

# COLONIZATION PLAYER AID CARD NO 1

## S K I L L S C H A R T





	<b>Outdoors Men</b>	<b>Produces</b>	<b>Where<sup>1</sup></b>	<b>School<sup>2</sup></b>
	Expert Farmer	Food	Plains, Savannah, Prairie or Grass	S*
	Expert Fisherman	Food	Ocean	S*
	Expert Fur Trapper	Furs	Forested Terrain, except swamp	S
	Expert Silver Miner	Silver	Mountains	S*
	Expert Lumber Jack	Lumber	Forested Terrain	S
	Expert Ore Miner	Ore	Hills, Mountains, Swamps, Tundra	S
	Master Sugar Planter	Cane Sugar	Savannah, Swamps	C*
	Master Cotton Planter	Cotton	Prairie	C*
	Master Tobacco Planter	Tobacco	Grassland	C*
	<b>Special</b>	<b>Produces</b>	<b>Where<sup>1</sup></b>	<b>School<sup>2</sup></b>
	Firebrand Preacher	Crosses	Church/Cathedral	U
	Elder Statesman	Liberty Bells	Town Hall	U
	<b>Craftsmen</b>	<b>Converts Where</b>	<b>Where<sup>1</sup></b>	<b>School<sup>2</sup></b>
	Master Carpenter	Lumber to Hammers	Carpenter's house/Lumber mill	S
	Master Distiller	Sugar to Rum	Distiller's house/Distillery	C
	Master Weaver	Cotton to Cloth	Weaver's house/ shop	C
	Master Tobacconist	Tobacco to Cigars	Tobacconist's house/shop	C
	Master Fur Trader	Furs to Coats	Fur trading post/factory	C
	Master Blacksmith	Ore to Tools	Blacksmith's house/shop	C
	Master Gunsmith	Tools to Muskets	Armoury/Magazine	C
	<b>Other</b>	<b>Where<sup>1</sup></b>	<b>School<sup>2</sup></b>	
	Seasoned Scout	Better at exploring rumours	S*	
	Hardy Pioneer	Clears forest, ploughs fields, and builds roads faster	S	
	Veteran Soldier	Increased attack and defence strengths	C	
	Jesuit Missionary	More effective missions	U	

1. The presence of ploughing a road and/or a river in a square increases the output of that square • 2. Minimum level of school required to teach the skill: S=Schoolhouse; C=College; U=University • \* This skill can be learned from the Indians.

# COMBAT STRENGTHS CHART




Unit	Strength	Military Units	Strength
 Treasure Train	0	 Soldier	2
 Wagon Train	1*	 Dragoon	3
 Any Unarmed Colonist	1*	 Veteran Soldier**	3
 Scout	1	 Veteran Dragoon**	4.5
<b>Native Units</b>	<b>Strength</b>	 Colonial Regular	4
 Brave	1	 Colonial Cavalry	5
 Armed Brave	2	 King's Regular	5
 Mounted Brave	2	 King's Cavalry	6
 Indian Dragoon	3	 Artillery***	7

# FORTIFICATION CHART - Defense

Fort Type	Bonus	Fort Type	Bonus
 Fortified Unit	50%	 Fort	150%
 Stockade	100%	 Fortress	200%

Note that artillery defending in a fortified colony receives a 75% bonus against Indian raids.

# NAVAL UNITS CHART

Ships	Moves	Armed	Strength	Cargo
 Caravel*	4	No	2	2
 Merchantman*	5	No	6	4
 Galleon*	6	No	10	6
 Privateer	8	Yes	8	2
 Frigate	6	Yes	8	2
 Man of War	6	Yes	24	6

\* These units may not attack

\*\* Veteran soldier strengths are (normal strength + 50%)

\*\*\* Artillery units defend with a strength of 5, and suffer severe penalties when not inside a fortification. Artillery inside a fortification gains a bonus when defending against Indian raids.































