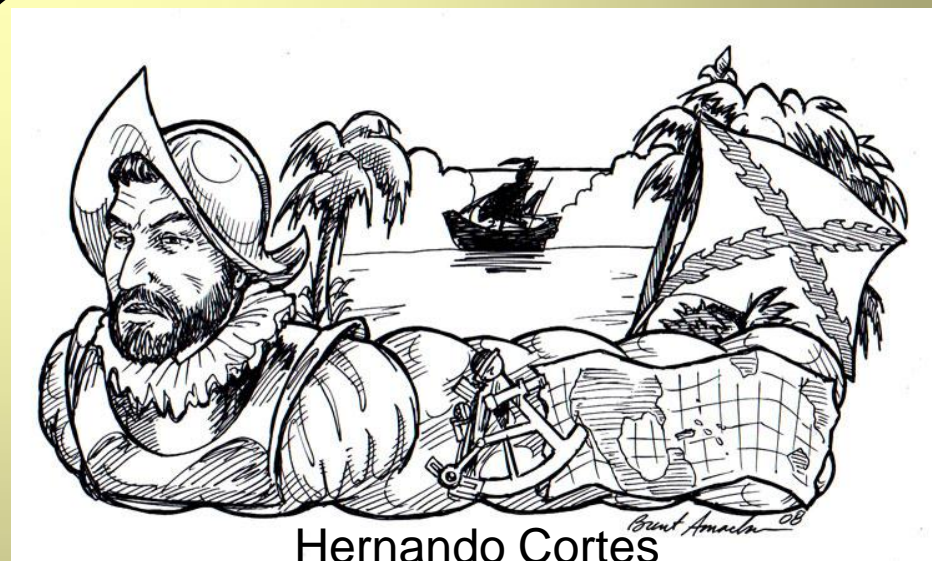




Spain
<i>Biggest Presence in Europe: 6 VPs</i>
<i>Presence in Gulf Coast: 2 VPs</i>
<i>Dominance in Mexico & Southwest: 5 VPs</i>
<i>Presence in Caribbean Islands: 4 VPs</i>
<i>Presence in Central America: 4 VPs</i>
<i>Biggest Navy: 4 VPs</i>

