	-	-	-	Brawling +3
Stirring Speech	A	-	-	-	Leadership or Intelligence +2
Protect the Innocent	A	-	-	-	Leadership +3
Chosen Men	A	-	-	-	Shooting +3
For Honor	A	-	-	-	Leadership or Brawling +2
Wit & Wisdom	A	-	-	-	Intelligence +3
British Regulars	A	-	-	-	Brawling or Shooting +2
Spanish Partisans	A	-	-	-	Tactics or Brawling or Shooting +1
Friends in High Places	A	-	-	-	HQ (Headquarters) +3
Mend Wounds	A	-	-	-	Heal
Love of a Beautiful Woman	A	-	-	-	Heal
Experienced Soldier	A	-	-	-	Tactics +3
Courage	A	-	-	-	Battle +3
Ambush	A	-	-	-	Battle or Patrol +2
Covering Terrain	A	-	-	-	Patrol +3
Friend in Need	A	-	-	-	Camp +3

### Rotation Card List

Card Name:	Type	Diff	Fail	Suc	Skill
Battle: Forlorn Hope	C	+1	W	V	Leadership + Brawling
Camp: Framed for Theft	C	+2	R	-	Intelligence
Patrol: Picket Duty	C	-	W	-	Tactics
Patrol: Blow Up Dam	C	+1	R	V	Tactics
Patrol: French on the Prowl	C	-	W	-	Tactics or Shooting
HQ: Admiration	C	-	-	V	Leadership or Intelligence

Card Name:	Type	Diff	Fail	Suc	Skill
HQ: Class Warfare	C	+1	R	-	Intelligence
Camp: Blaggard Sergeant	C	-1	R	-	Intelligence
Battle: Assault Fort	C	+2	W	-	Shooting
Battle: Deserter Army	C	+1	W	V	Tactics + Brawling
Patrol: Deliver Ransom	C	+2	R	-	Leadership + Intelligence
HQ: Disorderly Conduct Charge	C	-	R	-	Intelligence + Leadership
Camp: Bet of Honor	C	-	-	V	Shooting x2
Camp: Inspection	C	+1	R	-	Intelligence or Leadership
HQ: Accept Mission	C	-2	-	V	Leadership
Camp: Settle a Score	C	+1	W	-	Brawling + Intelligence
Patrol: Messenger Duty	C	-	R	-	Tactics
Patrol: Rescue Hostages	C	+2	W	V	Brawling + Tactics
Patrol: Escort Envoy	C	-	R	V	Tactics + Intelligence
Patrol: Fools Errand	C	+1	W	-	Tactics + Leadership
HQ: French Spy	C	+2	R	-	Intelligence
Camp: Quartermaster Duty	C	-	R	-	Intelligence
Patrol: Sword Fight	C	-	W	-	Brawling x2
Patrol: Scout the Frontier	C	-	-	V	Tactics x2
Battle: Rearguard Action	C	+1	W	V	Leadership
Patrol: Dangerous Business	C	-	W	-	Brawling + Tactics
Battle: Counter Attack	C	-	W	V	Leadership x2
Patrol: Reconnaissance	C	-	-	V	Tactics + Intelligence
Battle: French Column	C	+2	W	V	Leadership + Shooting
HQ: Court Marshal	C	+3	R	-	Intelligence + Leadership
Patrol: Murderous Scoundrel	C	+2	R	-	Brawling + Intelligence
Battle: French Infantry	C	+1	W	V	Tactics + Shooting
HQ: Wellington's Favor	C	-1	-	V	Leadership
Intelligence Officer	A	-	-	-	HQ (Headquarters) +3
95th Rifles	A	-	-	-	Shooting or Patrol+2
Rocket Troops	A	-	-	-	Battle +3
Sharpshooter	A	-	-	-	Shooting +3
Portuguese Cacadores	A	-	-	-	Patrol or Battle +2
Win the Day	A	-	-	-	Brawling or Battle +2
Truce	A	-	-	-	Patrol or Camp +2
Swear Vengeance	A	-	-	-	Leadership +3
Crack Company	A	-	-	-	Shooting or Battle +2
60th Rifles	A	-	-	-	Tactics or Shooting +2
Disguise	A	-	-	-	Patrol +3
Reinforcements	A	-	-	-	Tactics or Brawling +2

## Rotation Cardlist

This is meant to keep the main cardlist fresh. If you get bored with the regular cards simply take some out and replace them with some rotation cards. You can change the ratio of Challenge cards to Aid cards to increase or decrease the difficulty.

## Playing Without Cards

\*By Salo:

At least in solo....

The mechanism is simple. Just make a list of all challenge cards with excel (or whatever spreadsheet you prefer) and randomize the list. Then print it out.

Now, when you face a challenge, roll 1d10. If you get 7, you face the seventh challenge on the list. When you have dealt with the challenge, mark it used. When you face another challenge, roll the 1d10 again. If you get a 10, then you face the 10th UNMARKED challenge on the list.

Just make sure, that there are 10 more challenges in the list than there are spaces on the game board.

The challenges that top the list happen more often than those at the bottom of the list. This property can be used without randomizing by the game designer.

Hope you get what I mean.

\*By Tom:

Another way of doing this, though it would intro-

duce more instances of a thing/event goes something like this.

Make a table of all the cards in a deck, number them. Each card now as a unique number (cardnumber)

- Take the Number of Cards in the list, divide that number by 100.(totalcards/100)
- Each card is then given a Percentile Number

Card	Percentile
1	14
2	28
3	42
4	57

equal to (cardnumber)\*(totalcards/100)

When you are asked to draw a card roll a percentile (2d10 the first die being 10's the second die being 1's or use the 2d6 method descibe in countermoves issue 2) and consult the card table

Say you have a deck of 7 card (total-cards/100)=14.28

Card	Percentile
5	71
6	85
7	99

#	#	#	#
you would get	card 1	on a percentile rool of	14 or less
	card 2	-	15 thru 28
	card 3	-	29 thru 42

\* By Zak:

I use a simple trick to test some of the Lloyd productions before creating the real cards: i set for each card a number and then i put on a cup a number of numerical markers correspoing to the card # - i own a lot of boardgames so i have a full collection of numerical markers but in any case is very easy to create a

generic set of such a counter.

With this mechanism you can have the random distribution of the deck (one instance of every card - or more if needed) and you don't need the printed card since you simply index the card list with the numbers in your "hand". Nothing special but it works.





# *Ships Of The Line*

## **Introduction**

Card game for 2 players. Players are rival 15-18th century Warships trying to sink each other.

## **Object**

Destroy your opponents ship by reducing any one of his stats to zero.

## **Ship Stats**

Each ship has three stats:

1. Hull
2. Rigging
3. Crew

Each stat has a starting value of 7 points. Cannon attacks will reduce these starting values. If the Hull stat goes to zero the ship will sink.

If the Rigging stat goes to zero the ship can no longer move. If the Crew stat goes to zero, then all aboard have perished.

## **Deck**

The Deck has 56 cards. Players share a common deck. There are 7 types of cards.

The deck contains 8 cards of each type.

## **Card Type List**

North Wind South Wind East Wind West Wind Cannon Balls Chain Shot Grape Shot

## **Turn Sequence**

Play is simultaneous. Each turn has 5 phases:

1. Load Phase
2. Reload Phase
3. Sail Phase
4. Fire Phase
5. Retire Phase

## **Load Phase**

Each player is dealt enough cards to fill their hand up to 7 cards. If the deck runs out, shuffle the discard and deal from it..

## **Reload Phase**

Each player may discard up to 4 of his cards. Players are dealt replacement cards.

## **Sail Phase**

Players simultaneously reveal none, one, or more Wind cards. The wind cards revealed may not include opposites. North and South are opposites.

East and West are opposites. For example, you can play a South and a West card together. You may play more than one of the same Wind card.

For example, you can play 2 North cards and 3 East cards. The player with the most Wind cards is said to be the Advantaged player. The player with fewer Wind cards is said to be the Disadvantaged player.

If tied, both players are said to be Equals. Discard all played cards.

## **Fire Phase**

The Advantaged player may attack. The Disadvantaged player may not attack. If Equals, both players may attack.

An attacker may reveal attack cards of only one type. For example, a player may reveal one or more Cannon Ball cards, but cannot also reveal Chain and Grape Shot. Each Cannon Ball card will reduce the opponents Hull Stat by one.

Each Chain Shot card will reduce the opponents Rigging Stat by one. Each Grape Shot card will reduce the opponents Crew Stat by one. Discard all played cards.

## **Retire Phase**

Players may discard up to 3 cards.

## **Cardset Available**

Much Thanks to Alcrespi [Click Here](#)





# *Shot, Shell & Grape*

## **Introduction**

Two player Card game depicting Napoleonic era warfare.

## **Victory**

The first player to be routed from 3 of his 5 forward positions loses.

## **The Decks**

There are two common decks: The Battalion deck and The Tactics deck. The Battalion deck has 2 of each card in the list. Battalion cards are also referred to as units.

The Tactics deck has 1 of each card in the list. Six and eight sided dice are needed.

## **Setup**

Each player is dealt half the Battalion deck. Each player forms a line of five stacks of cards. The opposing lines face each other.

These stacks are called: -Left Flank -Left Center -Center Center -Right Center -Right Flank Additionally each player has a Reserve stack. The Reserve stack is placed behind the line. Place Battalion cards face up in each stack.

Line Infantry and Artillery may be placed in Center stacks. Cavalry and Light Infantry may be placed in any stacks. Horse Artillery are considered as cavalry for the setup purpose.

Any troop type may be in the reserve stack. Center stacks must contain at least 3 cards. Flank stacks must contain at least 2 cards.

Players can look at their cards and then create the stacks.

## **Turn Sequence**

Players take turns. Each turn has 5 phases:

1. Draw Phase
2. Reinforce Phase
3. Attack Phase
4. Morale Phase
5. Terrain Phase

## **Draw Phase**

Draw 2 Tactics cards. Maximum hand size = 7 tactics cards. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

## **Reinforce Phase**

You may move up to 2 battalions from one of your stacks to an adjacent stack. Reinforcements are placed on the bottom of the stack. This type of movement is called a reinforcement.

Alternatively, battalions can be moved within the same stack. Your Reserve is adjacent to all of your other stacks. You may move any card in a stack. (You are not limited to the top one)

## **Attack Phase**

Each of your stacks gets one basic attack per turn. You get one free additional attack per turn that can be made by any one of your stacks. Your battalions are the attackers.

Your opponent's battalions are the defenders. To attack, pick the top card of one of your stacks. The reserve stack never attacks.

The defender is the card in the opponent's line opposite to the attacking card. Both players roll one eight sided die. These are called the Combat rolls. The attackers combat roll is called the Attack roll.

The defenders combat roll is called the Defense roll. The opponent's card is destroyed on a combat roll of 7 or higher. Line Infantry vs cavalry and light infantry get -1 to their attack roll. (They ride/run away) Line Infantry vs non-flanking cavalry get +2 to their defense roll.

Cavalry vs Artillery or Light Infantry get +1 to their attack roll. Line Infantry vs Light Infantry get -1 to their defense roll. Artillery vs Line Infantry get +1 to their defense roll.

Heavy battalions get +1 to their combat rolls. Elite battalions get +2 to their combat rolls. Shock cavalry get +1 to their combat rolls vs other cavalry.

Militia get -1 to their combat rolls. Destroyed battalions are discarded. Surviving battalions are placed face down on the bottom of their stack.

Tactics cards that modify the Attack roll are played before the roll is made. Tactics cards that allow Defenders an extra attack are only used if their first attack misses. Tactics cards are discarded immediately when played.

A Battalion can be used as an attacker only once on its owners turn.

## **Flank Attacks**

If you destroy all the cards in one of your opponents stacks, the battalions in your stack facing the empty stack get to flank attack the enemy stacks adjacent to the empty stack. Battalions making Flank attacks are

+2 to their Attack roll and may attack the enemy reserve stack. Cavalry battalions making Flank attacks are +3 to their Attack roll and may attack any enemy stack.

Defense rolls against flankers are at -1. If you flank stacks on two sides, this is called a double envelopment, and you get an additional +1 to Flanking Attack rolls.

## Morale Phase

Every time you destroy an opposing battalion roll 2D6. This is called the Morale check. On a roll of 10+

all of the battalions in the destroyed battalion's stack rout and are placed in the reserve stack.

If the reserve stack routs, all of those battalions are discarded. A stack rolls at +1 if it contains any Militia. A stack rolls at -1 if it contains any Elite units.

A stack rolls at +1 if an Elite unit was destroyed.

## Terrain Phase

You may play a Terrain card onto an appropriate stack. Terrain cards remain in effect until a Maneuver card is played to remove them.

## Battalion Card List

Card Name	Type
Grenadiers	Line (Elite)
Dragoons	Cavalry
Lancers	Cavalry (Shock)
Hussars	Cavalry
Skirmishers	Light
Cuirassier	Cavalry (Heavy)
Musketeers	Line
Old Guard	Line (Elite)
Young Guard	Line
Howitzers	Artillery
Fusiliers	Line
Chasseurs	Cavalry
Landwehr	Light (Militia)
Sappers	Line
Mortars	Artillery
Highlanders	Line (Elite)
Mamelukes	Cavalry

Card Name	Type
Cossacks	Cavalry
Carabiners	Cavalry (Heavy)
Uhlans	Cavalry (Shock)
Troopers	Line
Horse Art	Artillery
Cacadores	Light
Gun Battery	Artillery
Field Pieces	Artillery
Zouaves	Light
Voltigeurs	Light
Gendarmes	Line
Blunderbussars	Light (Militia)
Partisans	Light (Militia)
Legere	Line
Jagers	Line
Congreve Rkts	Artillery

## Tactics Card List

Card Name	Effect
Square Formation	Cavalry vs Line Infantry are -3 to their attack roll.
Second Volley	Defending Infantry battalion gets 1 extra attack
Fire at Will	Get 1 extra attack with any unit on your turn.
Sabers & Pistols	Attacking Cavalry battalion gets 1 extra attack
Rapid Deployment	Get +1 Reinforcement move.
Forced March	Get +1 Reinforcement move (Move infantry only).
Frontal Assault	Line Infantry get +2 to their attack roll and are +1 to be hit.
Bayonet Charge	Line Infantry get +2 to their attack roll and are +1 to be hit.
Rifles	Light Infantry get +1 to their combat roll.
Probe	Get 1 extra attack with any Light Infantry in any of your stacks.
Screen	Defense roll +1 vs attacking Light Infantry
Counter Attack	Defending Cavalry get +2 to their defense roll.
Dismounted	Your Cavalry battalion is considered to be Infantry this turn.
Limber	Get +1 Reinforcement move (Move Artillery only).
Double Canister	Artillery get +2 to their defense roll.



Card Name	Effect
Cansiter	Artillery get +1 to their defense roll.
Round Shot	Artillery get +1 to their attack roll.
Cannon Ball	Artillery get +1 to their attack roll.
Shrapnel	Attacking Artillery brigade gets 1 extra attack
Spherical Case	Attacking Artillery brigade gets 1 extra attack
Fusillade	Any Line Infantry gets 1 extra attack.
Sniper	Cause a stack to make a morale check in its Morale phase.
Commander	Morale check at -1.
Esprit de Corps	Morale check at -1.
Disordered	Line Infantry get -1 to their attack roll.
Wheel about	Morale check at -1.
Rearguard Action	Get +2 Reinforcement moves from reserve.
Attack Column	Get +2 to attack roll.
Lost Orders	Opponent gets one less Attack this turn.
Column	Get +1 Reinforcement move.
Overrun	Unit making Flank attack gets a second attack.
Take Prisoners	Routing battalion is discarded.
Fighting Withdrawal	Defender gets +1 to defense roll.
Difficult Terrain	Opponent gets one less attack this turn.
Field Officer	Morale check at -1.
Lost Cohesion	Morale check at +1.
Refuse Flank	Negate attacking units Flank attack bonus.
Conscripts	Morale check at +1.
Enfilade fire	Get +1 to combat roll.
Crossfire	Battalion may attack top unit in stack diagonal to it.
Bombardment	Get 1 extra attack with any artillery in any of your stacks.
Confusion	Opponent gets -1 Reinforcement move this turn.
Advancing Line	Get 1 extra attack with any Line Infantry in any of your stacks.
Scouts	Look at opponent's hand
Blocking Terrain Left	Terrain: Attacks vs left Flank at -1 on attack roll.
Blocking Terrain Right	Terrain: Attacks vs right Flank at -1 on attack roll.
Redoubt	Terrain: Attack vs. center stack is at -1 on attack roll.
High Ground	Terrain: Get +1 to combat roll. Artillery gets +2.
Maneuver	Discard Terrain card (3 in deck)

## Army Specialties: Optional Rules

Before play starts each player rolls once on the table below. The indicated benefit lasts the entire game.

1D6	Ability	Notes
1	Superior Discipline	Morale checks at -1
2	Genius Commander	Maximum hand size +2
3	Fire Drill	Line Infantry combat rolls at +1
4	Advanced Artillery	Artillery combat rolls at +1
5	Elite Cavalry	Cavalry combat rolls at +1
6	March Drill	Get +1 Reinforcement move per turn





# Spanish Empire

## Introduction

Card game for 2-4+ players. Theme: The Spanish Empire: 15-18th Centuries. Each player is a Noble Family in Spain, trying to serve the Crown by arranging the loans and manpower to fight the Wars and Discover, conquer, and exploit new lands in the name of Empire.

## Victory

At the end of the game players add up the Victory Points from all The Empire and Exploitation cards they own. The player with the most Victory points is the winner.

## Game End

The game ends, when all the War and Colonization cards in the Empire deck have been claimed.

## The Decks

There are 2 decks: The Empire Deck The Spanish Deck

## The Empire Deck

There are 27 cards in the Empire Deck: 9 War Cards 9 Colony Cards 9 Event Cards

## Setup

All players are dealt 3 cards from the Spanish Deck. Flip a coin to see who goes first.

## Turn Sequence

Players take turns. Each turn has 7 phases:

1. Empire Phase
2. Event Phase
3. Viceroy Phase
4. War Phase
5. Conquest Phase
6. Exploitation Phase
7. End Phase

## Empire Phase

If there are not 2 Empire cards face up, flip over 1 or 2 Empire cards until there are 2 Empire cards face up. These are called Opportunity cards.

## Event Phase

If 1 or 2 Empire cards are Event cards, they take effect in the order They were drawn. They are then discarded.

## Viceroy Phase

Draw 1 card from the Spanish Deck and put it in your hand. You may discard an Investment card to draw 2 Spanish cards. You may discard a Politics card to cause a target Opportunity card to be Shuffled back into the Empire Deck.

## War Phase

If one of the Opportunity cards is a War card you may claim it. To claim it you must discard 3 cards consisting of: 1 Investment Card or Support Card 1 War Card or Fight Card or Ship Card 1 Politics Card or Support Card Discard the Spanish cards. Put the War card face up in front of you.

## Conquest Phase

If one of the Opportunity cards is a Colonization card you may claim it. To claim it you must discard 3 cards consisting of: 1 Investment Card or Support Card 1 Discovery Card or Ship Card 1 Conquest Card or Fight Card Discard the Spanish cards. Put the Colonization card face up in front of you.

## Exploitation Phase

If you control a Colonization card you may attach an Exploitation card to it. To do this you must also discard a Manpower Card or Support Card. The Exploitation card is placed next to the target Colonization Card.

A Colonization card may have a maximum of 1 Exploitation card attached.

## End Phase

Max hand is 5 cards. Discard excess cards.