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# COLONIZATION PLAYER AID CARD NO 2

## BUILDING CHART

Building*	Ham	Tool	Pop	Effect and other requirements
 <b>Town Hall</b>	0	0	1	<b>produces liberty bells</b>
 <b>Carpenter's Shop</b>	0	0	1	<b>Uses lumber to produce hammers</b>
 <b>Lumber Mill</b>	52	0	3	Increases hammer production
 <b>Blacksmith's House</b>	0	0	1	<b>Uses ore to produce tools</b>
 <b>Blacksmith's Shop</b>	64	20	4	Increases tool production
 <b>Iron Works**</b>	240	100	8	Increases tool production
 <b>Stockade</b>	64	0	1	Defense + 50%
 <b>Fort</b>	120	100	4	Defense + 100%
 <b>Fortress</b>	320	200	8	Defense + 150%
 <b>Tobacconist's House</b>	0	0	1	<b>Uses tobacco to produce cigars</b>
 <b>Tobacconist's Shop</b>	64	20	4	Increases cigar production
 <b>Cigar Factory**</b>	160	100	8	Increases cigar production
 <b>Weaver's House</b>	0	0	1	<b>Uses cotton to produce cloth</b>
 <b>Weaver's Shop</b>	64	20	4	Increases cloth production
 <b>Textile Mill**</b>	160	100	8	Increases cloth production
 <b>Rum Distiller's House</b>	0	0	1	<b>Uses sugar to produce rum</b>
 <b>Rum Distillery</b>	64	20	4	Increases rum production
 <b>Rum Factory**</b>	160	100	8	Increases rum production
 <b>Fur Trader's House</b>	0	0	1	<b>Uses fur to produce coats</b>
 <b>Fur Trading Post</b>	56	20	3	Increases coat production
 <b>Fur Factory**</b>	160	100	6	Increases coat production
 <b>Armoury</b>	52	0	1	Uses tools to produce muskets; Uses lumber to produce artillery
 <b>Magazine</b>	120	50	8	Increases musket production
 <b>Arsenal**</b>	240	100	8	Increases musket production
 <b>Dock</b>	52	0	1	Allows fishing
 <b>Drydock</b>	80	50	6	Allows ship repair
 <b>Shipyard</b>	240	100	8	Allows ship construction
 <b>Schoolhouse</b>	64	0	4	Allows teaching of some skills w/faculty of 1
 <b>College</b>	160	50	8	Allows additional skills teaching w/faculty of 2
 <b>University</b>	200	100	10	Allows additional skills teaching w/faculty of 3

# BUILDING CHART (cont)

Building*	Ham	Tool	Pop	Effect and other requirements
 Warehouse	80	0	1	Increases storage capacities by 100
 Warehouse Expansion	80	20	1	Increases warehouse capacities by 100
 Stables	64	0	1	Increases horse breeding capacity
 Church	52	0	3	Increases cross production; allows missionary creation
 Cathedral	176	100	8	Increases cross production
 Printing Press	80	0	8	Increases liberty bell production
 Newspaper	120	50	8	Increases liberty bell production
 Custom House*	160	50	0	Requires Peter Stuyvesant to construct. Allows automatic shipping of trade and trade with foreign powers after Declaration of Independence

\* Buildings in Bold type appear automatically, when colony is built.

\*\* Requires Adam Smith to start this project.

**Ham** = Hammers required to construct a building

**Tools** = Tools Required to finish a building

**Pop** = Population required to start a project

# TERRAIN CHART

Terrain	Move Cost*	Defense Bonus*	Fd	Sug	Production Values*						
					tob	cot	Fur	Lmb	Ore	Sil	Fish
Plains	2/1	50/0	2/3	0/0	1/1	1/2	2/0	3/0	0/0	0/0	0/0
Grasslands	2/1	50/0	2/3	0/1	1/3	1/2	1/0	3/0	0/0	0/0	0/0
Prairie	2/1	50/0	2/3	0/0	1/2	1/3	1/0	2/0	0/0	0/0	0/0
Savannah	2/1	50/0	2/3	1/3	1/2	1/3	1/0	2/0	0/0	0/0	0/0
Marsh	3/2	50/0	1/2	1/1	2/3	0/0	1/0	2/0	2/3	0/0	0/0
Swamp	3/2	50/0	1/2	2/3	0/1	0/0	0/0	2/0	0/0	0/0	0/0
Desert	1/1	50/0	1/1	0/0	0/1	1/1	1/0	1/0	1/2	0/0	0/0
Tundra	2/1	50/0	1/2	0/0	0/0	0/0	2/0	2/0	1/2	0/0	0/0
Arctic	2	0	0	0	0	0	0	0	0	0	0
Hills	2	100	1	0	0	0	0	0	4	0	0
Mountains	3	150	0	0	0	0	0	0	3	1	0
Ocean/Sea Lane	1	0	0	0	0	0	0	0	0	0	3

\*All values are for forested/non-forested terrain, except where the terrain type cannot sustain forests.

Move Cost is the number of moves it costs a unit to enter that terrain type.

Defense Bonus is a percentage of a unit's base strength that is added to its defense in that terrain type.

Production Values are the number of goods or commodities produced per turn in that terrain type.