Glenn Drover's Age of Empires III: The Age of Discovery
Rules Addendum V1.0 September 2012

This is not an FAQ. This is a statement of the rules that are either missing or ambiguous in the original documentation. Where possible all information has come from answers provided by Glen Drover and Eagle Games, primarily via BoardGameGeek. Please let me know of any errors and I will correct them: John Sweeney john@modernjive.com.

General Rules

Builders and Soldiers are limited to 10 of each. There are two types of specialist:

1) Specialists that have no function in the New World: Captains, Merchants and (if you are not using the Reformation Capital Building) Missionaries.
2) Specialists that have a function in the New World: Soldiers, Builders and (if you are using the Reformation Capital Building) Missionaries.

Specialists that do not have a function in the New World can be swapped for colonists at any time; this is usually done during placement in the New World to keep it simple. This also applies to Missionaries once someone else has bought Reformation.

Specialists that do have a function in the New World can only be swapped for colonists when you have run out of figures for that type of specialist and you are entitled to a new specialist of that type.

You may place specialists in event boxes where their special abilities do not provide a benefit, e.g. a Merchant in the Discovery box; they function as colonists.

During event box resolution you may pass at any time rather than gain the benefit of using your colonist/specialist (usually only relevant for Warfare and Capital Buildings).

If it matters, Capitol Building Benefits are taken in Turn Order.

Plague Promo

The Plague buildings cost the same amount as the other buildings for that Age.

Plague: Age II: This is single use, to be used immediately. Each colony where at least one player has three or more colonists or specialists is affected by plague. In each such colony randomly select and remove one colonist or specialist; this selection is done across all colonists and specialist of all colours.

Plague: Age III: This is single use, to be used immediately. The owner of the building chooses one enemy colour in one Region and chooses which three specialists/colonists to remove.

The Builder

A Builder may be built normally in the Specialist Event Box by placing a colonist in the '$5' box. There is no cost for doing this. A player may still choose to build any other specialist rather than a Builder, but would then have to pay the $5. There is still only one colonist per box.

Two or more players tied for first place still get +4 for each Builder; players tied for second place still get +2VP for each Builder. Builder bonuses are only given in Regions that are scored.

National Advantage
Portugal: "Reduces Native American rating for each Discovery by 1" should read "One free Discovery at the beginning of the game"; follow the same rules as for New World Cartography.

England: Take $1 from each player / turn.

The Italian States: +$1 for every 2 Trade Goods / turn.

France: +1 Colonist in each new Colony discovered by France.

Portugal: +5$ per successful Discovery by Portugal.

All "/ turn" National Advantages are executed during the Capital Building Benefits phase, starting with the one at the end of the first turn. They do not provide a benefit at the beginning of the game.

Capital Buildings

New World Cartography: This is single use, to be used immediately.

Stable: The owning player may only move their own soldiers.

Migration: This cannot be used to move specialists.

Smuggler: The other player may not refuse the trade.

Papal Edict: This is single use building, to be used immediately. The owner chooses who will place first. That person places two colonists in one colony; then the other player places two colonists in one colony.

Age of Discovery: 4VP per Discovery executed by the owner of this building.

Capital City: 3 VP per Builder in the New World, for Builders belonging to the owner of this building.

Re-Write History: In a two-player game the players should decide before play whether to remove this capital building from the deck.

Buying Victory Points
This is done in turn order if relevant.

At the end of Age III the owner of the Wealth building scores victory points for Wealth before buying victory points, and may then spend the same money on buying more victory points.