## Empire Deck Card List Notation

- E** Event
- W** War
- C** Colonization
- AP** All Players
- TP** Target Player
- CP** Current Player
- RC** Random Card



**Empire Deck Card List**

Card Name:	Type	VP	Notes:
Spanish Armada	E	0	AP Discard 2 RC
Treaty of Utrecht	E	0	AP Discard 1 RC
English Privateers	E	0	TP Discard 1 RC
Treaty of Tordesillas	E	0	CP Draw 2 cards
Barbary Pirates	E	0	TP Discards 1 RC
Golden Age of Spain	E	0	AP Draw 2 cards
Inquisition	E	0	CP Steal 1 RC from TP
Bankruptcy	E	0	TP Discards 2 RC
Pax Hispanica	E	0	CP Draws 1 Card
North Africa	C	1	
Philippines	C	2	
Canary Islands	C	3	
Mariana Islands	C	4	
West Indies	C	5	
Spanish Main	C	5	
Mexico	C	6	
Inca Empire	C	7	
Aztec Empire	C	8	
Anglo-Spanish War	W	1	
War with France	W	2	
Thirty Years War	W	3	
War of Spanish Succession	W	5	
Dutch Revolt	W	4	
Ottoman Empire	W	5	
Italian Wars	W	6	
Annexation of Portugal	W	7	
Granada	W	8	

**Spanish Deck Card List Notation**

**P** Politics Card  
**C** Conquest Card  
**S** Ship Card  
**A** Army Card

**D** Discovery Card  
**U** Support Card  
**E** Exploitation Card  
**I** Investment Card  
**F** Fight Card

**Spanish Deck Card List**

Card Name:	Type	Notes:
Governor	C	
Conquistadors	C	
Native Allies	C	
Disease	C	
Missionaries	C	
Guns & Steel	C	
Invasion	F	
Occupation	F	
Massacre	F	
Religious Crusade	F	
Expedition	D	
Explorers	D	
Portuguese Navigator	D	

Card Name:	Type	Notes:
Sea Power	S	
Marriage	P	
Dynasty	P	
Negotiation	P	
Diplomacy	P	
Alliance	P	
Balance of Power	P	
Truce	P	
Gold Mines	E	8 VP
Silver Mines	E	7 VP
Teas	E	6 VP
Coffee	E	5 VP
Tobacco	E	4 VP

Card Name:	Type	Notes:
Voyage of Discovery	D	
Castilian Adventurers	D	
Genoese Sailor	D	
Foreign Mercenaries	A	
Brilliant General	A	
Great Siege	A	
Italian Veterans	A	
German Troops	A	
Swedish Pikemen	A	
Spanish Tercios	A	
Portuguese Immigrants	M	
Black Slaves	M	
Native Laborers	M	
Genoese Settlers	M	
Spanish Colonists	M	
Mestizos	M	
Mulatos	M	
Galleons	S	
Belgian Fleet	S	
Caravels	S	

Card Name:	Type	Notes:
Spices	E	3 VP
Sugar	E	2 VP
Plantations	E	2 VP
Italian Financiers	I	
Genoese Bankers	I	
Seville Merchants	I	
Antwerp Investors	I	
Portuguese Entrepreneurs	I	
Royal Debt	I	
Borrowed Capitol	I	
Bills of Exchange	I	
Adelantados	I	
Fugger Loans	I	
International Traders	I	
Foreign Credit	I	
Collaboration	U	
Imperial Idea	U	
Common Enterprise	U	
Foreign Expertise	U	

## Links

[Spanish Empire Wikipedia](#)





# *Spanish Saint Augustine*

## **Introduction**

Card game for 2-4 players. Theme: Survival and Accomplishment in the Florida City of St. Augustine. St. Augustine was founded in 1565 by Pedro Menendez. It is the oldest, continuously inhabited European Settlement in North America. For the first 200 years of its existence, it was controlled by Spain. The town itself was always very small and poor, but it held an important strategic position. It helped defend the treasure Fleets on their way back to Spain by preventing the English and French from building their own settlements along the Gulf stream. Players actively recruit Townsfolk, earn Gold, gain Military Glory, and build Structures while being mercilessly subjected to Hurricanes, Raids, Disease, and Hostile Indians.

## **Turns & Game End**

Each turn is equal to about a Decade. The game ends after 20 Turns, at which point, historically the British take control of the City.

## **Victory Points**

The player with the most Victory Points (VP) at the end of the game wins.

## **Player Mats**

Each Player gets a Player Mat. Each Mat is divided up into 7 Boxes:

1. Government
2. Churches
3. Forts
4. Population
5. Gold
6. Glory
7. Victory Points

Government, Churches, and Forts are collectively called Buildings. Population, Gold, and Glory are collectively called Resources.

## **Tokens**

Players share a common set of tokens. Tokens are placed in the Boxes on Player Mats to keep track of each player's Score in that Category.

## **The Decks**

There are 2 Common Decks:

1. The Event Deck
2. The Action Deck

## **The Event Deck**

One Random Event occurs each year.

## **The Action Deck**

The Deck has 4 Suites:

1. Economic (Types: Industry, Agriculture, Trade)
2. Military (Types: Fight the French, Fight the English, Control)
3. Population (Types: Indians, Blacks, Europeans)
4. Buildings (Types: Government, Churches, Forts)

Each suite has 3 Types of card. There are 4 cards for each Type. In addition the Deck has 4 Leader (Wild) cards.

## **Setup**

Each player gets 7 Population, 5 Gold, and 3 Glory. Shuffle the Decks.

## **Turn Sequence**

Each turn is divided into 7 Phases:

1. Draw Phase
2. Trade Phase
3. Meld Phase
4. Building Phase
5. Event Phase
6. Score Phase
7. End Phase

## **Draw Phase**

Each Player fills their hand to 10 Action Cards. If the deck runs out, shuffle the discard and draw from it.

## **Trade Phase**

Players may trade Action cards with each other. Players may also trade Tokens on their Player Mats.

## **Meld Phase**

Players may make Melds. A Meld consists of 1 or more cards of the same Type. You can make a max of 4 Melds, one from each Suite.

A Meld can have a Maximum of 4 Cards. One card in a Meld may be a Leader. One card in a Meld earns 1 Token.

Two cards in a Meld earns 3 Tokens. Three cards in a Meld earns 6 Tokens. Four cards in a Meld earns 10 Tokens.

Tokens from a Population Meld go into the Population Box. Tokens from a Economics Meld go into the Gold Box. Tokens from a Military Meld go into the Glory Box.

Tokens from a Government Building Meld go into the Government Box. Tokens from a Church Building Meld go into the Church Box. Tokens from a Fort Building Meld go into the Fort Box.

Building Phase

Buildings provide bonus Resources. The Player with the highest Church Score gets 4 Population. The Player with the second highest Church Score gets 2 Population.

The Player with the highest Government Score gets 4 Gold. The Player with the second highest Government Score gets 2 Gold. The Player with the highest Fort Score gets 2 Glory.

The Player with the second highest Fort Score gets 1 Glory.

Event Phase

Flip over the Top card of the Event Deck. The Event affects all Players. If the Event is a Raid: All players lose 1D6 Population, 1D6 Gold, 1D6 Glory, and 1D6 Buildings If the Event is a Hurricane: All players lose 1D6 Population and 1D6 Buildings If the Event is a Disease: All players lose 2D6 Population If the Event

is an Indian Revolt: All players lose 1D6 Population, 1D6 Glory, and 1D6 Buildings If the Event is Piracy, each player loses 1D6 Gold.

Each player rolls the dice separately for his own Losses. When you lose Building Points roll 1D6 to see which type:

- 1-2 Government
- 3-4 Church
- 5-6 Forts

Score Phase

Players gain VP in Score Phase: Gain VP = 1 X Your Population Gain VP = 2 X Your Gold Gain VP = 3 X Your Glory

End Phase

Players may discard their Action hands down to zero cards. Each player loses one-half his Gold rounding down. Each player loses all his Glory.

Event Deck Notation

- R Raid
- H Hurricane
- D Disease
- I Indian Revolt
- P Piracy

Copies = Number of Copies of that card in the Deck.

The Event Deck

Name:	Type	Copies:
Destroy City	R	1
Invasion	R	1
Land of Living War	R	1
English Siege	R	1
Constant Assaults	R	1
Retaliation	R	1
Laid to Waste	R	1
French Attack	R	1
Hurricane	H	5
Great Storm	H	5
Disease	D	1
Plague	D	1
Great Hunger	D	1

Name:	Type	Copies:
Fever	D	1
Epidemic	D	1
Small Pox	D	1
Apalachee	I	1
Massive Attack	I	1
Raiding Creeks	I	1
Indian Killings	I	1
Pirate Raids	P	2
Corsairs	P	2
Interlopers	P	2
Privateers	P	2
Subsidies Withheld	P	2

Action Deck Notation

- M Military
- B Building

- P Population
- E Economy
- L Leader

Action Deck Card List

Name:	Suite	Type:
Massacre	M	Fight the French

Name:	Suite	Type:
Salvage	E	Industry

Name:	Suite	Type:
Capture Fort	M	Fight the French
Bloody Encounters	M	Fight the French
Drive them Out	M	Fight the French
Battle	M	Fight the English
War	M	Fight the English
Counter Attack	M	Fight the English
Skirmish	M	Fight the English
Naval Attack	M	Control
Defend Coast	M	Control
Supply Network	M	Control
Exploration	M	Control
Spanish Colonists	P	Europeans
Soldiers & Prisoners	P	Europeans
Shipwreck Survivors	P	Europeans
Floridanos	P	Europeans
Slaves	P	Blacks
Free Africans	P	Blacks
Escaped Slaves	P	Blacks
Fort Mose Militia	P	Blacks
Seminole Alliance	P	Indians
Timucuan People	P	Indians
Surruque Tribe	P	Indians
Converts	P	Indians
Coquina Mining	E	Industry
Naval Stores	E	Industry

Name:	Suite	Type:
Situado	E	Industry
Fishing	E	Agriculture
Citrus Groves	E	Agriculture
Cattle Ranching	E	Agriculture
Corn Planting	E	Agriculture
Spanish Merchants	E	Trade
English Smugglers	E	Trade
Cuban Traders	E	Trade
Indian Trade	E	Trade
Castillo	B	Fort
Outposts	B	Fort
Garrisons	B	Fort
River Forts	B	Fort
Missions	B	Church
Franciscan Friars	B	Church
Chapels & Convents	B	Church
Catholicism	B	Church
Adelantado	B	Government
Rebuild Town	B	Government
Royal Officials	B	Government
Presidio	B	Government
Governor	L	Leader
Admiral	L	Leader
Priest	L	Leader
Explorer	L	Leader

## Links

St Augustine





# Tesla & Edison

## Introduction

Card game for 2 players. Setting: Turn of the Century United States. One player takes the role of Edison. The other player takes the role of Tesla.

## Victory

The player to score the most total Invention Points worth of Cards in their victory pile at the end of the game wins. The game ends when there are less than 10 cards left in the deck and discard combined.

## The Research Deck

Players share a common deck.

## Round Sequence

Each Round has 5 phases:

- 1. Discovery Phase
- 2. Invention Phase
- 3. Research Phase
- 4. Patent Phase
- 5. Laboratory Phase

## Discovery Phase

Place the top 10 cards from the deck face up in the center of the table. These 10 cards are called Discovery cards. If the deck runs out, shuffle the discard and draw from it.

## Invention Phase

Players take turns selecting 1 Discovery card and putting it in their hands. Edison goes first on odd rounds. Tesla goes first on even rounds. This continues until all 10 Discovery cards have been taken (5 by each player).

## Research Phase

You may play up to 2 cards from your hand for the following special abilities. They must be cards you

can use (example: Tesla cant use an Edison Only card) Edison first, Tessler second. – Discard an Industry card to draw 2 cards from the deck.

– Discard a Theory card to draw 5 cards, discard 4 of them, and keep 1. – Discard a Power card and 1 other card to draw 3 cards. – Discard a Sight card to look at opponents hand then draw 3 cards and keep 1.

– Discard a Chemistry card to steal a random card from opponents hand. – Discard a Device card to make opponent discard 1 random card. – Discard a Communication card to take the top card of the discard pile.

## Patent Phase

Players may make 1 or more Melds if they are able. A Meld consists of 1 primary card particular to that player and one or more Secondary cards that have a total score exactly equal to the score of the primary card. At least one secondary card must of the same type as the primary.

The other secondary cards can be of any type. Players keep the cards in their respective victory piles.

## Laboratory Phase

Players may keep up to 4 non-melded cards in their hand. Discard extra cards.

## Research Deck Notation

- T** Card only Tesla may use as a primary card
- E** Card only Edison may use as a primary card
- B** Card both players may use
- IP** Invention Points
- I** Industry
- T** Theory
- P** Power
- S** Sight
- C** Communications
- H** Chemistry
- D** Device

## Research Deck Card List

Card Name:	Use	IP	Type
Brockton Operation	E	10	P
Telephone	E	10	C
Discover Etheric Force	E	10	T

Card Name:	Use	IP	Type
Hydroelectric Powerplant	T	9	P
Fluorescent Light	T	8	S
Lasers	T	8	D

Card Name:	Use	IP	Type
Motion Picture Camera	E	9	C
Solid State Diode	E	9	P
Incandescent Light Bulb	E	9	S
Phonograph	E	8	C
Electric Distribution System	E	8	P
Wireless Telegraphy	E	8	C
Alkaline Storage Battery	E	7	P
Electric Rails	E	7	D
Kinetoscope	E	7	S
X-Ray Fluoroscope	E	6	S
Kinetograph	E	6	S
Working Typewriter	E	6	C
Quadruplex Telegraph	E	5	C
Universal Stock Ticker	E	5	C
Universal Electric Motor	E	5	P
Synthetic Carbolic Acid	E	4	H
Industrial Laboratory	E	4	I
Microphone	E	4	C
Mass Production	E	3	I
Sound Ranging	E	3	C
Paraffin Paper	E	3	H
Wizard of Menlo Park	E	2	I
Electrical Vote Recorder	E	2	D
Electric Pen	E	2	D
Trial & Error	E	1	T
1% Inspiration	E	1	T
Electric Chair	E	1	D
Induction Motor	T	10	P
Polyphase Alternating Current	T	10	P
Tesla Coil	T	10	P
Wireless Communications	T	9	C
Father of Radio	T	9	C

Card Name:	Use	IP	Type
Wireless Energy Transmission	T	8	P
Remote Control	T	7	C
Robotics	T	7	D
Discovery of X-Rays	T	7	T
Magnifying Transmitter	T	6	P
Bladeless Turbines	T	6	P
RADAR	T	6	S
Death Ray	T	5	D
Visionary	T	5	T
Theorized Inventions	T	5	T
Loudspeaker	T	4	C
VTOL Aircraft	T	4	T
Spark Plugs	T	4	P
Theoretical Physics	T	3	T
George Westinghouse	T	3	I
Electrical Engineering	T	3	I
Nuclear Physicist	T	2	T
Egg of Columbus	T	2	T
Mechanical Engineering	T	2	I
Electrotherapy	T	1	H
Tessla Principle	T	1	P
Advances in Ballistics	T	1	T
War of Currents	B	3	P
Invention	B	5	D
Investors	B	4	I
Raise Capital	B	4	I
Patents	B	3	I
Genius	B	5	T
Prototype	B	1	D
Exposition	B	2	I
Experimentation	B	1	I
Laboratories	B	2	I

## Links

Edison Edison Inventions Tesla Biography Tesla  
Tesla Wikipedia







# The Battle Of Lake Champlain

## Introduction

Board & card game for 2 players. September 11, 1814 Naval Battle. One player is the British. The Other is the United States.

Historically the US won the battle.

## Victory

You win if you Sink/Disable/Capture the opposing Frigate/Corvette, Brig, and 1 Sloop/Schooner.

## Us Fleet Ship Table

#	Name	Type	Hits
1	Saratoga	Corvette	4
1	Eagle	Brig	3
1	Ticonderoga	Schooner	2

## British Fleet Ship Table

#	Name	Type	Hits
1	Confiance	Frigate	4
1	Linnet	Brig	3
1	Chub	Sloop	2

## Setup

Each player places one Ship on squares of his back 2 rows. Ships may not stack.

## The Cards

Players share a common deck.

## Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Maneuver Phase
3. Fire Phase

## Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards. Discard excess cards.

## The Map

Use an 8x8 chessboard. The center 4 spaces are Crab Island. Ships may not enter or move or attack through the island.

## The Ships

Use chits or miniatures to represent Ships.

## Unit Table Notation

# Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

#	Name	Type	Hits
1	Preble	Sloop	2
5	Squadron	Gunboats	2

#	Name	Type	Hits
1	Finch	Sloop	2
6	Squadron	Gunboats	2

## Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. A Ship may make 1 Move per turn. The Schooner can make 2 Moves per turn.

## Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Every attack does 1 point of damage. Use Chits or coins to record damage.

A ship reduced to zero Hits sinks and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

## Card List Notation

**M** Movement  
**A** Attack  
**D** Defense  
**X** Special  
**K** As a Knight would move in chess

**Type** Purpose of card  
**Dam** Damage (inflicted or prevented)  
**Adj** Adjacent  
**F/C** Frigate and Corvette  
**CI** Crab Island  
 Crippled = Ship may no longer Move  
 # Number of that card in the Deck

## Common Deck Card List

Card Name:	#	Range	Type	Notes
Commodore Downie	1	-	X	British player draws 3 Cards
Master Macdonough	1	-	X	US player draws 3 Cards
Gain Initiative	1	-	X	Draw 2 Cards
Maneuver	4	1	M	-
Light Breeze	4	2	M	-
Advance	4	3	M	-
Flank	4	K	M	-
Shoal	1	-	X	Negate Move
Variable Wind	1	-	X	Negate Move
Drift	1	-	X	Move Damaged Enemy 1 Space
Powerful Ship	1	3	A	F/C Only
Broadsides	1	2	A	F/C & Brigs Only
Support	1	K	A	Gunboats only
Go Aground	1	1	A	Crippled. vs Ship Adj to CI
Dismasted	1	2	A	Crippled
Captain Killed	1	3	A	Crippled
Boarding Action	1	1	A	Only vs same size or smaller
Surrender	1	1	A	Only vs Ship with 1 Hit left
Flee	1	2	A	Only vs Ship with 1 Hit left
Take a Drubbing	1	2	A	Orthogonal Only
Hotly Engaged	1	2	A	Diagonal Only
Raked	1	1	A	Diagonal Only
Long Guns	1	3	A	British Only
Congreve Rockets	1	K	A	British Only
Fight at Anchor	1	2	A	US Only
Spin Around	1	K	A	US Only
Portside Guns	1	3	A	US Only
Return Shots	1	2	A	Only by ship damaged last turn
Exchange	1	1	A	Only by ship damaged last turn
Carronades	1	1	A	Orthogonal Only
Batteries Wrecked	1	-	D	Only if Attacker Damaged
Exhausted	1	-	D	Only if Attacker Damaged
Rally	1	-	D	-
Careful Placement	1	-	D	US Only. Negate Atk Range 3+
Hold Back	1	-	D	Or Negate Move. US Only. Vs Gunboats Only

## Links

Battle Wikipedia





# *The English Civil War*

## **Introduction**

Card game for 2 players. Simulation of the British Civil Wars 1642-1649. One player is the Parliamentarians.

The other player is the Royalists.

## **Victory**

The first player to control all 20 Territory Markers wins the game.

## **Territory Markers**

Each player starts the game with 10 Territory Markers. Use coins or tokens or glass beads for markers.

## **Dice**

Several Six-sided Dice (D6) are needed.

## **Regiments**

Regiments are the basic Military Unit of the game. Use chips or counters or figures to represent regiments.

## **The Deck**

Players share a common deck. There are 2 Main types of cards: Battle Cards & Event Cards. Battle cards are further divided into 5 Suites: Tactics, Terrain, Troops, Leadership, and Morale.

## **Setup**

Shuffle the deck. Each player starts with 10 Regiments and 10 Territory Markers.

## **Turn Sequence**

Each turn has 8 Phases (and 3 Segments):

1. Strategy Phase
2. Muster Phase
3. Declarations Phase
- I. Skirmish Segment II. Battle Segment III. Siege Segment
4. Capitulation Phase
5. Plot Phase
6. Loss Phase
7. Support Phase
8. End Phase

Note that only one of the 3 possible Segments will be Conducted in a turn.