Resource Factors/ Turn: 20

Spain

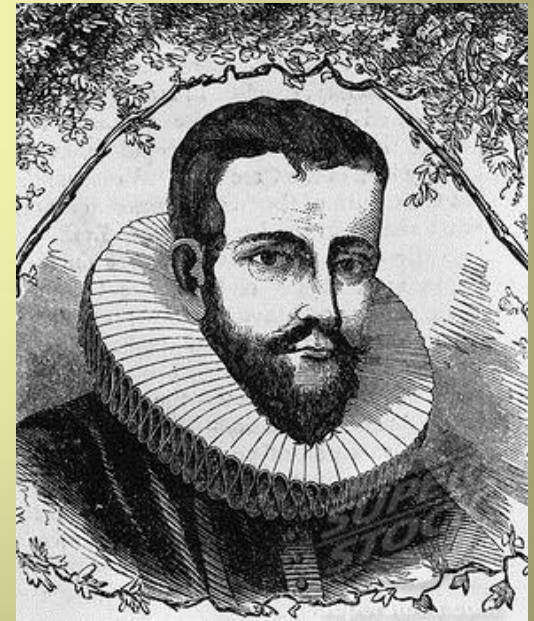


Hernando Cortes

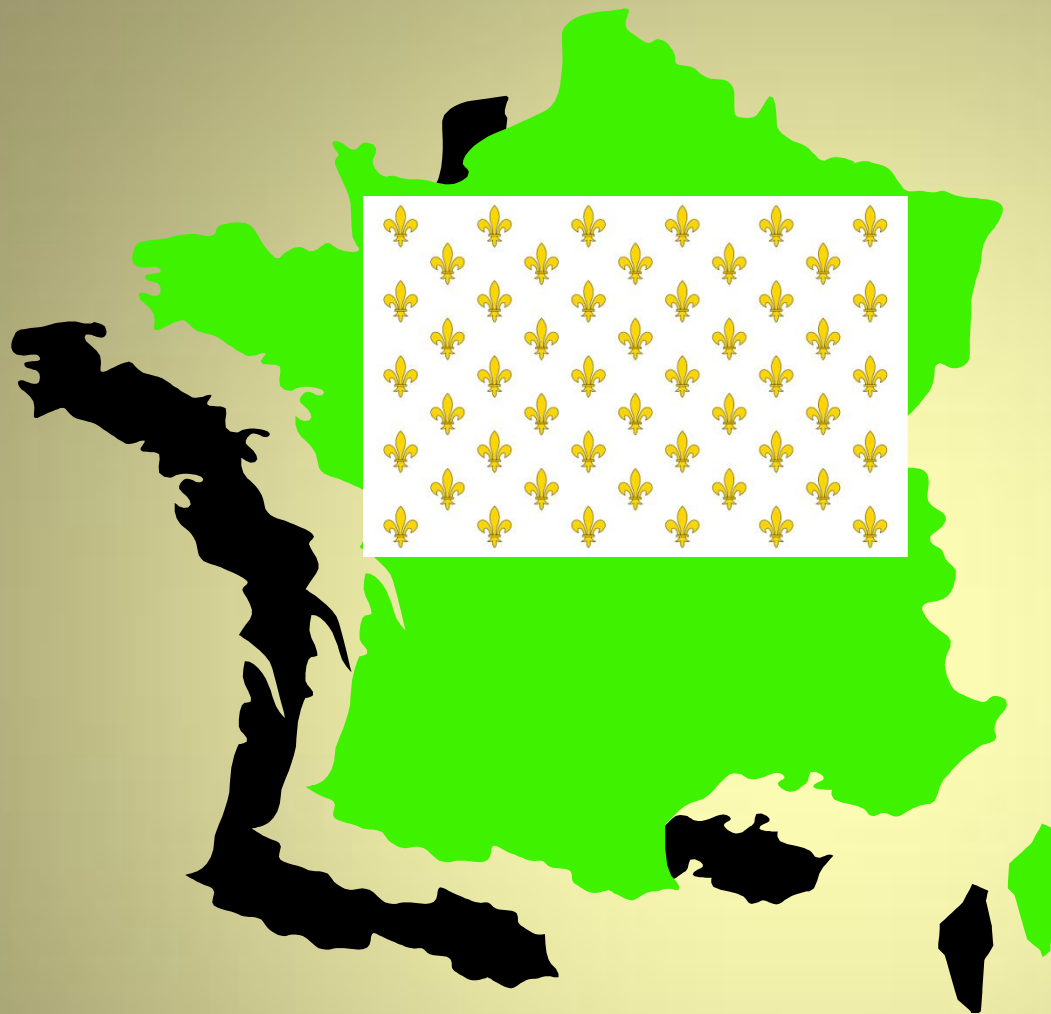


Resource Factors/ Turn: 15
Holland/Netherlands

Holland
<i>Spain is not the Biggest Presence in Europe: 8 VPs</i>
<i>Presence in Great Lakes: 3 VP</i>
<i>Presence in North Atlantic: 3 VP</i>
<i>Presence in Caribbean Islands: 3 VPs</i>
<i>Presence in Central America: 3 VPs</i>
<i>Bigger Navy than England: 5 VPs</i>



