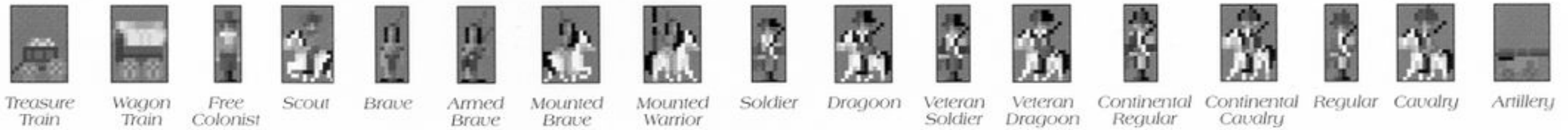


COLONIZATION® PLAYER AID CARDS

COMBAT STRENGTHS CHART



UNIT	STRENGTH	NATIVE UNITS	STRENGTH	MILITARY UNITS	STRENGTH
Treasure Train*	0	Brave	1	Soldier	2
Wagon Train*	1	Armed Brave	2	Dragoon	3
Any Unarmed Colonist*	1	Mounted Brave	2	Veteran Soldier**	3
Seasoned Scout	1	Mounted Warrior	3	Veteran Dragoon**	4.5
				Continental Regular	4
				Continental Cavalry	5
				Regular	5
				Cavalry	6
				Artillery***	7/5
				Damaged Artillery***	5/3

* These units may not attack.

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

*** Artillery units list attack/defense strengths; they suffer severe penalties when not inside a fortification. Artillery inside a fortification gains a bonus when defending against Indian raids. When an artillery unit is defeated in battle, it is damaged.

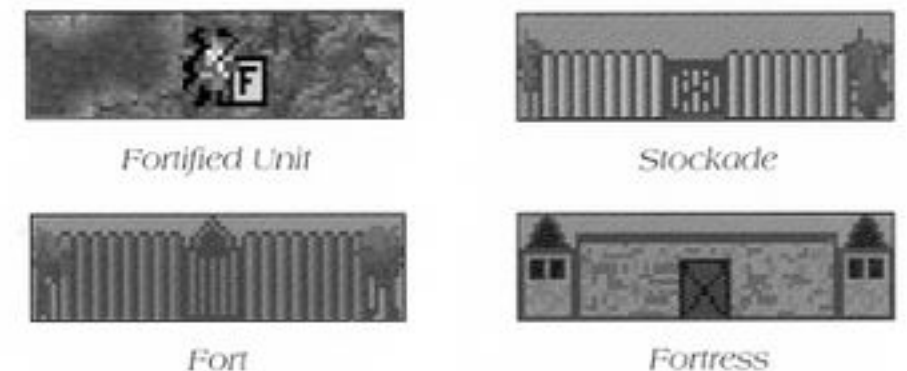
NAVAL UNITS CHART



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	16	4
Man-o-War	6	Yes	24	6

* These units may not attack.

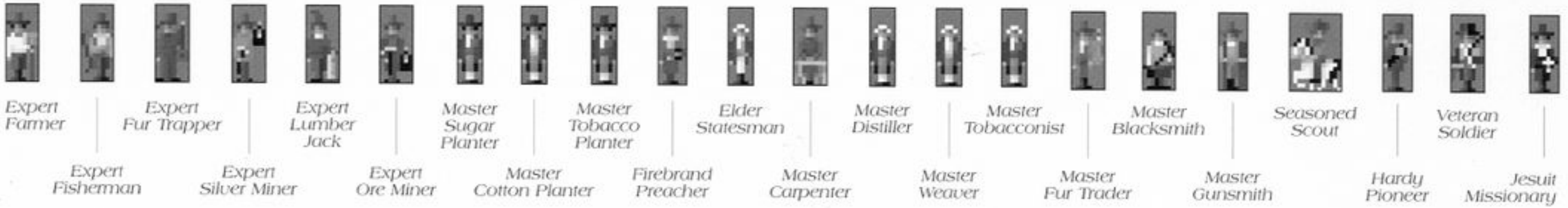
FORTIFICATION CHART



FORT TYPE	DEFENSE BONUS
Fortified Unit	50%
Stockade	100%
Fort	150%
Fortress	200%

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

SKILLS CHART



OUTDOORSMEN	PRODUCE	WHERE ¹	SCHOOL ²
Expert Farmer	Food	Plains, Savannah, Prairie, or Grassland	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, Marsh, Tundra	S
Master Sugar Planter	Cane Sugar	Savannah, Marsh, Swamps	C*
Master Cotton Planter	Cotton	Plains, Grassland, Prairie, Savannah, Desert	C*
Master Tobacco Planter	Tobacco	Plains, Grassland, Prairie, Savannah, Marsh, Swamp, Desert	C*

SPECIAL

Firebrand Preacher	Crosses	Church/Cathedral	U
Elder Statesman	Liberty Bells	Town Hall	U