## **Strategy Phase**

Both players fill their hands to 8 cards. If the deck runs out, shuffle the discard and draw from it.

## **Muster Phase**

Each player gains 4D6 Regiments. If a player is allied to the Scots, he gains an extra 1D6 Regiments. If a player is allied to the Irish, he gains an extra 1D6 Regiments.

## **Declarations Phase**

Each player declares whether he wants to attack or defend this turn. (Players write their intentions down & then reveal them simultaneously) If both players wish to attack, go to Battle Phase. If both players wish to defend, go to Skirmish Phase.

If one player wishes to Attack, and the other wants to defend, the Defender must choose:

1. Accept Battle (Go to Battle Phase)
2. Accept Siege (Go to Siege Phase)
3. Strategic Retreat (Go to Capitulation Phase)

## **Skirmish Segment**

Both players lose 1D6 Regiments in Raids and Minor Engagements. Skip Capitulation Phase.

## **Battle Segment**

A Major Battle Occurs. There are 5 Aspects (Suites) to a Battle: Tactics, Terrain, Troops, Leadership, and Morale. The player who wins the most Aspects wins the Battle. It is possible that Ties can occur.

Each player may play one Battle card in each of the 5 Suites. Each Battle card has a Score. The higher score wins the contest for that suite.

For the Troops Aspect, players add the number of Regiments they control to their Score. If you won a Battle or Siege last turn, get +2 to your Morale Aspect. If you are defending in a Siege, get +2 to your Terrain Aspect.

The winner loses 1D6 Regiments. The loser loses 3D6 Regiments. In a tie, both sides lose 2D6 Regiments.

## **Siege Segment**

The Attacker may decide he does not want to conduct a Siege. In this case, go to Skirmish Phase. A Siege is resolved like a Battle, except that there are fewer Cards in the deck that can be used in a Siege.

Note: Leader cards can always be used in both Battles and Sieges.

## Capitulation Phase

- In a Battle where both players were Attackers, the winner Takes 1 Territory Marker (TM) from his opponent. - In a Battle where one player was the Attacker and the other the Defender (Accept Battle), if the Attacker wins, he takes 2 TM. - In a Siege where the Attacker wins, he takes 2 TM.

- In a Strategic Retreat, the Attacker takes 2 TM. The winner may play a Victory card to take 1 additional TM. Note: In a Skirmish or Tie, neither side wins TM.

## Plot Phase

Alliances allow a player to recruit more Regiments in Muster Phase. Once made, an Alliance is maintained until some other rule or card ends it. The Parliament Player rolls 1D6: On a roll of 5+ he makes an Alliance with Scotland.

The Royalist Player rolls 1D6: On a roll of 5+ he makes an Alliance with Ireland. An Alliance with the Catholic Irish is not popular in England: The Royalist player must give 1 TM to the Parliament Player (Once only) The Royalist Player rolls 1D6: On a roll of 6+ he makes an Alliance with Scotland. Note that the 2 players can keep stealing Scotland back and forth from each other.

The Protestant Parliamentarians will never ally with Ireland.

## Loss Phase

Each player loses 1D6 Regiments due to sickness and desertions.

## Support Phase

The Troops must be paid. The Parliament player can support a number of Regiments equal to three times the Number of TM he controls. The Royalist player can support a number of Regiments equal to two times the Number of TM he controls.

Excess Regiments are discarded. The Advantage Parliament enjoys is due to its control of London, the Major Ports, and the Fleet, a substantial advantage in populace and prosperity.

## End Phase

Players may discard any cards from their hands they do not want.

## Card List Type Notation

**E** Event  
**B** Battle (Battle Only: Not Siege)  
**S** Siege (Siege only: Not Battle)  
**D** Defender  
**A** Attacker  
**R** Royalist  
**P** Parliament  
**T** Tactics  
**Z** Terrain  
**X** Troops  
**L** Leadership  
**M** Morale  
**V** Victory

## Common Deck Card List

Card Name:	Type	Score	Notes:
Charles I	LR	6	4 copies in deck
Prince Rupert	LR	8	2 copies in deck
Oliver Cromwell	LP	10	4 copies in deck; All other Aspects +1
Sir Thomas Fairfax	LP	9	2 copies in deck
Earl of Newcastle	LR	5	-
Marquis of Ormonde	LR	4	-
Duke of Hamilton	LR	3	Only if Royalists Allied with Scots
Sir Ralph Hopton	LR	2	-
Lord Wilmot	LR	1	-
Sir Langdale	LR	1	-
Lord Fairfax	LP	7	-
Earl of Essex	LP	5	-
Earl of Leven	LP	4	Only if Parliamentarians Allied with Scots
Earl of Manchester	LP	3	-
Sir William Waller	LP	2	-
General Skippon	LP	1	-
Roundheads	XP	5	-

Card Name:	Type	Score	Notes:
Ironside Cavalry	XP	8	-
Cavaliers	XR	7	-
Wales	ER	-	Gain extra 1D6 Regiments in Muster Phase
Midlands	ER	-	Gain extra 1D6 Regiments in Muster Phase
Lancashire	ER	-	Gain extra 1D6 Regiments in Muster Phase
Yorkshire	ER	-	Gain extra 1D6 Regiments in Muster Phase
Cornwall	ER	-	Gain extra 1D6 Regiments in Muster Phase
Bristol	ER	-	Gain extra 1D6 Regiments in Muster Phase
Free Quarter	ER	-	Gain extra 1D6 Regiments in Muster Phase
Plunder	ER	-	Gain extra 1D6 Regiments in Muster Phase
Divine Right	ER	-	Gain extra 1D6 Regiments in Muster Phase
Aristocratic Support	ER	-	Gain extra 1D6 Regiments in Muster Phase
Continental Support	ER	-	Gain extra 1D6 Regiments in Muster Phase
Anglican Support	ER	-	Gain extra 1D6 Regiments in Muster Phase
Calvinist Support	EP	-	Gain extra 1D6 Regiments in Muster Phase
Financier Loans	EP	-	Gain extra 1D6 Regiments in Muster Phase
Cloth Towns	EP	-	Gain extra 1D6 Regiments in Muster Phase
Monthly Assessment	EP	-	Gain extra 1D6 Regiments in Muster Phase
London	EP	-	Gain extra 1D6 Regiments in Muster Phase
East Anglia	EP	-	Gain extra 1D6 Regiments in Muster Phase
Command of the Sea	EP	-	Gain extra 1D6 Regiments in Muster Phase
Ports	EP	-	Gain extra 1D6 Regiments in Muster Phase
Customs Revenue	EP	-	Gain extra 1D6 Regiments in Muster Phase
Confiscated Land	EP	-	Gain extra 1D6 Regiments in Muster Phase
Excise Tax	EP	-	Gain extra 1D6 Regiments in Muster Phase
Mobilize	E	-	Gain extra 1D6 Regiments in Muster Phase
Propaganda	E	-	Gain extra 1D6 Regiments in Muster Phase
Reinforcements	E	-	Gain extra 1D6 Regiments in Muster Phase
Negotiations	E	-	Automatically succeed on a Plot Roll
Strategic Victory	V	-	-
Trap	T	10	-
Tactical Blunder	T	5	Negate opposing Tactics card
Well Equipped	M	4	-
Well Trained	M	5	-
Demoralized	M	5	Negate opposing Morale card
Confident	M	6	Also Leadership +1
Crowded	T	7	Opponents Troop Score -15
Move Downhill	T	5	Also Terrain +2
Driving Rain	T	3	-
Depression	BZ	4	-
Battle Cry	M	3	Also Leadership +1
Isolated Flank	BT	4	Opponents Troop Score -10
Perceive Weakness	T	5	Opponents Terrain Score -2
Conviction	M	4	-
Taken in the Flank	BT	8	-
Strategic Blunder	E	-	Opponent must Attack this Turn
Steadiness	M	7	-
Rearguard	E	-	Battle Loser takes 1D6 less casualties
Cannonade	T	3	Opponent loses 1D6 Regiments
Wounded General	M	2	Negate opposing Leader card
Resolute	M	5	Defender gets Morale +2
Brave Fellows	M	6	-
Dogged Action	T	3	Both Sides lose 2 Regiments

Card Name:	Type	Score	Notes:
Fortress	SZD	10	-
Clash	T	4	Both Sides lose 1 Regiment
Elite Force	M	7	-
Scots Brigades	X	5	Only if you are allied with the Scots
Driven Back	M	6	Also Opponents Tactics Score -2
Press Advantage	T	5	Also Morale Score +2
Pitched Battle	BT	5	Both Sides lose 3 Regiments
Forlorn Hope	X	5	-
Dispirited	M	2	Negate opposing Morale card
Resounding Victory	V	-	-
Superior Numbers	T	8	Play only if you have more Regiments
Stronghold	SZD	8	-
Put to the Sword	E	-	Battle/Siege Loser loses 1D6 Regiments
Bitter Campaign	E	-	Opponent loses 1D6 Regiments in Loss Phase
Mutiny	E	-	Opponent loses 1D6 Regiments in Loss Phase
Major Raids	E	-	Opponent loses 1D6 Regiments in Skirmish Phase
Iron Hats	X	5	-
Infantry in the Center	TB	2	-
Cavalry on the Flanks	TB	3	-
Relief Force	SXD	10	-
Artillery Exchange	T	2	Opponent loses 1D6 Regiments
Rally Cavalry	BT	8	Also Troop Score +5
Rout Flank	BT	5	Also Enemy Morale Score -3
Flee the Field	BT	3	Enemy Troop Score -6
Rear Attack	BT	9	-
Scatter Cavalry	BT	4	Enemy Troop Score -5
Regroup	BM	5	Negate Troop Score Penalty
Musketeers	X	5	-
Fighting Withdrawal	TB	4	Both Sides lose 1 Regiment
Exhaustion	M	2	Negate opposing Morale card
Confusion	M	3	Negate opposing Tactics card
High Ground	Z	6	-
Charge	BT	5	-
Poor Ground	BZ	4	Negate opposing Tactics card
Ridge	BZ	4	-
Ditch	BZ	3	-
Surprise Attack	BT	9	-
Out of Position	BT	4	Negate opposing Tactics card
Hedges	BZ	5	-
Dragoons	X	5	-
Discipline	M	5	-
Breakthrough	T	7	-
Reserves	X	10	-
Overwhelm	T	8	Play only if you have more Regiments
Melee	T	5	Both Sides lose 2 Regiments
Crushing Victory	V	-	-
Decisive Victory	V	-	-
Form Alliance	E	-	Automatically succeed on a Plot Roll
Counter Attack	TD	7	-
Falconets	X	5	-
Breach the Walls	AST	10	-
Assault	AT	7	You lose 1 Regiment
Repel	DT	6	-

Card Name:	Type	Score	Notes:
Pursuit	BT	2	Opponent loses 2 Regiments
Outmaneuver	BT	9	-
Loyalty	M	4	Also Leadership +1
Sword & Pike	X	5	-
Push of Pike	BT	4	-
Determination	M	4	-
Veteran Infantry	X	5	-
Leader Killed	M	7	Negate opposing Leader card
Musket Volleys	X	5	-
March Out	STD	4	-
Bombardment	T	3	Opponent loses 1D6 Regiments
Storm Town	AST	8	You lose 2 Regiments
Thick Walls	SDZ	7	-
Treachery	M	5	Steal 1D6 Enemy Regiments
Garrison	SDX	4	-
Slaughter	E	-	Battle/Siege Loser loses 1D6 Regiments
Disorganized	M	2	Opponents Morale & Tactics Scores -2
Lose Coherence	M	3	Opponents Morale & Tactics Scores -1
Poor Deployment	T	5	Negate opposing Tactics Card
Angry	M	5	-
Gallant Resistance	DM	6	-
Ravine	ZB	6	-
Tracked Down	E	-	Defender must pick Accept Battle
Invade	E	-	Draw an extra 3 cards in Strategy Phase
Nightfall	T	6	-
Fleet Support	TP	5	-
New Model Army	PM	8	Also Tactics Score +2

## Links

English Civil War

## Card Set Available

Thanks Ron! Card Set







# The First Balkan War

## Introduction

Wargame for 4 players. Simulates the first Balkan War in 1912. One player is the Ottoman Turks.

The other 3 players are the members of the Balkan League: Serbia, Bulgaria, and Greece.

## Victory

The player with the most Victory points at the end of the game wins. The game ends after 24 turns.

## Counter Set

Use counters to represent Divisions. Each Division represents 10,000 men.

Terrain:	MP	DP	VP
Mountains	2	1	1
Plains	1	0	1
Towns	1	1	2

**MP** Movement point cost to enter.

**DP** Defending Divisions add this to their Battle Roll.

**VP** Victory Points for controlling this space at the end of the game.

To control a space you must have a control marker on it. Rivers cost 1 MP point to cross. A unit that has to rout across a river or into a mountain is destroyed.

Divisions may travel on Railroads for 1 MP per 4 spaces.

## Setup

League Divisions are concentrated on their borders. Turkish Divisions are scattered throughout Albania, Macedonia, and Thrace.

## 1d6

1	Disease	Remove one Division from Play
2	Transport Problems	Lose 3 Movement Points
3	Reinforcements	Remove 1D6 Casualty Markers or gain 1 Division
4	Spies & Scouts	Look at opponents hand
5-6	Nothing	

## Attack Phase

Each player makes 2 piles: A Movement Pile and a Battle Pile. Place any of your cards with Movement points into your Movement Pile. Discard these cards and take a corresponding number of movement point tokens.

For example: if a card was worth 2 Movement points

Country:	Divisions
Ottomans	24
Bulgaria	11
Greece	10
Serbia	11

The Serbian Army includes one division of Montenegro Guerillas. Other Counter types needed: Control, Casualty, Movement, Battle.

## The Map

Players will have to make their own map. (I'm waiting for someone to make a map) Divide up the map into squares or hexes. There are several terrain types.

Terrain:	MP	DP	VP
Cities	1	2	5
Fortifications	2	3	3

## Turn Sequence

Draw Phase Event Phase Attack Phase End Phase

## Draw Phase

Each League member draws 5 cards. The Ottoman player draws 10 cards. If the deck runs out shuffle the discard and draw from it.

## Event Phase

Each player rolls once on the Event Table.

## Event Table

you would take 2 tokens. Place any of your cards with Battle points into your Battle Pile. Discard these cards and take a corresponding number of Battle point tokens.

A player may play cards for tokens at any time during the turn. Each player rolls 1D6. This is the initiative roll. Highest roll moves his divisions first.

Divisions may not stack. To move a Division, pay the needed number of Movement point tokens. Place one of your control markers on any space you enter. (Remove Opponents) League members may not attack each other.

To attack an adjacent enemy Division, discard one Battle Point token. To resolve the Battle the attacking and defending players each roll 1D6. Before rolling, players may discard Battle points to increase their to-

tals by +1 per token. (up to 3 tokens max) Defenders also get Terrain bonuses.

Get +1 if another division already attacked the enemy division this turn. Get -1 for every Casualty counter on your division. Get +1 for every one of your divisions adjacent to the enemy division.

The Division with the highest total wins. The loser rolls on the Casualty Table:

## Casualty Table

1D6	Result
1	Division Destroyed (Mass Surrender)
2	Get 1 Casualty marker and Rout
3	Get 1 Casualty marker and Rout

A division that routs must immediately move away from the winner one space. If unable to move the Division is destroyed. A Division with 4 Casualty markers is destroyed.

1D6	Result
4	Get 1 Casualty marker
5	Get 1 Casualty marker
6	Both Divisions get 1 Casualty marker

## Logistical Move Rule

All divisions get 1 free move point per turn if the division is moving through territory controlled by the divisions owner.

## Free Advance Rule

If a division caused an enemy division to rout, it may immediately move at no cost to occupy the empty space.

## End Phase

Discard all unused movement and battle tokens. League player max hand size = 6. Turk player max hand size = 12 Discard excess cards.

## Deck Card List

Card Name:	Notes:
Bravery	1 Battle Point
Machine Guns	1 Battle Point if Attacking, 3 if Defending
Artillery	3 Battle Points
Infantry	2 Battle Points or 1 Movement Point
Cavalry	1 Battle Point or 2 Movement Points
Railroads	3 Movement Points
Forced March	2 Movement Points
Leadership	2 Battle Points or 2 Movement Points
Well Supplied	1 Battle Point or 1 Movement Point
Fortified Positions	3 Battle Points: Defending Turks only
Counter Attack	2 Battle Points: Attacking Turks only
Land Grab	2 Movement Points: League Member only
Major Offensive	3 Movement Points: League Member only
Pursuit	Destroy Retreating Division
Attack Flanks	2 Battle Points: Attacking League Member only
Foolish Attack	Attacking Division automatically Destroyed
Break Morale	Defending Division automatically Routs
Intelligence	Negate target card played by Opponent
Overrun	Division may attack a second time this turn
Racial Hatred	1 Battle Point: League Member only
Timed Attacks	Alter your initiative roll by +6 or -6.

The deck contains 4 of each card listed.

## 5 Player Version

Let 2 players control 12 Turk Divisions each. They may not attack each other.

## **The Second Balkan War**

Begin immediately after a game of the First Balkan War. Setup is how the FBW game ended. A new player: Rommania gets 10 Divisions.

Bulgaria gets an extra 10 Divisions. Serbia gets an extra 5 Divisions. Everybody attacks Bulgaria.

The game ends when all Bulgarian Divisions are destroyed.

## **Links**

The Balkan Variant Maps of the Balkan Wars The Balkan Wars 25 Lectures on Modern Balkan History





# The Great Game

## Introduction

Card game for 2 Players. Depicts the 19th Century Rivalry between England and Russia in Central Asia. One Player is the Russian Empire. The other Player is the British Empire.

## Victory

The first player to accumulate 100 Territory Points is the winner.

## Territory Points

Territory Points represents territory that has come under your sphere of Influence. Use pen and paper to keep track of Territory Points. Players may have negative Territory Points.

## The Deck

Players share a common deck. There are 8 types of Cards: Intelligence, Politics, Military, Motivation, Obstacles, Difficulties, Events, Ally

## Setup

The Russian Player goes first. Deal each player 10 cards.

## Turn Sequence

Players take turns. The current player is the active player. The other player is the dormant player.

Each turn has 9 phases:

1. Fate Phase
2. Event Phase
3. Exploration Phase
4. Strategy Phase
5. Operations Phase
6. Resistance Phase
7. Gains Phase
8. Ally Phase
9. Retreat Phase

## Fate Phase

Both players fill their hand to 10 cards. Draw 1 extra card if you control more Allies than your opponent.

Influence Score:	Territory Points:
-5 or less	-5
-4	-4

If the deck runs out, shuffle the discard and draw from it.

## Event Phase

The Active player may play one Event card.

## Exploration Phase

The active player plays any Intelligence cards in his hand. The dormant player may play any difficulty cards in his hand. If the active player played more cards than the dormant player, he May look at the dormant player's hand.

All played cards are discarded.

## Strategy Phase

The active player may discard up to 5 cards and draw replacements.

## Operations Phase

The Active player may play either a Political Meld or a Military Meld A Political Meld is all Political cards in the Active player's hand. A Military Meld is all Military cards in the Active player's hand.

## Resistance Phase

If the Active player played a Political Meld, the Dormant player plays any Political cards in his hand.

**PMV** Number of cards in the Political Meld

**PDV** Number of Political cards played by the Dormant player

**MC** Motivation Cards played by the Active player

The Influence Score = (PMV + MC) - PDV If the Active player played a Military Meld, the Dormant player plays any Obstacle cards in his hand.

**MMV** Number of cards in the Military Meld

**ODV** Number of Obstacle cards played by the Dormant player

The Influence Score = (MMV + MC) - ODV

## Gains Phase

The Active player gains Territory Points according to the Influence Score earned in Resistance phase.

Influence Score:	Territory Points:
2	2
3	4

Influence Score:	Territory Points:
-3	-3
-2	-2
-1	-1
0	0
1	1

Influence Score:	Territory Points:
4	8
5	16
6	24
7	36
8 or more	50

### Ally Phase

If your opponent has more Territory Points than you, you may put one Ally card into play from your hand. Ally cards stay face up in play. If you scored 16 or more Territory Points this turn, you may steal an Ally card from your opponent.