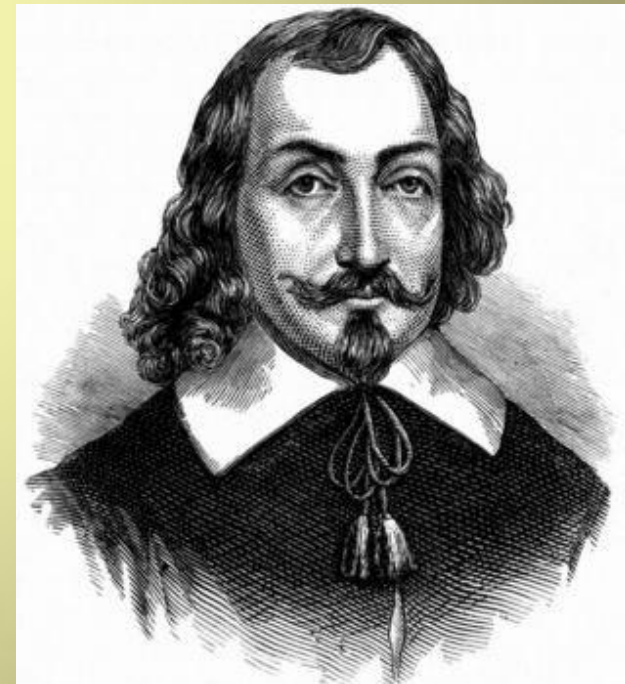
William Barents



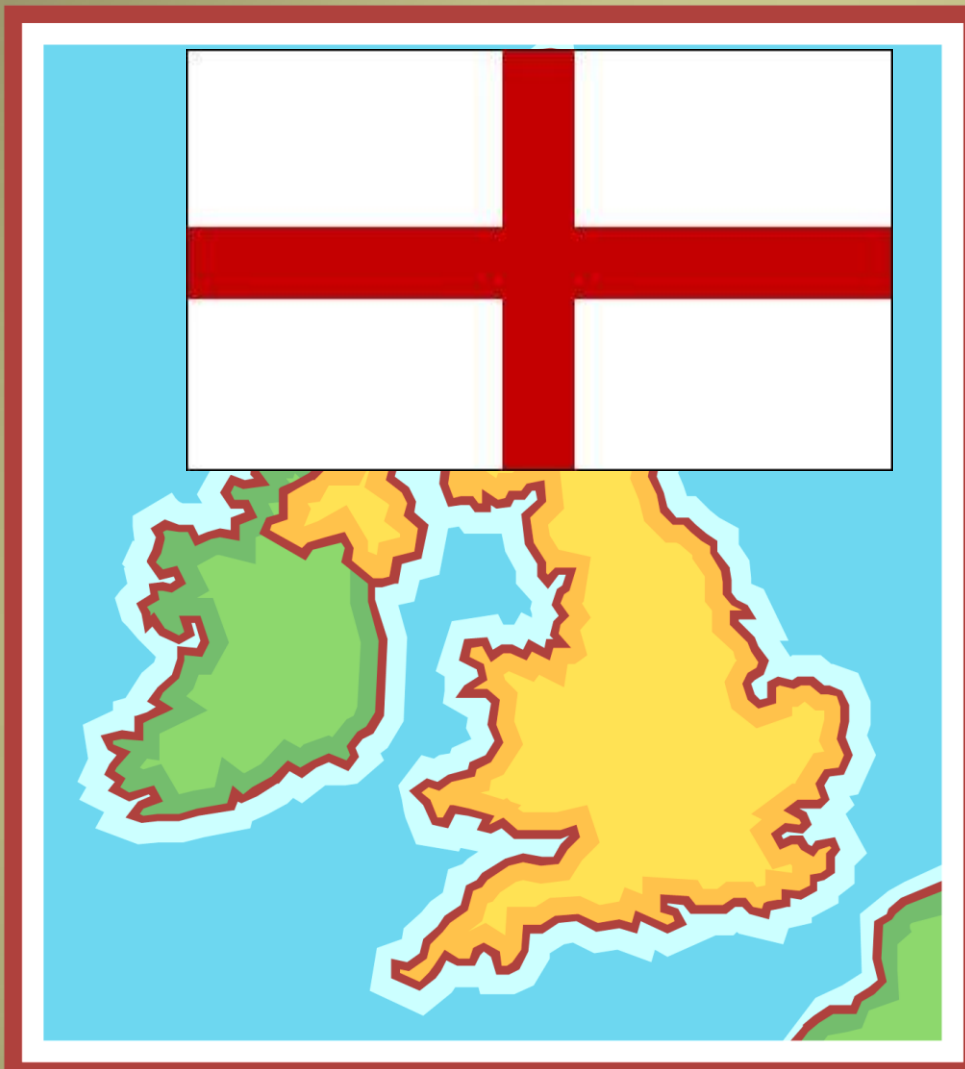
Resource Factors/ Turn: 20

France

France
<i>Biggest Presence in Europe: 5 VPs</i>
<i>Presence in North Atlantic: 3 VP</i>
<i>Presence in Great Lakes: 4 VPs</i>
<i>Presence in Mississippi Crescent: 4 VPs</i>
<i>Presence in Gulf Coast: 2 VPs</i>
<i>Presence in Caribbean Islands: 2 VPs</i>
<i>Presence in Central America: 2 VPs</i>
<i>Biggest Navy: 3 VPs</i>