CRAFTSMEN

CRAFTSMEN	CONVERTS	WHERE	SCHOOL
Master Carpenter	Lumber to Hammers	Carpenter's house/Lumber mill	S
Master Distiller	Sugar to Rum	Distiller's house/Distillery/Rum factory	C
Master Weaver	Cotton to Cloth	Weaver's house/shop/Textile mill	C
Master Tobacconist	Tobacco to Cigars	Tobacconist's house/shop/Cigar factory	C
Master Fur Trader	Furs to Coats	Fur trading post/factory/Fur factory	C
Master Blacksmith	Ore to Tools	Blacksmith's house/shop/Ironworks	C
Master Gunsmith	Tools to Muskets	Armory/Magazine/Arsenal	C

OTHER

Seasoned Scout	Better at exploring rumors, negotiating, meeting Chiefs, infiltrating	S*
Hardy Pioneer	Clears forest, plows fields, and builds roads faster	S
Veteran Soldier	Increased attack and defense strengths	C
Jesuit Missionary	More effective missions, denouncements; incitings	U

1) The presence of plowing, 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.

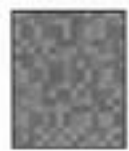
BUILDING CHART

BUILDING*	HAM	TOOL	POP	EFFECT AND OTHER REQUIREMENTS
Town Hall	0	0	1	produces liberty bells
Carpenter's Shop	0	0	1	Uses lumber to produce hammers
Lumber Mill	52	0	3	Increases hammer production
Blacksmith's House	0	0	1	Uses ore to produce tools
Blacksmith's Shop	64	20	4	Increases tool production
Iron Works**	240	100	8	Increases tool production
Stockade	64	0	3	Defense + 100%
Fort	120	100	4	Defense + 150%
Fortress	320	200	8	Defense + 200%
Tobacconist's House	0	0	1	Uses tobacco to produce cigars
Tobacconist's Shop	64	20	4	Increases cigar production
Cigar Factory**	160	100	8	Increases cigar production
Weaver's House	0	0	1	Uses cotton to produce cloth
Weaver's Shop	64	20	4	Increases cloth production
Textile Mill**	160	100	8	Increases cloth production
Rum Distiller's House	0	0	1	Uses sugar to produce rum
Rum Distillery	64	20	4	Increases rum production
Rum Factory**	160	100	8	Increases rum production
Fur Trader's House	0	0	1	Uses fur to produce coats
Fur Trading Post	56	20	3	Increases coat production
Fur Factory**	160	100	6	Increases coat production
Armory	52	0	1	Uses tools to produce muskets; Uses lumber to produce artillery
Magazine	120	50	8	Increases musket production
Arsenal**	240	100	8	Increases musket production
Dock	52	0	1	Allows fishing
Drydock	80	50	6	Allows ship repair
Shipyards	240	100	8	Allows ship construction
Schoolhouse	64	0	4	Allows teaching of some skills w/ faculty of 1
College	160	50	8	Allows additional skills teaching w/ faculty of 2
University	200	100	10	Allows all skills teaching w/ faculty of 3
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	1	Increases liberty bell production
Newspaper	120	50	4	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

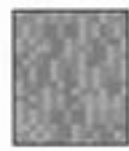
TERRAIN CHART



Plains



Grasslands



Prairie



Savannah



Marsh



Swamp



Desert



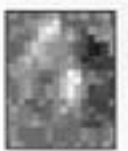
Tundra



Arctic



Hills



Mountains



Sea lane

TERRAIN	MOVE COST*	DEFENSE BONUS*	PRODUCTION VALUES*								
			FD	SUG	TOB	COT	FUR	LMB	ORE	SIL	FISH
Plains	2/1	50/0	3/4	0/0	1/1	1/2	3/0	6/0	0/0	0/0	0/0
Grasslands	2/1	50/0	3/4	0/1	1/3	1/2	2/0	6/0	0/0	0/0	0/0
Prairie	2/1	50/0	3/4	0/0	1/2	1/3	2/0	4/0	0/0	0/0	0/0
Savannah	2/1	50/0	3/4	1/3	1/2	1/3	2/0	4/0	0/0	0/0	0/0
Marsh	3/2	50/25	2/3	1/1	2/3	0/0	2/0	4/0	2/3	0/0	0/0
Swamp	3/2	75/25	2/3	2/3	0/1	0/0	0/0	4/0	0/0	0/0	0/0
Desert	1/1	50/0	2/2	0/0	0/1	1/1	2/0	2/0	1/2	0/0	0/0
Tundra	2/1	50/0	2/3	0/0	0/0	0/0	3/0	4/0	1/2	0/0	0/0
Arctic	2	0	0	0	0	0	0	0	0	0	0
Hills	2	100	2	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 by a free colonist.

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