### Retreat Phase

Both players may discard down to 3 cards.

### Motivation Cards

Political and military cards are collectively called Influence cards. Motivation cards can be used by the active player as Meld cards. In a Meld, the active player cannot use more Motivation cards than Influence cards.

### Card List Notation

**I** Intelligence

**P** Politics

**M** Military

**V** Motivation

**O** Obstacles

**D** Difficulties

**E** Events

**A** Ally

**I/D** can be used as Intelligence or Difficulty

**E/O** can be used as Event or Obstacle

**B** British Player only can use this card

**R** Russian Player only can use this card

**TP** Territory Points

**OP** Opposing Player

PINYH = Put it in your hand

### Common Deck Card List

Card Name:	Type	Use	Notes:
Russian Bogey	V	B	
Sensational Claims	V	B	
East India Company	V	B	
Xenophobia	V	R	
Tsarist Expansionism	V	R	
Wild Adventure	V	-	
Panic	V	-	
Vengeance	V	-	
Grand Design	V	-	
Opportunism	V	-	
Ambitious Officers	V	-	
Glory	V	-	
Enthusiasm	V	-	
Historical Destiny	V	-	
Fear of Being Attacked	V	-	
Pretext	V	-	
Momentum	V	-	
Improved Scheme	V	-	
Prestige	V	-	
National Rivalry	V	-	
Rise to Power	V	-	
Forward Policies	V	-	
Imperial Land Grab	V	-	
Exhortations	V	-	
Profit	V	-	
Common Foe	P	-	

Card Name:	Type	Use	Notes:
Save Face	P	-	
Secret Deal	P	-	
Betrayal	P	-	
Proposition	P	-	
Assurances	P	-	
Diplomatic Mission	P	-	
Mediation	P	-	
Brilliant Coup	P	-	
Envoys	P	-	
Duplicity	P	-	
Alliance	P	-	
Reward for Submission	P	-	
Treaty	P	-	
Persuasion	P	-	
Play for Time	P	-	
Diplomatic Crisis	P	-	
Buffer State	P	-	
Incident	P	-	
Assassination	P	-	
Puppet Regime	P	-	
Negotiations	P	-	
Arms & Advisors	P	-	
Cordial Relations	P	-	
Internal Strife	P	-	
Allow Local Rule	P	-	
Emissary	P	-	
Lavish Gifts	P	-	
Compromise	P	-	
Exploit Fragile Coalition	P	-	
Ultimatum	P	-	
Oriental Flattery	P	-	
Intrepid Explorers	I	-	
Intrigue	I	-	
Players of the Great Game	I	-	
Chart Route	I	-	
Amateur Spies	I	-	
Political Agents	I	-	
Military Geography	I	-	
Mapping Mission	I	-	
Discover the Truth	I	-	
Troubleshooters	I	-	
Messenger	I	-	
Subterfuge	I	-	
Reconnaissance	I	-	
Elaborate Deception	I	-	
Letters of Introduction	I	-	
Bribery	I	-	
Clandestine Surveys	I	-	
Disguises	I	-	
Safe Passage	I	-	
Espionage	I	-	
Native Operative	I	-	
Rendezvous	I	-	

Card Name:	Type	Use	Notes:
Local Guides	I	-	
British Secret Service	I	B	
Royal Geographical Society	I	B	
Flying Column	M	-	
Cossacks	M	R	
Advance Frontiers	M	R	
British Redcoats	M	B	
Sea Power	M	B	
Territorial Gains	M	-	
Major Expedition	M	-	
Native Regiments	M	-	
Declare War	M	-	
Invasion	M	-	
Garrison	M	-	
Retribution	M	-	
Small War	M	-	
Siege	M	-	
Set Piece Battle	M	-	
Advanced Technology	M	-	
Able Generals	M	-	
Outposts	M	-	
Punitive Expedition	M	-	
Artillery	M	-	
Conquerors Route	M	-	
Overland March	M	-	
Remorseless Advance	M	-	
Disastrous Retreat	O	-	
Hostile Tribes	O	-	
Warlike Kingdom	O	-	
Walled City	O	-	
Hazardous Crossing	O	-	
Bitter Resistance	O	-	
Terrible Trap	O	-	
Disease	O	-	
Guerilla Warfare	O	-	
Formidable Mountains	O	-	
Humiliating Retreat	O	-	
Well Crafted Ambush	O	-	
Catastrophe	O	-	
Harsh Deserts	O	-	
Devastating Defeat	O	-	
Fight the Infidels	E/O	-	OP loses 5 TP
Charismatic Leader	E/O	-	OP loses 5 TP
Popular Resistance	E/O	-	OP loses 5 TP
Uprising	E	-	OP loses 5 TP
Indian Mutiny	E	R	Brit player loses 10 TP
Separate Peace	E	-	Discard target Ally card
Seek Allies	E	-	Search Discard for Ally & PINYH
Analyst	E	-	Draw 3 cards
Insurrection	E	-	OP loses 5 TP
Lawless Regions	D	-	
Bandits	D	-	
Agent Provocateur	I/D	-	



Card Name:	Type	Use	Notes:
Perilous Journey	I/D	-	
Tournament of Shadows	I/D	-	
Murderous Brigands	D	-	
Execute Spies	D	-	
Dangerous Frontier	D	-	
Arouse Suspicion	D	-	
Ottoman Empire	A	-	
Emir of Afghanistan	A	-	
French Connection	A	-	
Baluchistan	A	-	
Shah of Persia	A	-	
Caucasus	A	-	

**Cardset Available!!!**

Thanks Ron! [Click Here](#)

**Links**

[Wikipedia](#) [Required Reading](#)





# *The Mystic Warriors Of The Plains*

## **Introduction**

Each player takes the role of an (American) Indian Brave (Young Warrior). Players compete to accumulate prestige by their deeds.

## **The Deck**

Players share a common deck. Use tokens to represent Eagle Feathers.

## **Victory**

The first player to accumulate 28 Eagle Feathers has enough to make his Warbonnet and wins the game.

## **Setup**

Each player starts with a hand of 6 cards. The oldest player goes first.

## **Turn Sequence**

Players take turns. Each turn has 3 phases:

1. Medicine Phase
2. Raid Phase
3. Hunt Phase

## **Medicine Phase**

The current player draws 1 card. If the deck runs out shuffle the discard and draw from it. Max hand size is 9 cards. Discard excess cards.

## **Raid Phase**

A player may decide to go on a Raid. There are Four types of Raids: Horse Raids, War Parties, Revenge Raids, and Pipeholder Raids.

To go on a Horse Raid you must do 5 things:

1. Play one Spirit card
2. Play one Tribe card
3. Play one Weapon card
4. Play one Dress card
5. Play two Approach card

Next flip over and discard the top 7 cards in the Deck. For every Coup card that comes up gain one Eagle Feather Token. Discard all played cards.

A Coup is an action that demonstrates considerable courage.

To go on a War Party you must do 5 things:

1. Play one Spirit card
2. Play one Tribe card
3. Play two Weapon cards
4. Play two Dress cards

5. Play one Approach card

Next flip over and discard the top 8 cards in the Deck. For every Coup card that comes up gain one Eagle Feather Token. Discard all played cards.

To go on a Revenge Raid you must do 5 things:

1. Play two Spirit cards
2. Play one Tribe card
3. Play two Weapon cards
4. Play one Dress card
5. Play two Approach cards

Next flip over and discard the top 9 cards in the Deck. For every Coup card that comes up gain one Eagle Feather Token. Discard all played cards.

To go on a Pipeholder Raid you must do 10 things:

1. Play two Spirit cards
2. Play one Tribe card
3. Play two Weapon cards
4. Play two Dress cards
5. Play two Approach cards

Next flip over and discard the top 10 cards in the Deck. For every Coup card that comes up gain one Eagle Feather Token. Discard all played cards.

In a Pipeholder raid the player is the Leader of the Raid. A player must have 10+ Feathers to go on a Pipeholder Raid.

## **Hunt Phase**

If the current player did not go on a raid this turn he gets one action this phase. An Action can be used to do one of 5 things:

1. Play a Hunt or Trade Card.
2. Tribal Gathering: Discard a Tribal card and any other card to draw 2 cards.
3. Small Game Hunting: Draw 1 card
4. Trade with other players.
5. Omen: Discard a Spirit card to look at next 10 cards in deck.

If trading, the player may trade any of their cards with any one other player. Trades must be acceptable to both parties. There are no forced trades. A player may also play one Luck card.

Playing a Luck card does not use up an action. Discard all played cards.

## **Card Types**

- T** Tribe Cards
- W** Weapon Cards
- D** Dress Cards
- A** Approach Cards
- C** Coup Cards
- H** Hunt/Trade Cards

**L** Luck Cards  
**S** Spirit Card

**X** Trade Card

## Card List

Card Name:	#	Type	Notes:
White Settlers	1	T	
Blackfoot	1	T	
Cree	1	T	
Assiniboiné	1	T	
Crow	1	T	
Sioux	1	T	
Cheyenne		1	T
Pawnee	1	T	
Arapaho	1	T	
Comanche		1	T
Oto	1	T	
Osage	1	T	
Kiowa	1	T	
Wichita	1	T	
Kansa	1	T	
Omaha	1	T	
Ponca	1	T	
Arikara	1	T	
Mandan	1	T	
Ute	1	T	
Shoshone		1	T
Curved Bow	1	W	
Straight Bow	1	W	
Recurved Bow	1	W	
Horn Bow		1	W
Steel Head Arrows	2	W	
Stone War Club	1	W	
Sling Head Club	1	W	
Gun Stock War Club	1	W	
Flintlock Musket	1	W	
War Horse	1	W	
Trade Rifle	1	W	
War Cry	1	W	
Knife	1	W	
Double Edged Dagger	1	W	
Pipe Tomahawk	1	W	
Hatchet	1	W	
Iron Tipped War Lance	1	W	
Long War Lance	1	W	
War Shield	1	D	
Medicine Shield	1	D	
War Paint	2	D	
Wolfskin		1	D
Travel Moccasins	1	D	
Bear Grease	1	D	
Capote Blanket Coat	1	D	
War Shirt	1	D	

Card Name:	#	Type	Notes:
Medicine Bag	1	D	
Breechclout	1	D	
Hairpipe Bone Breastplate	1	D	
Rawhide Leggings	1	D	
Weapon Sheath	1	D	
Bowcase & Quiver	1	D	
Animal Headdress	1	D	
Buffalo Robe	1	D	
Fur Cap	1	D	
Trade Blanket	1	D	
Bear Claw Necklace	1	D	
Marked Trail	1	A	
Know the Land	1	A	
Landmarks	1	A	
Direction Sense	1	A	
Horses	1	A	
Mustangs	1	A	
Horsemanship	1	A	
Tricks	1	A	
Expert Tracker	1	A	
Experienced Scout	1	A	
Keen Senses	1	A	
Long Distance Signals	1	A	
Hunting Skills	1	A	
Survival Skills	1	A	
Stealthy Movement	1	A	
Battle Plan	1	A	
Close Quarter Signals	1	A	
Ambush	1	A	
Intercept	1	A	
Night Attack	1	A	
Lay in Wait	1	A	
Trail Enemies	1	A	
Scalp Enemy	1	C	
Steal Horses	1	C	
Capture Woman	1	C	
Capture Child	1	C	
Ride Down Enemy	1	C	
Strike Enemy	1	C	
Recover Enemy Weapon	1	C	
Touch Enemy	1	C	
Kill Enemy	1	C	
Rescue Comrade	1	C	
Charge Enemy	1	C	
Infiltrate Enemy Camp	1	C	
Surprise Enemy	1	C	
Fight in the Open	1	C	
Wounded in Battle	1	C	
Cut Enemies Throat	1	C	
Coup Stick	1	C	
Challenge Enemy	1	C	
Hand to Hand Combat	1	C	
Shoot Enemy	1	C	

Card Name:	#	Type	Notes:
Last Man to Retreat	1	C	
Dream	2	S	
Vision	2	S	
Omens	2	S	
Purification Ritual	1	S	
Religious Ceremony	1	S	
Totem Creation	1	S	
Smoke Sacred Pipe	1	S	
Strong Medicine	2	S	
Medicine Man	1	S	
War Dance	2	S	
Sweat Lodge	1	S	
Sacrifice	1	S	
Prayer	1	S	
Scarification	1	S	
Victory Dance	1	S	
French Traders	1	X	Draw 3 Cards and discard 2
French Trappers	1	X	Draw 3 Cards and discard 2
Buffalo Hunt	1	H	Draw 2 Cards
Deer Hunt	1	H	Draw 2 Cards
Elk Hunt	1	H	Draw 2 Cards
Eagle Trapping	1	H	Draw 2 Cards
Salmon Fishing	1	H	Draw 2 Cards
Infection	1	L	Opponent must discard 2 cards
Cholera	1	L	Opponent must discard 2 cards
Small Pox	1	L	Opponent must discard 2 cards
Harsh Winter	1	L	Opponent must discard 2 cards
Trade for Sex	1	L	Opponent must discard 2 cards
Trade for Alcohol	1	L	Opponent must discard 2 cards
Trade for Tobacco	1	L	Opponent must discard 2 cards

## Notes

In the type of limited warfare practiced by the Native American Indians there were very few casualties.





# *The War Between The States*

## **Introduction**

Card game for 2 players. Simulation of the American Civil War. One side is the North, the other is the South.

## **Victory**

You win automatically if you reduce your opponent to Zero Morale Points. If the deck runs out, the player with the higher Morale Wins (South wins ties).

## **The Deck**

Players share a Common Deck.

## **Setup**

Each player starts with 9 Morale Points. Use Tokens to keep track of Morale.

## **Turn Sequence**

Each turn has 4 Phases:

1. Logistics Phase
2. Strategy Phase
3. Conduct Phase
4. Recuperate Phase

## **Logistics Phase**

Each player Draws 7 cards from the Deck. The South draws 1 less card for each Strategic Objective the North has played. If the deck runs out, the player with the higher Morale Wins (South wins ties).

## **Strategy Phase**

Trade in up to 2 cards. A Traded Card is shuffled back into the deck and a replacement card is drawn.

## **Conduct Phase**

Both Players reveal some, none, or all of the cards they are able to play. Players then take turns (Flip a coin to see who goes first) using the Special Ability of One of their revealed cards. (A card's Special Ability can only be used once) This continues until both players have passed. Cards you gain from Special Abilities may be immediately added to your Revealed Cards.

When all special Abilities have been resolved, compare the Total Force of all revealed cards on each side.

## **Card List**

Cards caused to be discarded by Special Effects do not count towards the Total Force. Strategic Objective cards discarded by Special Effects are shuffled back into the deck.

Cards that give force bonuses benefit all your applicable units after both players have passed as long as the card giving the bonus has not been eliminated. The player with the higher force wins the hand. The player with the higher Force gains 1 Morale point and his Opponent loses 1 Morale Point.

If one side won by double the Force or more then Players lose or gain 2 MP instead of 1. Important Note: Recognition cards and Strategic Objective cards only count for the player that won the hand.

## **Recuperate Phase**

Max hand size is 3 cards. Shuffle excess cards back into the deck.

## **Card Special Abilities**

Heavy Casualties: Opponent draws one less card next turn  
Destruction: Opponent can trade one less card next turn  
Routed: Gain 1 Morale Point & Opponent loses 1 Morale Point  
Soldiers Battle: Your Army Cards get +2F  
Generals Battle: Your General Cards get +2F  
Withdrawal: Negate a Strategy or Tactics Card  
Cavalry Battle: All Cavalry Cards get +2F  
Strategic Victory: Trade an extra Card next Turn  
Strategic Objective: South Draws 1 less card each turn for rest of Game  
Recognition: The South gains 2 Morale Points

## **Card Type Notation**

- X** Either player may use this card
- U** Union only
- C** Confederacy only
- M** Morale
- B** Battle
- G** General
- S** Strategy
- F** Force
- E** Economics
- P** Political
- N** Naval
- I** Invention
- T** Tactics

Card Name:	Use	Force	Type	Notes:
President Lincoln	U	7	P	Discard a target Political card
Jefferson Davis	C	6	P	Trade up to 2 cards still in your hand
First Battle of Bull Run	X	7	B	Routed
Second Manassas	C	6	B	Heavy Casualties
Rebel Yell	C	4	M	Your Army Cards get +2F
March to the Sea	U	7	B	Destruction
Gettysburg	U	7	B	Heavy Casualties
Siege of Vicksburg	U	7	B	Strategic Objective
Fredericksburg	C	6	B	Heavy Casualties
Robert E. Lee	C	7	G	Your Battle Cards get +2F
Ulysses S. Grant	U	6	G	Heavy Casualties & Trade 1 Card
General Sherman	U	6	G	Destruction
Stonewall Jackson	C	6	G	Your Army Cards get +2F
James Longstreet	C	6	G	Trade up to 3 Cards
Capture Atlanta	U	6	B	Strategic Objective
Naval Blockade	U	5	N	Strategic Objective
Siege of Richmond	U	7	B	Strategic Objective
Control the Mississippi	U	6	S	Draw 2 Cards
Wilderness	C	5	B	Generals Battle
Invade the North	C	7	S	Draw 2 Cards
1864 Election	C	2	P	Recognition
European Diplomacy	C	2	P	Recognition
Trent Affair	C	3	P	Recognition
Copperheads	C	2	P	Recognition
Stalemate	C	2	P	Recognition
Northern Manpower	U	4	E	Draw 2 Cards
Anaconda Plan	U	7	S	Draw 3 Cards & Shuffle back 2
Emancipation Proclamation	U	6	P	Discard a Political card
Whistling Dixie	C	6	M	Your Army Cards get +2F
War of Attrition	U	6	S	Heavy Casualties
Conscripts	X	3	A	Army
Ironclads	X	4	N	Fleet
Army of the Potomac	U	7	A	Army
Incompetence	X	5	T	Discard a General Card
Capture New Orleans	U	6	B	Strategic Objective
Merrimac	C	6	N	Fleet
Monitor	U	6	N	Fleet
River Fleet	X	4	N	Fleet
Damn the Torpedoes!	U	5	M/N	Your Fleet Cards get +2F
Naval Mines	C	3	I/N	Discard a Fleet Card
Amphibious Assault	U	4	T/N	Draw 1 Card
General McClellan	U	2	G	Your Army Cards get +2F
Stalemate	X	2	S	Discard a Battle Card
Rail Transport	X	5	I	Draw 2 Cards
Trench Warfare	C	6	T	Heavy Casualties
Strategic Defensive	C	7	S	Opponents Battles get -2F
Disease	X	5	M	Heavy Casualties
Telegraphs	X	6	I	Draw 3 Cards Shuffle back 2
Boy Soldiers	X	1	A	Army
Sacked	X	2	P	Discard a General Card