Jacques Cartier



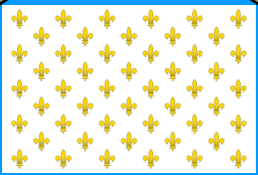
Resource Factors/ Turn: **15**

England

England
<i>Spain does not have a greater presence in Europe than Holland: 4 VPs</i>
<i>Dominance in Great Lakes: 4 VP</i>
<i>Dominance in North Atlantic: 4 VP</i>
<i>Dominance in the Mid Atlantic: 5 VPs</i>
<i>Presence in Caribbean Islands: 3 VPs</i>
<i>Presence in Central America: 3 VPs</i>
<i>Bigger Navy than Holland: 2 VPs</i>



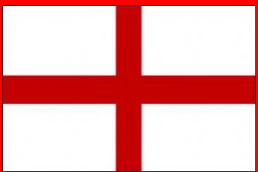
John Smith



France



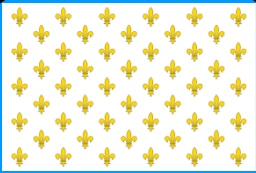
Holland



England



Spain



France



Holland



North Atlantic Coast

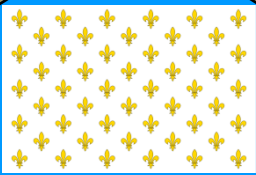


England



Spain

(-5)



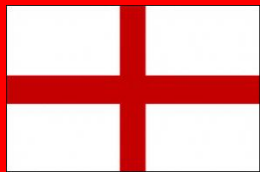
France



Holland



Mid Atlantic Coast

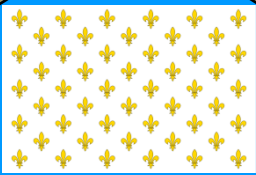


England



Spain

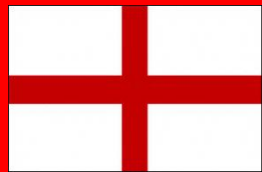
(-5)



France



Holland



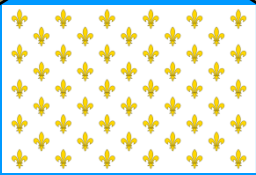
England



Spain



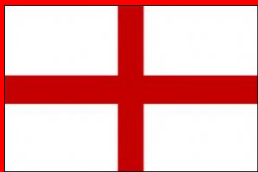
Great Lakes



France



Holland

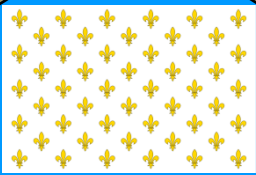


England

Mississippi Crescent



Spain



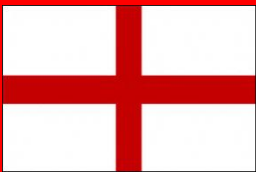
France



Holland



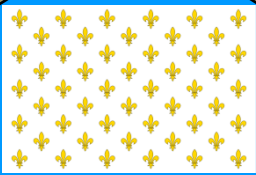
Gulf Coast



England



Spain



France



Holland



Mexico & South West

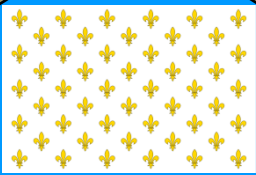


England



Spain

(-10)



