

LORDS of the SPANISH MAIN ERRATA

28 January 2007

(B12) Determining the order of play within each stage *[completely replaces the 1st paragraph]*

Each game year is comprised of six stages from C1 to C6. During all stages but C4, the players may act simultaneously. During stage C4, however, the players must act in "low crown order", in which each player announces the lowest crown number of any card he holds. The player with the lowest moves first, followed by the second lowest, etc. The treasure player, however, must move last.

(C2) Capitalization & skullduggery *[Clarification:*

The first note should have mentioned the Wisselbank card, which also helps the capitalization of cards in a manner similar to the princess, cardinalship, and knighthood cards].

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

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

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

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

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

- **Combining Fleets.** As part of his C4a preliminary actions, a player can combine two or more fleets for fleet cards that he holds. Two size one fleet cards can be coalesced to form a size two fleet, for instance. The maximum fleet size is three. When combining fleets, one card is chosen to be the leader. The other card(s) are placed off to the side. Conversely, a combined fleet may be split up again during preliminary actions.

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

- **Alternate treasure years.** Each treasure tent is worth 10 instead of 25, and the treasure fleet sails every parrot year. (Historically, it is worth noting that the treasure fleets sailed yearly, and were worth the game equivalent of 50 gold.)

(D6) Treasure Flota *[additional rule]*

Any fleet designated as being a treasure carrier immediately returns any location cards it has to the deck, in preparation for being a merchantman. This rule frees up pirate locations for treasure interdiction.

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

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

(E3) Sieges *[adds an optional rule to the first bullet]*

- **Raiding colonies early in the season.** When raiding colonies, players with a low crown number below 50 are allowed to derive one gold for pillaging a size one colony, or two gold for a size two colony, or three gold for a size three colony, even if the colony has no profits. This gold is taken from the coffers of the owning player, and is available only if the owning player has assets. This rule offsets the disadvantage of moving early in the turn, before any colonies have acquired gold through trading. It may be visualized as rewarding those with enough experience to locate where the rich merchants are hiding.

(E4) Sea battles *[clarification]*

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

Sincere thanks to the valiant players in Deutschland and in the States.

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I am pleased to announce that Mike Siggins has given LotSM the coveted **Yokozuna Sumo Award** for **2006**, see his review at:

<http://www.funagain.com/control/viewblogpost?contentBlogPostId=14574&contentBlogId=1>

Share your ideas for improving the game. Join the low volume mailing group TheSpanishMain at <http://games.groups.yahoo.com/group/TheSpanishMain/join> The list permits digest and no-mail options (read the messages on the WWW).

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