Card Name:	Use	Force	Type	Notes:
Wounded	X	2	T	Discard a General Card
Killed	X	2	T	Discard a General Card
Shot by Own Troops	X	3	T	Discard a General Card
Unconditional Surrender	X	3	T	Discard an Army Card
Delaware	X	6	P	Border State
Kentucky	X	6	P	Border State
Maryland	X	6	P	Border State
Missouri	X	6	P	Border State
King Cotton Diplomacy	U	3	P	Discard a Political card
Brandy Station	C	3	B	Cavalry Battle
Terrible Swift Sword	X	3	M	Your Army Cards get +2F
Devils Den	C	5	T	Heavy Casualties or Destruction
Jeb Stuart	C	6	G	Cavalry; Your Morale cards get +2F
Sheridan	U	5	G	Cavalry; Trade 1 Card still in your hand
Spencer Repeating Rifles	U	6	I	Your Army Cards get +2F
Reconnaissance	X	4	T	Your General Cards get +2F
Junior Officers	X	5	G	Your Strategy Cards get +2F
Cut Rail Lines	X	4	S	Destruction
Observation Balloons	U	2	I	Trade up to 3 Cards still in your hand
Fort Donelson	U	5	B	Strategic Victory
Volunteers	X	4	A	Army
Ball's Bluff	C	5	B	Routed
War of Secession	C	6	P	Draw 2 Cards
Fort Sumter	C	5	B	Both players Draw 1 Card
Brother's War	X	4	S	Heavy Casualties
Capture Nashville	U	4	B	Strategic Victory
Antietam	X	5	B	Both sides suffer Heavy Casualties
Peninsular Campaign	U	5	S	Draw 2 Cards
Shiloh	U	6	B	Withdrawal
Flag Officer Farragut	U	3	N	Your Fleet Cards get +2F
Federal Gunboats	U	3	N	Fleet
General Johnston	C	5	G	General
Northern Industry	U	6	E	Draw 2 Cards
Submarines	C	2	N	Discard 1 Fleet
Army of Northern Virginia	C	7	A	Army
Spies	X	4	P	Your General Cards get +2F
Seven Days Battle	C	6	B	Withdrawal
Braxton Bragg	C	2	G	General
Horse Soldiers	X	4	A	Cavalry
Murfreesboro	U	4	B	Withdrawal
Black Soldiers	U	4	A	Army
Immigrants	U	4	A	Army
Infantry	X	4	A	Army
Artillery Batteries	X	4	A	Army
Famous Regiments	X	4	A	Army
Rifle Brigades	X	4	A	Army
Divine Retribution	X	4	M	Your Battle Cards get +2F
South Disunified	U	3	P	South draws 1 less card next turn
Draft Riots	C	3	P	Union draws 1 less card next turn
Lick Your Wounds	X	3	M	Foe draws 1 less card next turn
Capture Supply Depot	C	4	B	Strategic Victory
Perryville	U	4	B	Withdrawal
Fail to Pursue	X	3	S	Discard a Battle Card

Card Name:	Use	Force	Type	Notes:
Capture Vital Rail Junction	X	3	B	Strategic Victory
Chancellorsville	C	6	B	Generals Battle
Army of the Cumberland	U	6	A	Army
Chattanooga	U	6	B	Routed
Feint	X	3	T	Your General Cards get +2F
Counterattack	X	4	T	Discard a Battle Card
Split Forces	X	2	T	Your Tactics Cards get +2F
Commerce Raiders	C	4	N	Destruction
Blockade Runners	C	3	N	Draw 2 Cards
Reinforcements	X	4	T	Your Army Cards get +2F
Rebels	C	4	A	Army
Yankees	U	4	A	Army
Wire & Land Mines	X	3	I	Opposing Army gets -3F
Gatling Guns	X	2	I	One of your Armies gets +3F
Cavalry Raids	X	3	S	Cavalry; Destruction
Bad Intelligence	X	4	T	Enemy Tactics Cards get -2F
Bluecoats	U	3	A	Army
Nathan Bedford Forrest	C	5	G	Cavalry; Destruction
Chickamauga	C	5	B	Heavy Casualties
Cold Harbor	C	5	B	Heavy Casualties
Firmly Entrenched	X	4	T	Discard a Tactics Card
Bayonet Charge	X	4	T	One of your Army Cards get +3F
Revolvers & Carbines	X	3	T	Your Cavalry Cards get +2F
General George Meade	U	5	G	One of your Battle Cards get +3F
Decisive Victory	X	5	T	Your Political Cards get +2F
Cut the Confederacy in Half	U	5	S	Trade up to 2 Cards still in your hand
Total War	U	5	S	Destruction
Jubal Early	C	4	G	Cavalry
Shenandoah Valley	X	5	B	Cavalry Battle
Army of Tennessee	C	5	A	Army
Paddlewheel Steamboats	X	3	R	Fleet
Irregulars	C	3	A	Army
Zouaves	X	4	A	Army
Indian Allies	X	2	A	Army
Five Forks	U	4	B	Routed
Southern Cross	C	5	M	Your Army Cards get +2F
Stars & Stripes	U	5	M	Your Army Cards get +2F
Lost Orders	X	4	S	Discard a Battle Card
Spotsylvania	X	4	B	Both sides suffer Heavy Casualties
Desertions	X	2	M	Opposing Armies get -2F
National Will	X	7	M	Draw 1 Card
Inflation & Paper Money	U	4	E	South Draws 1 less card next Turn

### Card List Available

Thanks Ron! [Click Here](#)





# Thirty Years Warfare

## Introduction

Card Game for 2-4+ players. The Thirty Years War took place in Germany from 1618-1648. The main adversaries were the Catholics and the Protestants.

Each player takes the role of a Military Contractor of the age. The goal is to use your skill as a general and an entrepreneur to amass wealth and fame.

## Dice & Sundry

6 & 10-Sided dice are needed. Paper & Pens are also needed to keep track of gold, reputation, and traits.

## The Deck

Players share a common deck.

## Leader Trait Table

1D10	Trait:	Notes:
1	Strategy	+1 to Campaign Rolls
2	Inheritance	Gain 2D6 Gold
3	Estates	Add 1 to Revenue rolls
4	Negotiations	+1 to Contract Rolls
5	Leadership	+1 to Hand Size

## Setup

Shuffle the Deck. Each player is dealt 5 cards. The player with the longest last name goes first.

Leaders start with a reputation score = 0 and 2D6 gold.

## Victory

When the deck runs out, the player with the most Gold wins. If two players are tied, the player with the highest Reputation score wins.

## Leader Generation

Each player controls a Leader. Make-up a name, nationality, and history for your Leader. Roll 3 times on the Leader trait table to see what Traits the leader starts with.

1D10	Trait:	Notes:
6	Recruitment	+1 to Recruitment Rolls
7	Discipline	+1 to Upkeep Rolls
8	Title	Reputation +1
9	Etiquette	+1 to Employment Rolls
10	Entrepreneur	+1 to Draw Rolls

## Reputation

Every Leader has a reputation score. A Leader starts the game with a Reputation Score = 0. The score changes through play.

The score may be positive or negative. The maximum reputation is +3. The minimum is -3.

## Turn Sequence

Players take turns. Each turn has 6 phases:

1. Fate Phase
2. Negotiations Phase
3. Revenue Phase
4. Recruit Phase
5. Campaign Phase
6. Upkeep Phase

## Fate Phase

Draw 1D6 cards. This is the 'Draw Roll' If the deck runs out, shuffle the discard pile and draw from it. If the deck runs out twice the game ends.

## Negotiations Phase

Your Leader may try to find gainful employment. Play an "Employer" card and roll 1D10. This is the 'Employment Roll' On a roll of 6-10+ you are hired. Add your Reputation score to the roll.

If you are just hired roll 2D6. This is the 'Contract Roll' Add your Reputation score to the roll. The result is your 'Contract Score' If you were hired previously you must renew your employment. Roll 1D10. This is the 'Renewal Roll' On a roll of 6+ you remain employed.

Add your Reputation score to the roll. If you just renewed your employment, you may renegotiate your contract. Make a new 'Contract Roll'

## Revenue Phase

Gain 1D3-1 free gold from savings, investments, contributions, estate incomes, financial backers, looting, etc. This is the 'Revenue Roll' Gain Gold equal to your Contract Score. Some cards will cause you to gain or lose Gold in this Phase.

## Recruit Phase

You may recruit Military units. Play units from your hand to the table face up. For each card roll 1D10. This is the 'Recruit Roll' Add your reputation Score to the roll.

On a roll of 7-10+ the unit joins you and stays in play. On a roll of 6 or less you must pay 1 gold to hire the unit (if not discard it).

1D10	Outcome:	Reputation	Casualties:
1-2	Terrible Defeat	-2	Lose 1D6 +2 Units
3-4	Strategic Loss	-1	Lose 1D6 +1 Units
5-6	Hard Fought	-	Lose 1D6 Units
7-8	Well Fought	+1	Lose 1D3 Units
9+	Great Victory	+2	Lose 1D3 -1 Units

Before rolling, an opponent may play one 'Adversary Card' to decrease the result. Before rolling, you may play 'Strategy Cards' to increase the result. Subtract one from the roll if any of your troops are undisciplined.

Add one to your roll if you have at least one Infantry, one Cavalry, and one Artillery unit in your army. If you lose all of your units in the Campaign suffer a -1 to your Reputation.

## Upkeep Phase

Discard cards in your hand in excess of 7. You must pay your units 1 gold each or they must individually roll on the Live Off the Land Table. These are called 'Upkeep Rolls'.

## Live Off The Land Table

1D10	Result:
1-5	Loot & Disband (Discard unit)
6-10+	Remain but become Undisciplined

## Card List

Name of Card:	Type:	#	Notes:
Spanish Ruler of Netherlands	E	1	
Spanish Hapsburgs	E	1	
Catholic Princes	E	1	
Duke of Bavaria	E	1	
Count Palatine	E	1	
King of France	E	1	
French Duke	E	1	
Dutch Hapsburgs	E	1	
Holy Roman Emperor	E	1	
King of Denmark	E	1	
Protracted Campaign	N	1	Add 1 to Renewal Roll
Retainer	N	1	Add 2 to Renewal Roll
Loyal Service	N	1	Add 3 to Renewal Roll

## Campaign Phase

You or an Opponent may play a Campaign Card only if you are currently employed. Roll once on the Campaign Outcome Table.

## Campaign Outcome Table

This is called the 'Campaign Roll'

Subtract one from the roll if any of your troops are already undisciplined. Place a token on any unit cards that are undisciplined. You may pay 2 gold (Back-pay) to remove a token.

You or an opponent may play 'Upkeep' cards to modify these rolls.

## Card Types

- # Number of that card in the Deck
- E Employer
- I Infantry
- C Cavalry
- A Artillery
- U Upkeep
- X Experience
- V Adversary
- S Strategy
- R Revenue
- N Negotiations
- P Campaign

Name of Card:	Type:	#	Notes:
Pikemen	I	3	
Arquebusiers	I	4	
Lancers	C	3	
Reiter Cavalry	C	4	
Field Cannons	A	4	
Siege Guns	A	3	
Area Depopulated	U	1	Subtract 1 from Upkeep Rolls
Angry Peasant Attacks	U	1	Subtract 1 from Upkeep Rolls
Stragglers	U	1	Subtract 2 from Upkeep Rolls
Deserters	U	1	Subtract 2 from Upkeep Rolls
Plague	U	1	Subtract 3 from Upkeep Rolls
Pillage	U	1	Add 1 to Upkeep Rolls
Logistics Base	U	1	Add 2 to Upkeep Rolls
Occupation of Towns	U	1	Add 3 to Upkeep Rolls
Experience	X	5	Roll on Trait Table. Play in Upkeep phase
Bankruptcy	N	1	Subtract 2 from Renewal or Contract Roll
Change Sides	N	1	Add 2 to Employment Roll
Negotiations	N	1	Add 2 to Contract Roll
Scandal	N	1	Subtract 1 from Renewal or Employment Roll
Ransom Payments	R	1	Add 1D6 to Revenue Roll
Contributions	R	1	Add 1D6 to Revenue Roll
Taxes	R	1	Add 1D6 to Revenue Roll
Tilly	V	1	Subtract 1 from Campaign Roll
Spinola	V	1	Subtract 1 from Campaign Roll
Bucquoi	V	1	Subtract 2 from Campaign Roll
Dampiere	V	1	Subtract 2 from Campaign Roll
Mansfield	V	1	Subtract 2 from Campaign Roll
Gallas	V	1	Subtract 3 from Campaign Roll
Wallenstein	V	1	Subtract 3 from Campaign Roll
Break Siege	S	1	Add 1 to Campaign Roll
Raiding Strategy	S	1	Add 1 to Campaign Roll
Capture Garrison	S	1	Add 1 to Campaign Roll
Blockade	S	1	Add 2 to Campaign Roll
Distraction	S	1	Add 2 to Campaign Roll
Concentrate against Weakness	S	1	Add 2 to Campaign Roll
Expand Base Area	S	1	Add 3 to Campaign Roll
Persisting Strategy	S	1	Add 3 to Campaign Roll
Spanish Tactics	S	1	Add 1 to Campaign Roll
Surprise	S	1	Add 3 to Campaign Roll
Art of Maneuver	S	1	Add 3 to Campaign Roll
Veteran Soldiers	S	1	Add 1 to Campaign Roll or Upkeep Roll
Military Campaign	P	8	-

Note: All cards that Modify Rolls must be played before the roll is made.

### Long Play Variant

(by Zak) For 4+ players: when the deck runs out the first time reshuffle the cards and add a new card: "1648 -End of War". The game is over when this card is drawn (is immediately played).

### Game Designers Notes

In campaign phase you are not actually ever fighting another player or his units! You fight an unnamed opposing force of unstated quantity or quality. another player may play 1 Adversary card to make this opposing force more powerful.





# *Titanic Card Game*

## **Introduction**

Series of Card games for 2-4 players. Titanic Theme and Metagame scoring system.

## **Victory**

At the end of the game the player with the most Legacy Points is the winner.

## **Game End**

There are 7 Phases.

## **Legacy Pnts**

Each player starts with 10 Legacy Points (LP).

## **The Deck**

Players share a common deck. Use a traditional 52 card deck. Alternatively use a homemade deck with the following suites: Lifeboats, Crew, Passengers, Iceberg

1. DESIGN PHASE

Play a Hand of Poker. The worst hand is held responsible for the lack of Lifeboats and gets -1 LP.

2. COLLISION PHASE

Play a game of Old Maid. The loser is held responsible for the Collision and gets -2 LP.

3. LIFEBOAT PHASE

Play a game of Fish. The winner gets the most people onto the Lifeboats and gets +3 LP.

4. HEROICS PHASE

Play a game of Rummy. The winner reveals the most Heroic moments and gets +4 LP.

5. SINKING PHASE

Play a game of Hearts. The loser experiences the most Horrific deaths and gets -5 LP.

6. LOCATION PHASE

Play a hand of Black Jack. The Best Hand finds the Wreck and gets +6 LP.

7. EXPLORATION PHASE

Play a game of War. The winner is the first able to properly explore the Wreck and gets +7 LP.

## **Links**

[Wikipedia](#)





# Trafalgar

## Introduction

2 Player card game. Inspired by the Naval Battle of Trafalgar October 21, 1805. One player controls the British Fleet commanded by Vice Admiral Nelson.

The other player controls a French/Spanish Allied Fleet commanded by Villeneuve.

## Victory

The first player to win 3 hands wins the Battle.

## The Deck

Players share a common deck. There are 4 Suites in the Deck: Strategy, Tactics, Morale, and Fighting Each Suite has 11 cards. In addition there are 2 Admiral cards for a total of 46 cards.

## Turn Sequence

Each turn is divided into 4 Phases:

- Strategy Phase
- Tactics Phase
- Fight Phase
- Morale Phase

## Strategy Phase

Each player is dealt 8 cards. If the deck ever runs out, shuffle the discard and draw from it.

## Tactics Phase

Players may discard up to 4 cards and draw replacements.

## Fight Phase

Players reveal their hands. A Hand may have up to 2 cards from each suite, and one Admiral card. Excess cards for a single suite are ignored.

Each player adds up the point values of all his playable cards to get a battle total. The player with the highest Battle Total wins the Hand. If tied, the hand is a draw.

## Morale Phase

All cards from both players hands are discarded. Keep track of how many hands have been won by each player.

## Card List Notation

- S** Strategy Card
- T** Tactics Card
- F** Fight Card
- M** Morale Card
- A** Admiral Card

## Common Deck Card List

Card Name	Type	Points	Notes
Nelson	A	12	Can only be used by British Player
Villeneuve	A	12	Can only be used by French Player
Cut Enemy Line	S	11	
Timing	S	10	
Separate the Van	S	9	
Double the Rear	S	8	
Risky Approach	S	7	
Decisive Action	S	6	
Formation	S	5	
Blockade	S	4	Strongest opposing Tactics card Negated
Reserve	S	3	Strongest opposing Strategy card Negated
Melee	S	2	Can be used as a Fight card
Columns	S	1	Can be used as a Tactics card
Local Superiority	T	11	
Exploit Gap	T	10	



Card Name	Type	Points	Notes
Seamanship	T	9	
Ship Handling	T	8	
Signals	T	7	
Maneuver	T	6	
Lay a Course	T	5	
Favorable Winds	T	4	Can be used as a Strategy Card
Engage Closely	T	3	Your Fight Cards get +2 each
Come About	T	2	Your Strategy Cards get +2 each
Enemy Disordered	T	1	Strongest opposing Tactics card Negated
Courage	M	11	
Bravery	M	10	
Leadership	M	9	
Loyalty	M	8	
Duty	M	7	
Patriotism	M	6	
Discipline	M	5	
Resolve	M	4	Can be used as a Fight Card
Gallantry	M	3	Can be used as a Strategy Card
Training	M	2	Your Fight Cards get +2 each
Rally	M	1	Strongest opposing Fight card Negated
Ships of the Line	F	11	
Defeat in Detail	F	10	
Concentrate Fire	F	9	
Raking Fire	F	8	
Broadships	F	7	
Gunnery	F	6	
Carronades	F	5	
Carnage	F	4	Strongest opposing Morale card Negated
Hard Fighting	F	3	Can be used as a Morale card
Shred Rigging	F	2	Strongest opposing Tactics card Negated
Sharpshooters	F	1	Opposing Admiral card Negated

## Battle Progression Rules

In the first 2 turns, you cannot use Fight cards, however, you can Use up to 3 Strategy and Tactics

cards instead. After turn 5, you can use up to 3 Fight cards.





# Transcontinental

## Introduction

Theme: Building of the Transcontinental Railroad. One Player is the Union Pacific (UP). The other Player is the Central Pacific (CP).

Players race to be the first get to Promontory Summit.

## Victory

The first player with 100 or more Railroad Markers (RRM) wins.

## Railroad Markers

Use Poker Chips as Railroad Markers (RRM)

## The Deck

Players share a Common deck. There are 7 Main Suites and 1 Minor Suite. Each Major Suite has 10 cards ranked 1-10.

The Minor Suite has 7 cards with no rankings. The deck is kept face-down. The discard is kept face-up.

Major Suites:

1. Jobs
2. Money
3. Towns
4. Ethnicities
5. Supplies
6. Work
7. Labor

The Minor Suite cards are called Difficulty Cards. Difficulty cards serve no purpose other than to occupy space in your hand.

## Setup

Determine who is the Central Pacific Player (CPP). The other player is the Union Pacific Player (UPP) Shuffle the deck. Each player is dealt 10 cards.

Cards	RRM
3	1
4	2
5	4
6	8

## Camp Phase

If you made a Meld this turn, draw cards from the deck to fill your hand to 10 cards.

## Surveyor Phase

You may discard up to 5 Cards from your hand.

## Turn Sequence

Players take turns. The Central Pacific Player goes first. Each turn has 5 Phases:

1. Planning Phase
2. Work Phase
3. Camp Phase
4. Surveyors Phase
5. Logistics Phase

## Planning Phase

Draw 1 Card from the top of the deck or the discard. You may not draw a card from the discard 2 turns in a row. If the deck ever runs out, shuffle the discard and draw from it.

## Work Phase

You may play 1 or more Melds from your hand. There are 4 types of Melds:

1. Track Meld
2. Surplus Meld
3. Rail Meld
4. Line Meld

A Rail Meld is 4 or more cards in Rank order (of any Suite). (Example: 3,4,5,6 or 5,6,7,8,9) A Line Meld is 4 or more cards of the same Main Suite (of any Rank). (Example: 4 Town Cards, or 7 Labor Cards) A Track Meld is 5 or more cards of different Suites (of any Rank).

A Surplus Meld is 3 or more cards of the same Rank (of any Suites). Having 4 or more cards of the same Suite in Rank order is called a Rail Line. A Rail Line Meld scores double RRM The Minor Suite cannot be used to make Melds.

Melds earn Railroad Markers (RRM) according to their size:

Cards	RRM
7	12
8	16
9	20
10	25

## Logistics Phase

Max hand size is 10 cards. Discard excess cards.