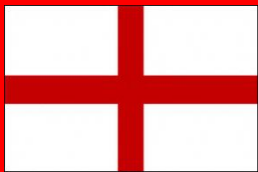
France



Holland



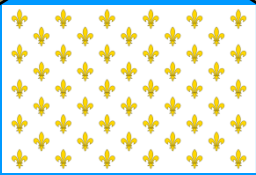
Caribbean Islands



England



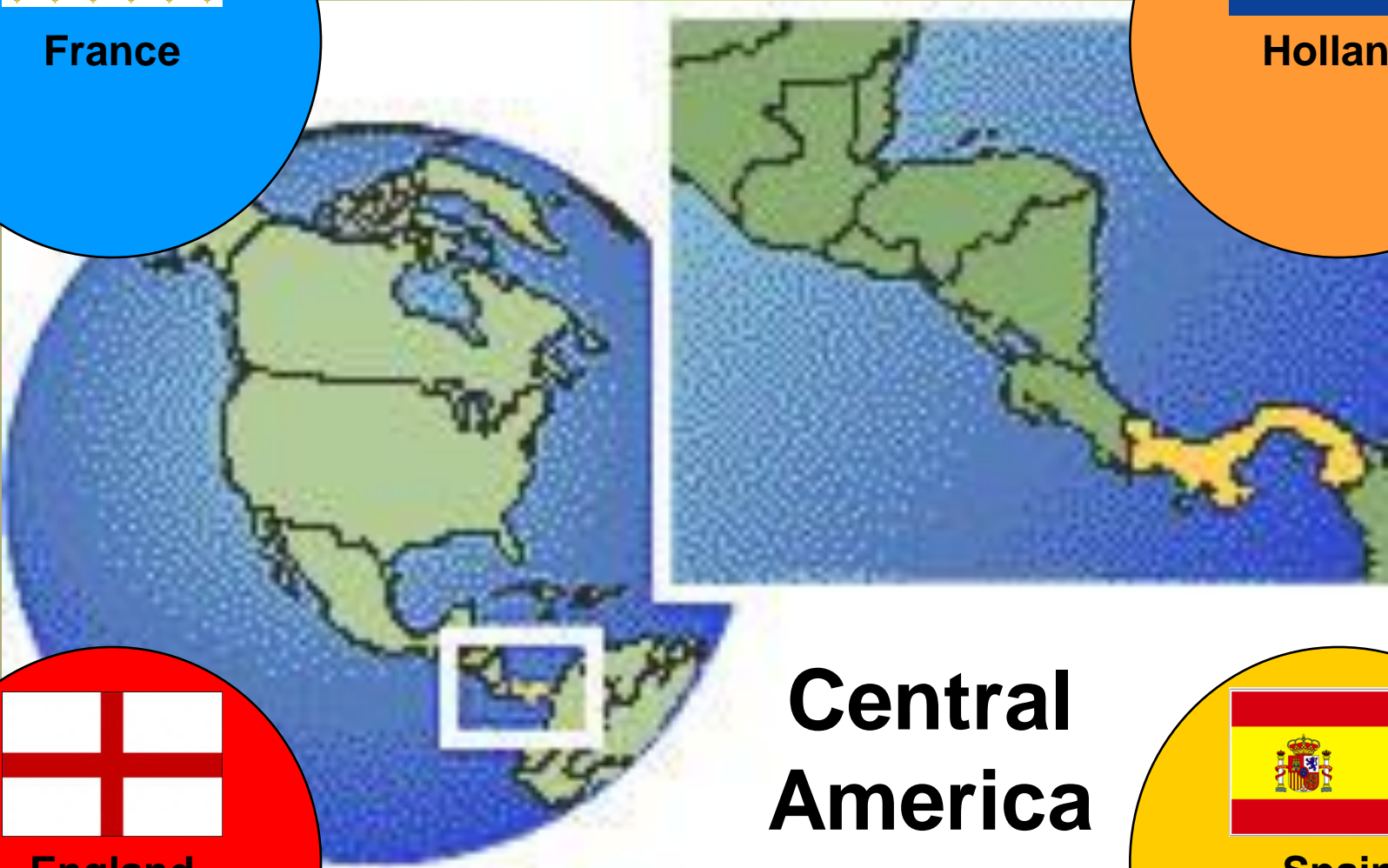
Spain



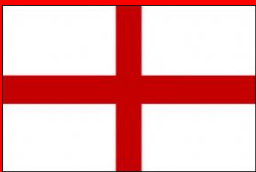
France



Holland



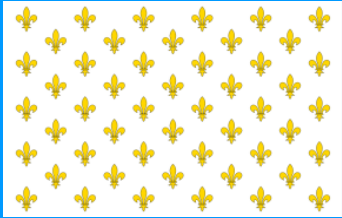
Central America



England



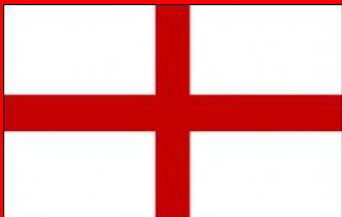
Spain



France



Holland



England



Spain



Navies

Starving Time

Play at the start of your turn on any one power with resource factors in either Atlantic Coast area. That power must commit 8 resource factors to that region by their next turn or lose the remaining difference in resource factors to that area.



