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BAB COLONIALISM PLAYSHEET

Colonialism		Responsibility:
<ul style="list-style-type: none"> Each area in 'Near' and 'Far' starts of the game as 'Unknown'. Has a hidden card with the Hostility value of the Natives Has a second hidden card with the Economic Value of the Area A Played states has one 'Explorer' who can be sent to 'Discover' an 'Unknown' area 		Colonial Minister
Discovered? Roll d6		Responsibility:
1, 2	The Explorer is Lost/Delayed. The Explorer will automatically contact the tribe in the area next turn if the Explorer remains in place.	Colonial Minister
3+	The Explorer has discovered the area and contacted the tribe.	

Annexation of an area as a Colony		Responsibility:
<ul style="list-style-type: none"> Played state may attempt Explorer may do so 1d6, on a score of 5 or 6 Natives may oppose – turn over 1st hidden card 		Colonial Minister

Die roll	Hostility =1	Hostility =2	Hostility =3	Hostility =4
1	Native opposition	Native opposition	Native opposition	Native opposition
2	Annexed	Native opposition	Native opposition	Native opposition
3	Annexed	Native opposition	Native opposition	Native opposition
4	Annexed	Annexed	Native opposition	Native opposition
5	Annexed	Annexed	Native opposition	Native opposition
6	Annexed	Annexed	Annexed	Native opposition

Send a Colonial Expedition		Responsibility:
<ul style="list-style-type: none"> If there is 'Native opposition', this will need to be defeated by the despatch of a colonial expedition (can be sent this turn) A Colonial Expedition does not reduce the available army or naval strength. Only one colonial expedition can be sent during a turn. The cost of an expedition is the cost to maintain one Army Corps at the State's current Military Technology Level 		Colonial Minister and Army Minister
Resolve the combat		Responsibility:
<ul style="list-style-type: none"> Colonial Expedition rolls 1d6 and adds the Military Technology Level of the Army) The Natives roll 1d6 and add the Hostility Level 		Army Minister
Outcome	Colonial Expedition	The Natives
Colonial Expedition has the same or higher score than the Natives	Success! Annexed as a Colony. Gain 2 nd Card	Defeated
The Colonial Expedition has a lower score than the Natives.	Failure! The expedition is defeated and returns home.	Remain Independent. Hostility Level rises by one.