## Card List Notation

- J** Jobs  
**M** Money

**T** Towns  
**E** Ethnicities  
**S** Supplies  
**W** Work

**L** Labor  
**D** Difficulty  
**CP** Card can only be used by the CPP  
**UP** Card can only be used by the UPP

## Common Deck Card List

Name:	Type:	Rank:	Notes:
Filling	W	1	
Cutting	W	2	
Blasting & Drilling	W	3	
Scraping & Shoveling	W	4	
Bridging	W	5	
Tunneling	W	6	
Digging	W	7	
Grading	W	8	
Surveying	W	9	
Hauling	W	10	
Chinese	E	1	CP
Irish	E	2	UP
Mormons	E	3	
Blacks	E	4	
Whites	E	5	
Mexicans	E	6	
Veterans	E	7	
Scandinavians	E	8	
Scots	E	9	
Immigrants	E	10	
Sacramento	T	1	CP
Kelton	T	2	CP
Elko	T	3	CP
Reno	T	4	CP
Wadsworth	T	5	CP
Omaha	T	6	UP
Laramie	T	7	UP
Corinne	T	8	UP
Rawlins	T	9	UP
Cheyenne	T	10	UP
Carpenters	J	1	
Bridge Gangs	J	2	
Tracklayers	J	3	
Scrapers	J	4	
Surveyors	J	5	
Engineers	J	6	
Graders	J	7	
Barge Builders	J	8	
Tie Cutters	J	9	

Name:	Type:	Rank:	Notes:
Tunnel Builders	J	10	
Steam Shovel	S	1	UP
Steam Ships	S	2	CP
Black Powder	S	3	
Depots	S	4	
Supply Train	S	5	
Ties, Spikes, & Rails	S	6	
Horses & Carts	S	7	
Food & Water	S	8	
Hammers & Drills	S	9	
Construction Train	S	10	
Boss	L	1	
Foreman	L	2	
Muscle Power	L	3	
Crews	L	4	
Workers	L	5	
Teams	L	6	
Laborers	L	7	
Gangs	L	8	
Headman	L	9	
Camps	L	10	
Funding	M	1	
Loans	M	2	
Land Grants	M	3	
Gifts	M	4	
Investors	M	5	
Bonds	M	6	
Capital	M	7	
Borrowing	M	8	
Stocks	M	9	
Contracts	M	10	
Indian Attacks	D	-	
Mountains	D	-	
Rivers	D	-	
Snow	D	-	
Hell on Wheels	D	-	
Politics	D	-	
Financing	D	-	

## Links

Wikipedia





# Traveler 1800

## Introduction

Character Generation system for Napoleonic based on The old Traveler chargen system of promotion and mustering out. This rule-set is specific for Naval Officer

## Character Stats

Stat	Abbreviation
Strength	Str
Dexterity	Dex
Endurance	End

## Beginning Stats

Each player starts with 2D6 in each Stat and 2 rolls on the Boyhood Skill Table. All Players going on this Officers Track have a Minimum Soc = 8.

## Terms

Each Term of Service is 1 year long.

## Rank Table

Rank	MAR	PRR	Command
Volunteer	11	-	
Midshipman	15	7+	
Lieutenant	19	12+	
Master & Commander	-	13+	Sloop
Post Captain	-	14+	6th Rate
Frigate Captain	-	13+	5-4th Rate

**MAR** Minimum Age Requirement

**PRR** Promotion Roll Requirement

## Term Sequence Of Events

- Age Phase
- Promotion Phase
- Post Phase
- Service Phase
- Action Phase
- Event Phase
- Seniority Phase

## Age Phase

The Characters age increases by 1 year.

Characters.

## Dice

The favored Die is the good old Six Sider.

## Starting Age

Roll 1D6 for starting Age:

#	Result
1-3	11 years old
4-6	12 years old

## Sex

All Characters are Male.

Rank	MAR	PRR	Command
Senior Captain	30	13+	3-2nd Rate
Flag Captain	-	14+	2-1st Rate
Rear Admiral	40	10+	
Vice Admiral	-	10+	
Admiral	-	10+	

## Promotion Phase

The Character rolls 2D6 to see if he is promoted. Consult the Rank table for Target Number. Add Seniority and Merit Bonuses.

Get +1 to the Roll for a Soc of 11 or greater. If the Character is promoted, he loses all accumulated Seniority and Merit Bonuses. If a Lieutenant has Merits +5 or more there is 33% chance that when he is promoted, he will become a Post-Captain and not a Master & Commander.

## Post Phase

The Character rolls on the Post Table for his Rank to see what kind of Ship he is assigned. If a Character was not promoted this turn, and his Post Roll is the same, there is a 50% chance he remains on the same ship.

## Service Phase

The Character rolls on the Service Table to see what kind of duty he is to perform.

## Action Phase

The Character rolls on the Action Table to see if he took part in any Naval Battles.

## Event Phase

The Character rolls on the Event Table to see if his any special Events befell him.

## Boyhood Skill Table

#	Descr
1	Physical Skill Table
2	Mental Skill Table
3	Reserve Skill Table

Players start knowing Language (English) at Level = 3. The other main Languages to be learned are French & Spanish.

## Volunteer Post Table

#	Descr
1-3	Naval College
4	Unrated Ship
5	Frigate
6	Ship of the Line

A Volunteer may attend a maximum of 3 years at Naval College.

## Mental Skill Table

#	Descr
1-2	Edu +1
3	Soc +1
4	Int +1

## Specialist Skill Table

#	Descr
1	Cooking +1
2	Boatswain +1 (Mend Rigging)
3	Carpentry +1

## Physical Skill Table

#	Descr
1-2	Str +1
3-4	Dex +1
5-6	End +1

## Seniority Phase

The Character gets Seniority +1.

## Skill Phase

The Character may roll to gain a new skill.

- If the Character was in Reserve this term, he rolls once on the Reserve Skill Table.
- If the Character was at Sea, he may roll once on the Skill table of his Rank.
- If the Character was in a Battle, he may roll once on the Fighting Skill Table.
- If a Volunteer was in Naval College, Roll once on the Naval College Skill Table.

#	Descr
4	Ship Handling +1 (Seamanship)
5	Brawling +1
6	Language

## Volunteer At Sea Skill Table

#	Descr
1-2	Physical Skill Table
3-5	Ship Handling +1
6	Fighting Skill Table

## Naval College Skill Table

#	Descr
1-2	Soc +1
3	Navigation +1
4	Edu +1
5-6	Mental Skill Table

#	Descr
5	Language +1
6	Specialist Skill Table

#	Descr
4	Armorer +1 (Gunsmith)
5	Medicine +1 (Surgery)
6	Purser +1 (Bookkeeping)

**Fighting Skill Table**

#	Descr
1	Gunnery +1
2	Boarding +1
3	Small Arms Skill Table

#	Descr
4	HTH Skill Table
5	Leadership +1
6	Naval Tactics +1

**Small Arms Skill Table**

#	Descr
1-3	Pistols +1
4-5	Musketry +1
6	Hand Grenades +1

**Hth Skill Table**

#	Descr
1-2	Brawling +1 (Bare Hands, Clubs)
3-4	Fencing +1 (Cutlasses, Dirks, Knives)
5-6	Hand Weapons +1 (Axes, Bayonets, Pikes)

**Reserve Skill Table**

#	Descr
1-2	Carousing +1 (Drinking)
3	Gambling +1
4	Music +1 (Play Instrument)

#	Descr
5	Physical Skill Table
6	Mental Skill Table

A Ship In Reserve may be there for a Refit. Characters in Reserve may be in port, on garrison or on leave,

or may be forced to wait out their Term on a moored Hulk.

**Midshipman Skill Table**

#	Descr
1	Navigation +1
2	Gunnery +1
3	Ship Handling +1

#	Descr
4	Fighting Skill Table
5	Leadership +1
6	Specialist Skill Table

**Lieutenant Skill Table**

#	Descr
1	Navigation +1
2	Naval Tactics +1
3	Mental Skills Table

#	Descr
4	Midshipman Skill Table
5	Leadership +1
6	Soc +1

This Table is also used by Lieutenant Commanders

**Captain Skill Table**

#	Descr
1	Navigation +1
2	Naval Tactics +1
3	Mental Skills Table

#	Descr
4	Lieutenant Skill Table
5	Leadership +1
6	Soc +1

This Table is also used by Master & Commanders.

**Admiral Skill Table**

#	Descr
1	Naval Tactics +1
2	Mental Skills Table

#	Descr
5	Leadership +1
6	Soc +1

#	Descr
3-4	Captain Skill Table

#	Descr
---	-------

## Volunteer Post Table

#	Descr
1-3	Unrated Ship
4-5	Frigate
6	Ship of the Line

## Midshipman Post Table

#	Descr
1	Cutter or Schooner (Sub-Lieutenant) (4,6,8,10 Guns)
2	Gun Brig (Sub-Lieutenant) (12,14 Guns)
3	Sloop
4-5	Frigate
6	Ship of the Line

A Sub-Lieutenant (Acting Lieutenant) gets Merit +1 (Slow) have 2 Masts.  
A Cutter has 1 Mast. Schooners (Fast) and Gun Brigs

## Lieutenant Post Table

#	Descr	#	Descr
1	Cutter or Schooner (Lieutenant as Commander)	4-5	Frigate
2	Gun Brig (Lieutenant as Commander)	6	Ship of the Line
3	Sloop		

A Lieutenant as Commander gets Merit +1

These are Sixth Rate Ships. These & Sloops were called Corvettes by the French.

## Master & Commander Post Table

#	Descr
1-2	Quarterdeck Sloop
3-4	Flushed-decked Sloop
5-6	Brig Sloop

A Sloop of War had 14-18 Guns

## Frigate Captain Post Table

#	Descr
1-5	Frigate Fifth Rate (32,36,38,40, 44 Guns)
6	Large Frigate Fourth Rate (50,54,56,60 Guns)

## Post Captain Post Table

#	Descr
1-2	Old Style Frigate (28 Guns)
3-6	Small Frigate (20,22,24 Guns)

## Senior Captain Post Table

#	Descr
1-5	Third Rate Ship of the Line (64,74,80 Guns)
6	Second Rate Ship of the Line (98 Guns)

## Flag Captain Post Table

#	Descr
1	Second Rate Ship of the Line (98 Guns)
2-5	First Rate Ship of the Line (100,110,120 Guns)
6	Commodore (First Rate + Control of Squadron)

## Ship Skill Modifiers

Ship Type	Ship Handling	Gunnery	Notes
Cutter	+2	-1	Also Schooner
Gun Brig	-	-	Cheap to Make
Sloop	+1	-	Built in Large Numbers
6th Rate	+1	-	Undergunned vs other Frigates
5th Rate	+2	+1	Most Glamorous Ships
4th Rate	+1	+1	Undergunned for the Line
3rd Rate	+1	+2	Backbone of the Line
2nd Rate	-1	+2	Top Heavy
1st Rate	-	+3	Expensive to Build & Man

Ship Handling effects Speed and Seaworthiness.

## Event Table

#	Descr
1-5	No Event
6	Calamity

## Calamity Table

#	Descr
1-2	Illness Table
3-4	Storm or Rocks: Shipwreck Table
5-6	Morale Table

## Illness Table

#	Descr
1-2	Accident: Roll on the Wound Table
3-4	Sickness: Str -1 (Scurvy)
5-6	Disease: End -1 (Dysentary/Plague)

## Mutiny Table

#	Descr
1-2	Killed
3-4	Escape or Set Adrift: Shipwreck Table (Merit -2)
5-6	Quell Mutiny

Add your Leadership Skill to the Roll. This Table assumes you are trying to stop the Mutiny

## Wound Table

#	Descr
1-3	No Wound
4-5	Minor Wound
6	Major Wound

## Major Wound Table

## Morale Table

#	Descr
1-2	Scandal: Soc -3
3-4	Rivalry: Soc -2
5	Duel Table
6	Mutiny Table

## Shipwreck Table

#	Descr
1-3	Drowned (or Dehydration or Sun-Stroke)
4-6	Rescued

Add your Navigation Skill to the Roll.

## Duel Table

#	Descr
1-2	Killed
3-4	Wound Table
5-6	Victorious

Add your Pistol or Fencing Skill to the Roll.

## Minor Wound Table

#	Descr
1-3	Flesh Wound
4	Limb: Dex -1
5	Gut: End -1
6	Chest: Str -1



#	Descr
1	Lost Eye: Dex -1
2	Head Wound: Int -1
3	Disfigured: Soc -1

### Service Table

#	Descr
1	Reconnaissance Table
2	Communications Table
3	Reserve (Moored, Drydocked, Refit)
4-6	Wartime Service Table

Ships of First, Second, and Third Rate get +2 to rolls on this Table Brig Sloops also get +2 to rolls on this Table

### Wartime Service Table

#	Descr
1	Escort Table
2	Colonial Expedition Table
3	Guard Table

### Escort Table

#	Descr
1-2	Lost Convoy (Merit -3 and Soc -2)
3-4	Convoy Diminished (Merit -2)
5-6	Convoy Safely Delivered (Merit +1)

### Colonial Expedition Table

#	Descr
1-2	Detrimental Engagements (Merit -2)
3-4	Inconclusive Engagements
5-6	Successful Engagements (Merit +2 & Prizes Table)

Add your Navigation Skill Level to this Roll

### Guard Table

#	Descr
1-2	Fail to Stop Invaders (Merit -2 and Soc -1)
3-4	Belay Enemy
5-6	Repulse Attackers (Merit +2)

Add your Ship Handling Skill Level to this Roll

### Patrol Table

#	Descr
4	Peg Leg: Dex -1
5	Lost Arm: Dex -1
6	Killed

### Reconnaissance Table

#	Descr
1-3	Poor Intelligence
4-6	Good Intelligence (Merit +1)

Add your Navigation Skill Level to this Roll

### Communications Table

#	Descr
1-2	Lost (Merit -2)
3-4	Timely Advice
5-6	Swift Dispatch (Merit +1)

Add your Ship Handling Skill Level to this Roll

#	Descr
4	Blockade Table
5	Patrol Table
6	Attack Table

Add your Naval Tactics Skill Level to this Roll

### Blockade Table

#	Descr
1-2	Incomplete Cordon (Merit -2)
3-4	Partial Success
5-6	Seal off Coast (Merit +2)

Add your Ship Handling Skill Level to this Roll

#	Descr
1-2	Meet no Enemy
3-4	Capture a Few Prizes (Merit +1 & Prizes Table)
5-6	Take Enemy Convoy (Merit +2 & Prizes Table x2)

Add your Ship Handling Skill Level to this Roll Get +1 to roll on Action Table

### Prizes Table

#	Descr
1-3	Merchants
4-5	Troop Ships
6	Treasure Ships

### Attack Table

#	Descr
1-2	Attack Thwarted (Merit -3)
3-4	Damage Enemy Ships or Positions
5-6	Destroy Enemy Ships or Positions (Merit +3)

Add your Naval Tactics Skill Level to this Roll Get +2 to roll on Action Table

### Action Table

#	Descr
1-3	No Action
4-5	Minor Action (Skirmish)
6	Major Action (Battle)

Next roll on Conduct in Action Table

### Conduct In Action Table (Roll 2D6)

#	Descr
2-5	Poor (Merit -1) -1 to roll on Action Result Table
6-8	Dutiful
9-12	Exceptional (Merit +1) +1 to roll on Action Result Table

Add all Fighting Skill Levels to Roll Next roll on Action Result Table and the Wound Table

### Capture Table

#	Descr
1-2	Released (Merit -1) Roll for New Post
4-6	Rot in Foreign Prison for Another Year

### Action Result Table

#	Descr
1-3	Defeat Table
4-6	Victorious Table

### Victorious Table

#	Descr
1-2	Prize (Captured Enemy Warship)
3-4	Glory: Soc +1
5-6	Strategic Victory: Merit +2

Roll Twice for a Major Action

### Defeat Table

#	Descr
1-2	Capture Table
3	Sunk: Shipwreck Table
4-6	Limp Home (Merit -2 and Soc -1)

### Aging Table

#	Descr
1-2	Str -1
3-4	End -1
5-6	Dex -1

Roll once for every 2 years starting at age 56.

### Alternate Progression Track

For Characters of Social Standing less than 8. Instead of starting out as a Volunteer, you begin as a Seaman.

After minimum 4 years as a Seaman, and having Ship Handling Skill of 2+ and Promotion Roll of 7+ you progress to Able Seaman.

After minimum 4 years as Able Seaman and having a Navigation Skill of 2+ and Promotion Roll of 10+ you progress to Master

After minimum 4 years as Master and having a Soc of 8+ & Promotion Roll of 11+ you progress to Master & Commander.

Seaman Skill Table

#	Descr	#	Descr
1-2	Ship Handling +1	5	Reserve Skill Table
3	Physical Skill Table	6	Gunnery +1
4	Fighting Skill Table		

Able Seaman Skill Table

#	Descr	#	Descr
1	Ship Handling +1	4	Fighting Skill Table
2	Specialist Skill Table	5	Navigation +1
3	Physical Skill Table	6	Gunnery +1

Master Skill Table

#	Descr
1-2	Navigation +1
3-4	Mental Skill Table
5	Soc +1
6	Leadership +1

Game Designers Notes

This can be played as a Solo game: Keep track of Prizes, Engagements fought, and Total Merits recieved as well as Rank. Be sure to name the Ships you are

posted to. This Track is specific to the British Navy.  
Still need to work on Admiral Postings, Pay and Prize Monies, Social Scale and other details for more advanced play.

Refference

- Books and Films:
- Horatio Hornblower Series
  - Master and Commander
  - The Illustrated Companion to Nelson’s Navy
  - The World of Jack Aubrey
  - Naval Warfare in the Age of Sail





# Volley

## Introduction

Two-player card game of Napoleonic Warfare. Simplified version of [Fusillade: Press The Attack Or Wait For The Right Moment?](#)[Fusillade](#)

## The Deck

Players share a 52 card common deck. The deck contains one of each of the cards described in the lists. The deck has 10 Suites:

- Infantry Units
- Infantry Weapons
- Cavalry Units
- Cavalry Weapons
- Artillery Units
- Artillery Weapons
- Leaders
- Strategy
- Morale
- Defense

## Troops

Each player starts with 100 points of troops. Use change to keep track of troop points.

## Victory

Reduce your opponents troop total to zero.

## Setup

Each player is dealt 7 cards. Flip a coin to see who goes first.

## Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Maneuver Phase
2. Attack Phase
3. Casualty Phase

## Maneuver Phase

First you may discard any cards from your hand, you don't want. Next, you may draw cards to fill your hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

## Attack Phase

You may choose to attack or not to attack. To attack you must play face up on the table a Meld. A Meld must contain a minimum of 2 cards: A Unit card and a Weapon card of matching Troop type.

Troop types include: Infantry, Cavalry, and Artillery. The meld may also contain up to: 1 Leader card, 1 Strategy card, and 1 Morale card. Your opponent may play a defense card to negate a target Meld card.

A negated meld card has a Force value = zero. The Rest of the Meld still counts.

## Casualty Phase

Add up the Force value of all the Meld cards you played. This total is the number of casualties inflicted on your opponent. Your opponent loses that many troop points.