Indian Uprising

Play at the start of your turn on any one power in any one area. That power loses 5 resource factors to that area immediately.



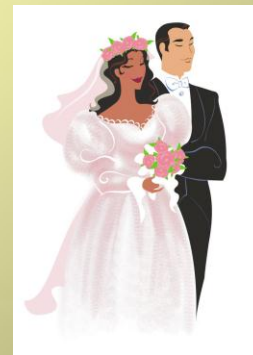
Pirates of the Caribbean

Play at the start of your turn against one other power that has resources in the Caribbean. That player loses one resource factor for every resource factor you place in the Caribbean this turn, losing no more than 5 factors.



A Royal Union

Play at the start of your turn on any one power. No attacks are allowed between you and the other power until your next turn.



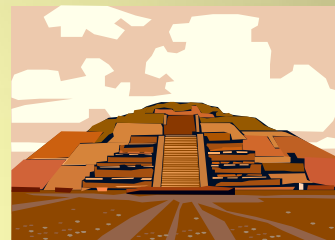
Lost Colony

Play at the start of your turn on any one power in any area. That power loses 3 resource factors to that area.



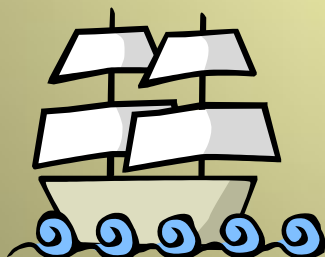
In Search Of. . .

Play at the start of your turn on any one power after all resource factors are placed. You may re-arrange up to 3 resource factors from one area into no more than 3 other areas as you see fit.



Trade Agreement

Play at the start of your turn on any one other power. You and that power can both increase your available resource factors by an equal amount for this turn, up to a maximum of 5 factors.



Internal Disorder

Play at the start of your turn on any one power. Remove no less than 3 and no more than 5 of their resource factors from Europe.



Religious Fervor

Play at the start of your turn to receive an extra 3 resource factors for this turn only, 2 of which must go outside of Europe, none of which can go into Naval strength.



Fortification

Play at the start of your turn. Double the strength of one area in which you have a presence when it is attacked, but not when attacking. This bonus is removed if your resource factors are eliminated from that area.



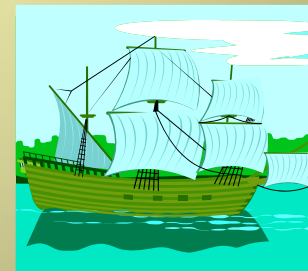
Wrath of God

Play at the start of your turn against any number of powers. Remove up to 5 resource factors from any areas.



Mercantilism

Play at the start of your turn. Select one area where you have a presence. For this turn only, receive 1 extra resource factor for every 2 resources you have in that area, up to a maximum of 5 extra factors.



Fortune Favors the Bold

Play prior to an attack. For one attack against an opponent this turn, increase the attacker's strength by 50%.



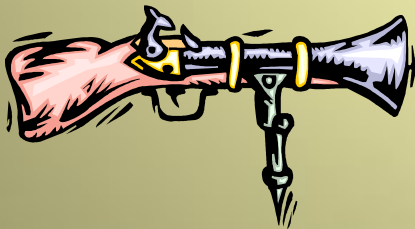
Fire Ships

Play prior to any naval conflict. Eliminate 3 resource factors from an opponent's naval strength *before* resolving combat



Technological Edge

Play at any time against any one other player. Any conflict you have against that player for this turn removes 1 additional resource factor from his strength after every combat.



Cut Down in his Prime. . .

Play this to cancel one opponent's attack they have declared against you this turn.