## Card List Notation

- IU** Infantry Units
- IW** Infantry Weapons
- CU** Cavalry Units
- CW** Cavalry Weapons
- AU** Artillery Units
- AW** Artillery Weapons
- L** Leaders
- S** Strategy
- M** Morale
- D** Defense

## Card List

Name	Type	Force	Notes
Irregulars	IU	1	
Line Infantry	IU	2	
Light Infantry	IU	3	
Grenadiers	IU	4	
Guard Infantry	IU	5	

Name	Type	Force	Notes
Skirmish	IW	1	
Musketry		IW	2
Fusillade	IW	3	
Volley	IW	4	
Bayonets		IW	5
Chasseurs	CU	1	
Hussars	CU	2	
Dragoons		CU	3
Carabiniers	CU	4	
Cuirassiers	CU	5	
Pistols	CW	1	
Sabers	CW	2	
Lances	CW	3	
Charge	CW	4	
Pursuit	CW	5	
Horse Artillery	AU	1	
Light Artillery	AU	2	
Field Artillery	AU	3	
Heavy Cannon	AU	4	
Battery	AU	5	
Shrapnel		AW	1
Solid Shot	AW	2	
Canister		AW	3
Bombardment	AW	4	
Enfilade		AW	5
Lieutenant	L	1	
Major	L	2	
Captain	L	3	
Colonel	L	4	
General	L	5	
Maneuver		S	1
Concentrate Force	S	2	
Breakthrough	S	3	
Outflank		S	4
Envelopment	S	5	
Discipline	M	1	
Valor	M	2	
Rally	M	3	
Esprit De Corps	M	4	
Flush with Victory	M	5	
Disordered	D	-	Negate an Infantry Weapon Card
Infantry Square	D	-	Negate a Cavalry Weapon Card
Reverse Slope	D	-	Negate an Artillery Weapon Card
Killed in Action	D	-	Negate a Leader Card
Reserve	D	-	Negate a Strategy Card
Panic	D	-	Negate a Morale Card
Fog of War	D	-	Negate a Defense Card





# Wagon Trails

## Introduction

Card game for 2-4+ players. Theme: Overland Westward Migrations in the USA in the mid 1800's.

## Winning

The player with the most migrant points at the end of the game wins. Use a pen and paper to keep track of points.

## End Of Game

The game ends when there are no cards left in the deck, and no one Can make any more melds.

## The Deck

Players share a common deck. There are 4 types of cards:

1. Wagon cards
2. Destination cards
3. Journey cards
4. Hazard cards

The deck is kept face down. The discard is kept face up.

## Turn Sequence

Players take turns. Each turn has 5 phases:

1. Luck of the Draw Phase
2. Meld Phase
3. Hazard Phase
4. Score Phase
5. Happy Trails Phase

## Common Deck Card List

Card Name	Type	MP
Miner Forty-niner	W	7
Settlers	W	9
Mormons	W	10
Wagon Train	W	9
Missionaries	W	1
Farmers	W	7
City Folk	W	3
Adventurers	W	1
Ranchers	W	2
Prospectors	W	10
Covered Wagons	W	6

## Luck Of The Draw Phase

Fill your hand to 6 cards. If your hand already has 6 cards, draw 1 card.

## Meld Phase

You may play 1 Meld. A Meld consists of:

1. Exactly One Destination Card
2. Exactly One Journey Card
3. One or more Wagon Cards

## Hazard Phase

If you played a Meld this phase, your opponents may Play Hazard cards on you.

## Score Phase

If you played a Meld, score Migrant points equal to the Value of the Destination and Wagon cards you played. Subtract Migrant points equal to the number of Hazard cards played against you. Discard all played cards.

## Happy Trails Phase

You may discard one card from your hand.

## Card List Notation

**W** Wagon cards  
**D** Destination cards  
**J** Journey cards  
**H** Hazard cards  
**MP** Migrant Points

Card Name	Type	MP
Santa Fe Trail	D	1
New Mexico Territory	D	2
Fort Hall	D	2
Fort Boise	D	3
Go West Young Man	J	-
Guide	J	-
Mass Migration	J	-
Wagon Trail	J	-
Trading Posts	J	-
Mountain Pass	J	-
Explorers	J	-

Card Name	Type	MP
Prairie Schooners	W	6
Migrants	W	5
Families	W	8
Cattle Herds	W	5
Individualists	W	4
Opportunists	W	4
Pioneers	W	8
Handcarts	W	3
Fur Trappers	W	2
California Trail	D	3
Salt Lake City	D	3
Indian Territory	D	1
Walla Walla	D	4
Fort Vancouver	D	5
Oregon Trail	D	3
Sacramento	D	5
San Francisco	D	5
Carson City	D	4
Utah Territory	D	3

Card Name	Type	MP
Expedition	J	-
Scouts	J	-
Gold Rush	J	-
Ferry	J	-
Five Month Trek	J	-
Land Claims	J	-
Manifest Destiny	J	-
Indian Attacks	H	-
Starvation	H	-
Exposure	H	-
Floods	H	-
Grass Fires	H	-
River Crossing	H	-
Thirst	H	-
Blizzard	H	-
Cholera	H	-
Fatigue	H	-
Rocky Mountains	H	-
Arduous Journey	H	-

## Links

Wagon Train Wikipedia





# Warpspawn Waterloo

## Introduction

Card game for 2 players depicting the Battle of Waterloo 1815. One player takes the role of the Allies (Wellington and Blucher). The other player takes the role of France (Napoleon).

If after 20 turns there is no automatic winner, the player with the highest Troop score wins. If tied, the highest Morale wins. If still tied, the highest Cohesion wins.

## Victory

If you Reduce your opponent to zero Troops, Morale, or Cohesion, the game immediately ends and you win.

## The Common Deck

Players share a common 52 card deck plus Jokers.

## Common Deck Notation

Number	Force	Type:	Notes:
Ace	X	Wild	Can be used as any numbered card type*
2	2	Damage	-
3	3	Morale	-
4	4	Terrain	-
5	5	Infantry	-
6	6	Infantry	-
7	7	Artillery	-
8	8	Cavalry	-
9	9	Strategy	-
10	10	Blunder	-
Heart Face	7	Leader	-
Diamond Face	6	French Corps	Infantry Only playable by the French Player
Spades Face	4	Prussian Columns	Infantry Only playable by Allies on turns 12+
Clubs Face	5	Prussian Corps	Infantry Only playable by Allies on turns 14+
First Joker	12	Napoleon	Leader Only playable by the French Player
Second Joker	12	Wellington	Leader Only playable by the Allied Player

\* Or discard to (re)use a Checklist Item you have already used!

## The Time Track

There are 20 Turns. Each turn is  $\frac{1}{2}$  an Hour.

Turn	Time	Notes:
1	11:00	First Turn. AM
2	11:30	-
3	12:00	-
4	12:30	-
5	13:00	-
6	13:30	-
7	14:00	-
8	14:30	-
9	15:00	-
10	15:30	-

Turn	Time	Notes:
11	16:00	-
12	16:30	The Prussians Arrive
13	17:00	-
14	17:30	-
15	18:30	-
16	19:00	-
17	19:30	-
18	20:00	-
19	20:30	-
20	21:00	Last Turn of the Game

## Markers

Troop Markers are Blue Morale Markers are White. Cohesion Markers are Red.



## Dice

Six sided dice are needed.

## Action Points

This applies only to the French Player. The French player gets 1 Free Action Point per Turn. The first turn of the game, the French player gets 2 Free Action Points.

Actions are required for Bombardments, to attack Strongpoints, and for Main Assaults. The French player may get extra actions by playing (discarding) Strategy cards and Leader cards. The French Player may always attack Hougoumont without spending an Action Point.

## Strongpoint Tokens

There are 3 Strongpoints in the Game: Hougoumont (Chateau anchoring Wellingtons Right) La Haye Sainte (Farmhouse Forward of the Mont St Jean Ridge) Papelotte (Hamlet anchoring Wellingtons Left) Each Strongpoint has a corresponding Token. Each turn of the game has a Phase corresponding to one of these Strongpoints. The Strongpoints start the game in control of the Allies.

If the French ever win a Strongpoint Phase they gain control of the indicated Strongpoint Token.

## Arrival Of The Prussians

The Prussians Arrive on Turn 12. The Allied player gains 6 Troop, 6 Morale, and 6 Cohesion Markers. Prussian Cards may not be used at all for any reason until turn 12 and later.

Prussian cards can be used in the Prussian Phase, the Papelotte Phase, and the Recovery Phase.

## Checklists

Each player gets a unique Checklist. Each Checklist is a list of special actions/bonuses that can be used once, and are then checked off (crossed through/scratched out) and cannot be used again. A Maximum of 2 Items can be used during a single Phase (yours or opponents turn).

## The Damage Table

Roll	Damage
1	2 Troop Markers
2	1 Troop Marker
3	2 Morale Markers
4	1 Morale Marker

## Hougoumont Strongpoint Phase

Skip this phase unless the French player wants to attack, or the Allied player does not control it and wishes to try to retake it. The French player may always attack Hougoumont without the need of spending any Action Points. Both players select and simultane-

## Setup

Shuffle the deck. One player takes the role of the Allies (Wellington and Blucher). The other player takes the role of France (Napoleon).

Place a Marker on 11:00 on the Time Track. The French player gets 20 Troop Markers, 20 Morale Markers, and 20 Cohesion Markers. The Allied player gets 16 Troop Markers, 16 Morale Markers, and 16 Cohesion Markers.

## Turn Sequence

Each turn has 10 Phases:

1. Logistics Phase
2. Strategy Phase
3. Bombardment Phase
4. Hougoumont Strongpoint Phase
5. La Haye Sainte Strongpoint Phase
6. Papelotte Strongpoint Phase
7. Main Assault Phase
8. Counter Charge Phase
9. Prussian Phase
10. Recovery Phase

## Logistics Phase

Each player fills their hand up to 10 cards. If the deck runs out, shuffle the discard and draw from it.

## Strategy Phase

Each player may discard up to 5 cards and draw replacements.

## Bombardment Phase

Skip this phase unless the French player expends an Action Point. The French player may discard Artillery cards to roll on the Damage Table once for each card discarded inflicting these losses on the allies. The Allied player may discard Terrain cards to negate Artillery Cards on a 1 to 1 basis before rolls are made.

Rolls are at +1 unless the French control at least 1 Strongpoint and so are able to bring their guns forward. Players may fill their Hands back up to 10 after this Phase.

Roll	Damage
5	2 Cohesion Markers
6	1 Cohesion Marker
7+	No Damage

ously reveal up to 5 cards from their hands.

Each card has a Force value. Cavalry Cards cannot be used. The player who currently controls the Strongpoint gets a Force bonus of +15. The player with the highest value wins the hand. If tied, the Allies win.

The winner takes control of the Strongpoint To-

ken. Discard all revealed cards. The player with the Hougoumont Token gets +5 Force in Main Assault Phase. Regardless of who wins the Attacker rolls twice on the Damage Table and the Defender rolls once on the Damage Table.

Players may play (discard) damage cards to make their opponent roll once on the Damage Table for each such card played. The Allied player may not use Prussian cards in this Phase. Players may fill their Hands back up to 10 after this Phase.

### **La Haye Sainte Strongpoint Phase**

Skip this phase unless the French player expends an Action Point, or the Allied player does not control it and wishes to try to retake it. The Allied player may discard a Damage card to force the French to Attack. Both players select and simultaneously reveal up to 5 cards from their hands.

Each card has a Force value. Cavalry Cards cannot be used. The player who currently controls the Strongpoint gets a Force bonus of +5. The player with the highest value wins the hand. If tied, the Allies win.

The winner takes control of the Strongpoint Token. Discard all revealed cards. The player with the La Haye Sainte Token gets +5 Force in Main Assault Phase. Regardless of who wins the attacker rolls twice on the Damage Table and the Defender rolls once on the Damage Table.

Players may play (discard) damage cards to make their opponent roll once on the Damage Table for each such card played. The Allied player may not use Prussian cards in this Phase. Players may fill their Hands back up to 10 after this Phase.

### **Papelotte Strongpoint Phase**

Skip this phase unless the French player expends an Action Point, or the Allied player does not control it and wishes to try to retake it. Both players select and simultaneously reveal up to 5 cards from their hands. Each card has a Force value.

The player who currently controls the Strongpoint gets a Force bonus of +10. The player with the highest value wins the hand. If tied, the Allies win. The winner takes control of the Strongpoint Token. Discard all revealed cards.

The player with the Papelotte Token gets +5 Force in Main Assault Phase. Regardless of who wins the attacker rolls twice on the Damage Table and the Defender rolls once on the Damage Table. Players may play (discard) damage cards to make their opponent roll once on the Damage Table for each such card played.

Players may fill their Hands back up to 10 after this Phase.

### **Main Assault Phase**

Skip this phase unless the French player expends an Action Point. If the French player does not control

at least 2 Strongpoints, he must roll once on the Damage Table due to Enfilading Fire. Both players select and simultaneously reveal up to 6 cards from their hands.

Each card has a Force value. Players get a Force bonus of +5 for each Strongpoint Token they have. The player with the highest value wins the hand. If tied, the Allies win.

Discard all revealed cards. The Loser must roll 6 times on the Damage Table. The Winner must roll 2 times on the Damage Table.

Players may play (discard) damage cards to make their opponent roll once on the Damage Table for each such card played. If the French won in Main Assault Phase last turn they get +5 Force this turn in Main Assault Phase. If the French lose in Main Assault Phase, they cannot attack in Main Assault phase again on the following 2 Turns.

Players may fill their Hands back up to 10 after this Phase.

### **Coordinated Attack Bonus Rule**

In Main Assault phase If you play Infantry, Artillery, and Cavalry in the same hand get +10 Force (Applies to both players).

### **Outmaneuver Bonus Rule**

In Main Assault phase If you play Strategy, Blunder, and Terrain in the same hand your opponent must immediately roll once on the damage Table.

### **Counter Charge Phase**

The Allied player may do this only if the French Player attacked in Main Assault Phase. The Allied player plays (discards) Cavalry cards from his hand. The French player rolls once on the Damage Table for each such card played.

Players may fill their Hands back up to 10 after this Phase.

### **Prussian Front Phase**

Skip this Phase unless it is turn 12 or higher. Both players select and simultaneously reveal up to 5 cards from their hands. Each card has a Force value.

The player with the highest value wins the hand. If tied, the French win. Discard all revealed cards. If the French player loses he rolls twice on the Damage Table.

If the French player wins he rolls once on the Damage Table. Players may fill their Hands back up to 10 after this Phase. Allied Checklist Items cannot be used unless they have the PFP or CUP designation.

The Allied Player cannot use the Wellington card.

## Recovery Phase

Rally Rule: Players may discard Morale cards to gain 1 Morale Marker for each card. Reinforcement Rule: Players may discard Infantry cards to gain 1 Troop Marker for each card. Regroup Rule: Players may discard Blunder cards to gain 1 Cohesion Marker for each card.

Checklist Items may be used for this purpose.

## Imperial Guard Rule

At turn 12 and higher the Imperial Guard become available to the French Player. The French player may

send in the Imperial Guard on any Strongpoint or Main Assault phase or Prussian Front Phase to get an extra +5 Force. However if the French lose the Hand, they lose an extra 5 Morale Counters.

If the Guard loses a total of 3 times, they can no longer be sent in.

## Checklist Notation

**PFP** Prussian Front Phase & Papellote Phase Only

**CUP** Can also be used in Prussian Front Phase

**MAP** Main Assault Phase

**CCP** Counter Charge Phase

## The Allied Checklist

Item:	Notes:
Opportunity Lost	The French may not attack in MAP this turn
Chasse's Belgo-Dutch	A Leader card gets +2 Force
Volley and Charge	A Strategy and Infantry Card get +3 Force each
Life Guards	An Infantry card gets +4 Force
Royal Horse Guards	Use as a Cavalry Card in CCP
Union Brigade	Use as a Cavalry Card in CCP
Scots Greys	Use as a Cavalry Card in CCP
Inniskilling Dragoons	Use as a Cavalry Card in CCP
Vivians Hussars	A Cavalry card gets +3 Force
Infamous Army	Use as an Infantry Card of Force -2
Jager Skirmishers	An Infantry card gets +2 Force
British Guns	Use as an Artillery Card
Repulse Attack	A Damage card gets +5 Force
Kings German Legion	Hougoumont gets +5 Force if Defending
Hanoverian Brigade	An Infantry card gets +2 Force
Peninsular War Vets	An Infantry card gets +5 Force
British Infantry	An Infantry card gets +3 Force
Dutch Carabineers	A Cavalry card gets +2 Force
Soft Ground	All Terrain Cards get +2 Force
Infantry Squares	Negate a Cavalry card played by Opponent
Attack Falters	A Damage card gets +4 Force
Lord Uxbridge	A Leader Card gets +5 Force
Sunken Lane	A Terrain Card gets +3 Force
Captured Eagles	If you win a Hand gain 3 Morale
Late Start	Skip any Target Phase
Conflicting Orders	Use as a Blunder Card
Vague Dispatch	Skip any Target Phase
Strong Position	Use as a Terrain Card
Obsession	French must Attack Hougoumont this Turn.
Sharpshooters	An Infantry card gets +5 Force
Reverse Slope	Use as Terrain Card in MAP or Bombardment Phase
Mont St Jean Ridge	All Terrain Cards get +2 Force in MAP
Unsupported Attack	Negate Coordinated Attack Bonus of Opponent
Highlanders	An Infantry card gets +4 Force
Foot Guards	An Infantry card gets +3 Force
Royal Horse Artillery	An Artillery Card gets +2 Force
Steadfast	Use as a Morale Card

Item:	Notes:
Unshakeable	A Morale Card gets +5 Force
False Withdrawal	French if able must Attack in MAP. Turn 8+
Point Blank Volley	Use as a Damage Card
Prince of Orange	Use as a Leader Card of Force -2
Zieten	Use as a Leader Card Turn 12+ PFP
Bulow	Use as a Leader Card Turn 13+ PFP
Blucher	Use as a Leader Card Turn 14+ PFP
Silesian Riflemen	Use as a Infantry Card Turn 15+ PFP
Landwehr	Use as a Infantry Card Turn 16+ PFP
Plancenoit	Use as a Terrain Card Turn 17+ PFP
Near Run Thing	A Strategy card gets +2 Force
Careful Dispositions	A Strategy card gets +5 Force
Flank Attack	A Strategy card gets +4 Force CUP
Unwieldy Formation	Use as a Blunder Card in MAP
Take Prisoners	Use as a Damage Card CUP
General Advance	Use as a Strategy Card Turn 19+ CUP
Immaculate Timing	The Wellington Card gets +3 Force
Maitland's Foot Guards	An Infantry Card gets +5 Force
Encirclement	A Strategy Card gets +5 Force Turn 18+ PFP
Exhaustion	Negate a Target Infantry Card Turn 14+
Lull in the Battle	In Recovery Phase gain 2 Cohesion Turn 13+

## The French Checklist

Item:	Notes:
Ney Leads the Charge	Use as a Leader Card
Grande Armee	All Infantry Cards get +2 Force
Out of Ammunition	Use as Blunder card when attacking Strongpoint
Inexperienced Troops	Negate a Morale card played by Opponent
Marshal Reille	A Leader Card gets +2 Force
Grande Batterie	Use as 2 Artillery Cards in Bombardment Phase
Lancers	A Cavalry card gets +5 Force
Heavy Cavalry	Use as a Cavalry Card
Furious Attack	All Strategy Cards get +2 Force
Marshall d'Erlon	A Leader Card gets +3 Force
First Corps	Use as an Infantry Card
Second Corps	Use as an Infantry Card
Grenadiers	An Infantry Card gets +3 Force
Middle Guard	Imperial Guard Bonus increased by +3 Force
Chasseurs	Imperial Guard Bonus increased by +2 Force
Vive L'Empereur	Use as a Morale Card
Cuirassiers	A Cavalry card gets +5 Force
Lobau	A Leader Card gets +3 Force
Gap in the Line	A Strategy Card gets +5 Force
Line Crumbles	Use as a Damage card in MAP
Squares Wavering	Damage card gets +5 Force in MAP
Light Cavalry	A Cavalry card gets +2 Force
Massed Cavalry	All Cavalry Cards get +2 Force
Reserve Cavalry	Use as a Cavalry Card
Kellerman	A Leader Card gets +2 Force

Item:	Notes:
Grenadiers A Cheval	A Cavalry card gets +4 Force
Empress Dragoons	A Cavalry card gets +2 Force
Bring Up the Guns	Use as an Artillery Card
Young Guard	Imperial Guard Bonus increased by +2 Force
Old Guard	Imperial Guard Bonus increased by +3 Force
French Élan	All Morale cards get +2 Force
Frontal Assault	Use as a Strategy Card of Force -2
Great Columns	Use as an Infantry Card
Tell them its Grouchy	A Morale card gets +3 Force
Prolonged Cannonade	Use as an Artillery Card
Marshall Soult	A Leader Card gets +2 Force
Bayonet Charge	An Infantry Card gets +5 Force
Press the Attack	A Strategy Card gets +3 Force
Feint	Use as a Strategy Card of Force -2
Enraged	A Morale Card gets +3 Force
Resolve	All Morale Cards get +2 Force
Soften Them Up	Use as an Artillery Card
Fury of Shot & Shell	All Artillery Cards gets +2 Force
French Veterans	A Morale card gets +5 Force
Blown Horses	Opponent Rolls once on Damage Table after Counter Charge
Overwhelmed	Use as a Damage Card
Artillery vs. Squares	Artillery Card gets +5 Force in Main Assault Phase
Gallantry	A Morale Card gets +2 Force for each Unit Card Played
Spirited Advance	All Strategy & Morale Cards get +1 Force
Prince Jerome	A Leader Card gets +2 Force
Bugles & Drums	All Morale and Unit cards get +1 Force
Audacity	The Napoleon Card gets +3 Force

## Links

Waterloo





# Whale Hunters

## Introduction

Card game for 2-4 players. Early 19th Century Whale Hunting Theme.

## Scale

Each Player represents one Whaling Ship of European/American Identity. One Game represents one Whaling Season.

## Game End

The Game ends when players have gone through the deck twice.

## Victory

At the end of the game the player with the most Blubber Tokens wins.

## Blubber Tokens

Use change to represent Blubber Tokens. Blubber Tokens represent all valuable parts of the Whale including Meat and Bone. Every time a player catches a Whale, he is awarded Blubber Tokens.

## The Deck

Players share a common deck. There are 6 Card Types: Whale, Sea, Catch, Difficulty, Event, Modifier

## Setup

Shuffle the Deck. The player with the most Blubber goes first.

## Turn Sequence

Players take turns. Each turn has 4 Phases:

- Sail Phase
- Event Phase
- Hunt Phase
- Catch Phase

## Card List

Card Name:	Type	Notes:
Sperm Whale	W	Worth 5 BT. 4 Copies of this card in Deck
Right Whale	W	Worth 4 BT. 4 Copies of this card in Deck

## Sail Phase

Fill your hand to 7 cards. When the deck runs out the first time, shuffle the Discard and draw from it.

## Event Phase

You may play (discard) 1 Event card in this Phase.

## Hunt Phase

Discard 1 Catch card from your hand to go Hunting. (If you have no catch cards you get a Mulligan and the phase ends) To Hunt draw a random card from any opponents hand. (The player fans out the cards in his hand face down) If you draw a Whale card, you have caught a Whale of the indicated Type: Gain Blubber Tokens as stated on the card.

Any player may play a Modifier card to increase or decrease the value of the catch. If you draw a Difficulty card the Phase ends and you must Skip your next Turn. If you draw a Sea, Catch, Event, or Modifier card nothing happens.

Discard the Catch card you played and the card you drew. You may normally go hunting only once on your turn.

## Catch Phase

If you got a Mulligan this turn, discard your entire hand. Fill your hand to 7 cards. Clarification: If you did not have a Mulligan, you do not discard your hand: Just fill your hand to 7 cards.

## Card List Notation

**BT** Blubber Tokens  
**W** Whale  
**S** Sea  
**C** Catch  
**CE** Catch or Event  
**CM** Catch or Modifier  
**D** Difficulty  
**E** Event  
**M** Modifier

Card Name:	Type	Notes:
Finback Whale	W	Worth 3 BT. 4 Copies of this card in Deck
Arctic	S	
Horn Sound	S	
Beaufort Sea	S	
Bay of Biscay	S	
Greenland Fishery	S	
Atlantic Ocean	S	
North Sea	S	
Coastal Waters	S	
Tropical Waters	S	
Massachusetts Bay	S	
Nantucket	S	
West Indies	S	
Gulf of Mexico	S	
Cape Verde Islands	S	
Coast of Africa	S	
Guinea	S	
Brazil	S	
Spitsbergen	S	
Carolinas	S	
South Pacific	S	
Pack Ice	D	Miss next 2 Turns
Storm	D	
Off Course	D	
Bad Luck	D	
Over Fishing	D	May be used as a Catch Card
Dangerous Voyage	D	May be used as a Catch Card
Depleted Stocks	D	
Extinction	D	Search Deck for a Whale card & remove it from the game
Mocha Dick	D	Lose 2 BT
Ship Wreck	D	Lose 3 BT
War	D	Lose 3 BT
Hand Held Harpoons	C	
Migration	CE	As Event Look at Opponents Hand
Whale Oil	CM	As Modifier Whale worth +1 BT
Lances	C	
Water Spout	CE	As Event Get an extra Hunt Phase this Turn
Whaling Ship	C	
Exploitation	CM	As Modifier Whale worth +1 BT
Harpoon Gun	C	
Lookouts	CE	As Event Look at Opponents Hand
Expedition	CE	As Event Draw 2 Cards
Long Journey	CE	As Event Draw 2 Cards
Whale Fleet	C	
Hunting Grounds	CE	As Event Look at Opponents Hand
Whale Boats	C	
Capture	C	
Butchery	CM	As Modifier Whale worth +1 BT
Give Chase	C	
Headsman	C	
Prize	CM	As Modifier Whale worth +1 BT
Men of Sail	CE	As Event Look at Opponents Hand
Hunting Season	CE	As Event Look at Opponents Hand



Card Name:	Type	Notes:
Commercial Whaling	CM	As Modifier Whale worth +1 BT
Captain Ahab	C	If you use this to Hunt get an extra turn
Confiscation	E	Steal 2 BT from an Opposing Player
Voyage of Discovery	E	Draw 3 Cards
Fair Weather	E	Draw 2 Cards
Gam	E	Look at opponents Hand
Second Sighting	M	Get an extra Hunt Phase this Turn
Pack	M	Get an extra Hunt Phase this Turn
Large School	M	Get an extra Hunt Phase this Turn
Experienced Sailors	M	Negate a Difficulty Card
Dead	M	Whale worth -1 BT
Drift Whale	M	Whale worth -1 BT
Suckling	M	Whale worth -1 BT
Profit	M	Whale Worth +1 BT
Big One	M	Whale Worth +1 BT

## Optional Rules

### Whaling Nations

Each player at the start of the game can choose 1 Nation. English: Good Sailors: When Hunting, the first Sea Card they draw in a Turn is discarded, and they may draw again. Dutch: Free Trade: Every Whale they catch is worth +1 BT.

Americans: Industrious: Get an extra Hunt Phase every turn. Norwegians: Whaling Nation: Hand Size = 8 cards. Basques: Traditional Expertise: When Hunting, if they draw a Catch Card they may keep it and put it in their hand.

Whale Hunters Solo Dice Version

Original 2 player dice game by Lloyd Krassner Adaption to solo play by Rob Dey

Intro

A whaling cruise from Nantucket to the south pacific. Game ends when boat and crew reach the south pacific or ship and/or crew is lost at sea. Voyage is profitable if BT is twice the original crew. Will you and your crew turn a profit or never return to tell your tales?

Set Up

- 1d4
- 1d6
- 1d8
- 1d20 Die result tables (below) tokens for keeping track of Hull, Rigging, Crew and cargo (Blubber Tokens ref to in doc as BT)

Ship and crew Determine your ship and crew strength as noted on the ship chart below. If any stat falls to Zero, your Ship sinks (hull) is dead in the water and you and crew starve (rigging) or the ship becomes derelict (crew)

The Cruise Each ground has two turns each. A turn starts with 1d6 roll. if result is 1, a d20 result is compared to the event chart for event resolution. A 1d6 of 2-3 is calm sailing allowing repairs. +1 to any rigging and hull damage. 5-6 is a whale sighting.

The hunt Apon sighting a whale, ID your target with a 1d4 on the Whale ID chart. Next Determine the Hunt

modifier with a 1d20 roll on the hunt modifier chart. Resolving the hunt is done with a 1d8 roll for whale strenght and a 1d10 roll for crew strenth, also adding the modifier where called for. Higher roll wins and kill, if made is scored. If tied, add to origional rolls 1d4 each. Repeat 1d4 until tie is broken.

Notes Cruise can be rearranged to suit your taste of home port or can be shortened by reducing number of hunting grounds. Also Whale can be changed to any other type of sea life as to better suit your taste

### Ship

Name:

- Hull (1d20)
- Rigging (1d20)
- Crew (1d20)

Additional crew can be taken in first turn in port areas. Number taken is a 1d6 roll. Recruiting cost is 1 turn and total crew can not excede 20. Port areas are Nantucket, Brazil, Bay of Biscay and spitsbergen.

Hunting Route

- Nantucket
- Massachusetts Bay
- Carolinas
- Coastal Waters
- Gulf of Mexico
- Brazil
- West Indies
- Tropical Waters
- Cape Verde Islands
- Coast of Africa
- Bay of Biscay
- North Sea
- Atlantic Ocean
- Greenland Fishery
- Horn Sound
- Spitsbergen
- Arctic
- Beaufort Sea
- Guinea



- South Pacific

## SAILING EVENTS 1d6

#	Result
1,4 1d6	Event
2-3 1d6	No Event
5-6 1d6	Whale Sighting

D4	Result	-	-
1	Sperm Whale	W	Worth 5 BT.
2	Right Whale	W	Worth 4 BT.
3	Finback Whale	W	Worth 3 BT.
4	Beluga Whale	W	Worth 2 BT

- Whale Strenght 1d8
- Crew Strenght 1d8

## Whale Sighting ID 1d4

## HUNT MODIFIERS/EVENTS- 1d20

D20	Name	Modifiers
01	Hand Held Harpoons	+1d4 Catch roll
02	Migration	If whale sighted, false sighting. If no whale sighted no whales this or next turn
03	Whale Oil	As Modifier Whale worth +1 BT
04	Barbless Lances	+1d4 Whale roll
05	Water Spout	+1d6 Whale strenght roll
06	Whale boats Struck	1d4 crew lost
07	Harpoon Gun	+1d6 Catch roll
08	Whale Fleet	+2 Catch roll
09	Whale Boats	+1d4 Catch roll
10	Capture	Whale Captured regarless of catch roll
11	Butchery	Whale worth +1 BT
12	Give Chase	Second roll if first catch roll fails
13	Prize	Whale worth +1 BT
14	Commercial Whaling in area	Whale worth -1 BT
15	Captain Ahab	Second roll if first catch roll fails
16	Second Sighting	Get an extra Hunt Phase this Turn
17	Large School	Get an extra Hunt Phase this Turn
18	Dead	Whale worth -1 BT
19	Suckling	Whale worth -1 BT
20	Big One	Whale Worth +1 BT

## Events

1d20

D20	Name	Description
01	Pack Ice	d4 damage hull
02	Storm	d4 damage rigging 1d4 Crew lost
03	Off Course	Lose 1d6 turns
04	Bad Luck	1d8 1-4 1d4 Crew 5-8 1d4 BT lost
05	Over Fishing	No catch next this or next fishing ground
06	Dangerous Voyage	1-3 1d6 1d4 BT lost 4-6 1d6 1d4 crew lost
07	Depleted Stocks	No catch this area
08	Extinction	Remove one Whale species from game
09	Recruitment	Gain 1d6 Crew
10	Salvage cargo	+1d4 BT
11	War	Lose 3 BT
12	Whaling Ship	Repair 1d6 damage Rigging and Hull
13	Confiscation	Lose all BT
14	Fair Weather	Repair 1d4 Damage Rigging and Hull
15	Experienced Sailors	All damage repaired
16	Pirates	Lose all BT plus 1d4 crew

D20	Name	Description
17	Shoals	1d6 Hull damage
18	Loose cargo	lose 1d6 BT
19	Whale strike	1d4 Hull damage
20	Illness	1d4 Crew

NOTE- Event rolls 9, 12, 14, 15 can be saved for later use at the cost of one turn per roll used





# Zulu Spears

## Introduction

Card game. Simulates a battle between Zulu & British Troops.

## Cards

Players will have to make their own sets of cards. The British and Zulu have their own unique decks. The British also need ten tokens to represent ten troops each.

On the Deck lists, # = number of that card in the deck. Both decks have 52 cards. Notice that most cards have a force value.

## Set Up

- Shuffle both decks.
- The Zulu player draws 4 cards.
- The British player draws 4 cards.
- The British start with 100 troops.
- The number of Zulu warriors is not recorded.

## Turn Sequence

1. Draw Phase
2. Fortifications Phase
3. Ranged Attack Phase
4. Discard Phase
5. Zulu Attack Phase

## Draw Phase

Both players draw 1 card from their respective decks.

## Fortifications Phase

The British player may lay out any cards described as standing defenses. These are not discarded. They are placed face up in front of the player.

## Ranged Attack Phase

The Zulu player may first play Zulu sniper cards. The sniper card is discarded and so is one randomly picked card from the British players hand.

## Zulu Deck Card List

#	CARD	FORCE	NOTES
10	Zulu Blood	10	

The British player may next play Sharp Shooter cards. The Sharp Shooter card is discarded and so is one randomly picked card from the Zulu players hand.

## Discard Phase

If the Zulu player has more than 7 cards he must discard the excess. If the British player has more than 6 cards he must discard the excess. Players may also discard any cards they don't want.

## Zulu Attack Phase

The Zulu player may decide not to attack. If so, the turn ends. If the Zulu player has an Attack card he may discard it to attack. The Zulu must attack with at least one card with a force value of greater than 0 and up to 1 War Chant card.

Add up the force value of all of these cards and multiply by 2 if a War Chant card is used.

This number is the Total Zulu Force Value. All cards used in the Attack are discarded. The British may defend with at least one card with a force value of greater than 0 and up to 1 Rally card.

This includes Standing Defense cards. Add up the force value of all of these cards and multiply by 2 if a Rally card is used.

This number is the Total British Force Value. All cards used in the Defense are discarded. Subtract the Total British Force Value from the Total Zulu Force Value.

If the result is positive, this is the number of British troops killed.

## Zulu Victory

If all 100 of the British troops are killed than the Zulu win.

## British Victory

If the Zulu player goes to draw a card and there are no cards left in his deck and the British player still has troops remaining, than the Zulu give up and go home, and the British win.

#	CARD	FORCE	NOTES
9	Zulu Shields	20	
8	Zulu Spears	30	
7	Zulu Warriors	40	
5	Zulu Snipers	0	British Discards 1 Random Card
7	Attack	0	Discard to attack
2	Chieftains	50	
6	Zulu War Chant	0	Doubles value of all cards used in attack

British Deck Card List

#	CARD	FORCE	NOTES
10	Fire at Will	10	
7	Volley	20	
2	Ammunition Shortage	0	
4	Bayonets	30	British lose 10 Men
5	Sharp Shooters	0	Zulu Discards 1 Random Card
4	Barricades	20	Standing Defense
1	Fortified Stockhouse	30	Standing Defense
6	Rally	0	Doubles value of all cards used in defense
5	Disciplined Fire	40	
3	Range Markers	10	Standing Defense
2	Fire by Ranks	50	
1	Doctor	0	British gain back 10 lost Men
2	Swords & Pistols	20	

Notes: Play the Doctor card in Fortification Phase

Game Designers Notes

To set the proper mood, watch Shaka Zulu, or Zulu Dawn before or during play. Players should also use sound effects.

Zulu Spears Solo

by Markus Salo

Introduction

Solo variant of Zulu Card game. Simulates a battle between Zulu & British Troops. To be played on British side. The Zulu side variant is under construction.

Cards

Player will have to make their own sets of cards. The British and Zulu have their own unique decks. The British also need a d10 (d20) as a troop calculator. On the Deck lists, # = number of that card in the deck. Both decks have 52 cards. Notice that most cards have a force value.

Set Up

Shuffle both decks. The British player draws 5 cards. The British start with 100 (200) troops. The number of Zulu warriors is not recorded.

Turn Sequence

- Draw Phase
- Fortifications Phase
  - Ranged Attack Phase
  - Discard Phase
  - Zulu Attack Phase

Draw Phase

The player will draw cards to fill his hand to 5 cards.

Fortifications Phase

The British player may lay out any cards described as standing defenses. These are not discarded. They are placed face up in front of the player.

Zulu Attack Face

Roll 1d6 to determine how many cards the Zulus use in an attack. Then draw the cards from the Zulu deck and place them face down on the table.

Ranged Attack Phase

The British player may next play Cannonball cards. The Cannonball card is discarded and so is one randomly picked card from the Zulu attack cards.

Unlike In The Original Zulu There Is No Discard Phase

Zulu Attack Phase

Turn the Zulu attack cards face up. If there is a Sniper card, discard one random british card and discard the sniper card to discard pile. Add up the force value of rest of Zulu attack cards and multiply by 2 if a War Chant card is used. This number is the Total Zulu Force Value.

All cards used in the Attack are discarded. The Player may defend with cards he has in his hand. The Ammo Shortage cards are nuisance cards that can not be used or discarded.

The Standing defence cards are placed face up in front of the player and will not be discarded during the play. Add up the force value of all of cards played and multiply by 2 if a Rally card is used. This number is

the Total British Force Value.

All cards except the standing defence cards used in the Defense are discarded. Subtract the Total British Force Value from the Total Zulu Force Value. If the result is positive, this is the number of British troops killed.

Zulu Victory

If all 100 (200) of the British troops are killed than the Zulu win.

British Victory

If the Zulu player goes to draw a card and there are no cards left in his deck and the British player still has troops remaining, than the Zulu give up and go home, and the British win.

Zulu Deck Card List

#	CARD	FORCE	NOTES
15	Zulu Blood	10	
10	Zulu Shields	20	
8	Zulu Spears	30	
8	Zulu Warriors	40	
5	Zulu Snipers	0	British Discards 1 Random Card
2	Chieftains	50	
6	Zulu War Chant	0	Doubles value of all cards used in attack

British Deck Card List

#	CARD	FORCE	NOTES
10	Fire at Will	10	
7	Volley	20	
2	Ammunition Shortage	0	
4	Bayonets	30	British lose 10 Men
5	Cannon Ball	0	Zulu Discards 1 Random Card
4	Barricades	20	Standing Defense
1	Fortified Stockhouse	30	Standing Defense
6	Rally	0	Doubles value of all cards used in defense
5	Cannon Grapeshot	40	
3	Range Markers	10	Standing Defense
2	Gattling Gun	50	
1	Doctor	0	British gain back 10 lost Men
2	Swords & Pistols	20	

Notes: Play the Doctor card in Fortification Phase

Zulu Card Sets

Created by Markus Salo (msalo71@yahoo.com)  
Check these out, they're really cool!

Game Designers Notes

To set the proper mood, watch Shaka Zulu, or Zulu Dawn before or during play. Players



# Warpspawn Cast

**Lloyd Krassner** Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

**Gottardo Zancani (Zak)**

**Janne Thorne**

**Jason Newell** Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

**Peter Cobcroft (Curufea)**

**Markus Salo** Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

**Mike Marinos**

**Ian Milnes**

**Tom Higgins** Tom features Warpspawn games in his zine Countermoves. [tomwhore@wsmf.org](mailto:tomwhore@wsmf.org)  
Warpspawn Rules

**Rabbidgerbal**

**David Ashton**

**Michael Callahan**

**Peter Schutze**

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**Ronald Pehr**

**Jörg Hansen**

**Mike Murgatroyd**

**Emmanuel Delva**

**Geo Gibson**

**Dragyn**

**Jon Parshall**

**Dana Darby**

**Wolfhvl (Matt R.)**

**Joe Nixon**

**Mike Mifrin**

**Aaron Dalton**

**Walt O'Hara**

**Dave Sanborn**

**Steven Cranmer**

**Tryvor J. Phillips**

**Dave Stattler**

**Patrick Bunch**

**C Gerard Luft**

**Alexander Herklotz**

**Patrick H. Lewis**

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawn