

Conquistadors
Start at 6.

Muskets
Start at 6.

Food
Start at 6.

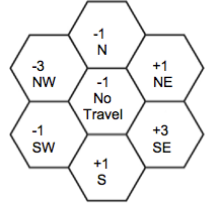
Morale
Start at 6.

Movement Progress
Start at 6.

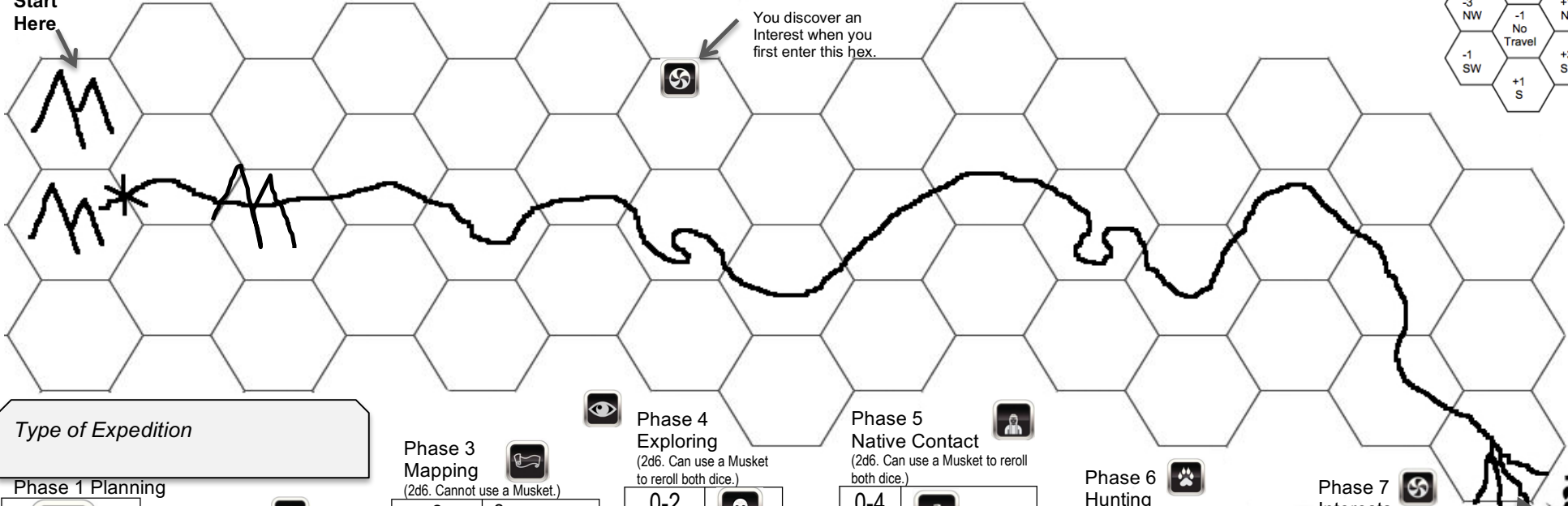
1572: The Lost Expedition

V r0120
Mike Heim

Phase 10 Morale Adjustment



Start Here



Type of Expedition

Phase 1 Planning

1	
2	
3	
4	
5	
6	

Phase 2 Movement

(2d6. Can use a Musket to reroll both dice.)

0-3	
4-5	
6-8	
9	
10	
11	
12+	

Phase 3 Mapping

(2d6. Cannot use a Musket.)

2	Swamp
3	Hills
4	Mountains
5	Jungle
6-9	Same as current hex
10	Forest
11	Lake
12+	Plains

Add a Cataract to the downstream side of your River Hex if a 1 is rolled on one or both dice (if you are currently in a River Hex).



Phase 4 Exploring

(2d6. Can use a Musket to reroll both dice.)

0-2	
3	
4-5	
6-7	
8	
9	
10+	

Phase 5 Native Contact

(2d6. Can use a Musket to reroll both dice.)

0-4	
5	
6-8	
9	
10	
11+	

Phase 6 Hunting

(2d6. Can use a Musket to reroll both dice.)

0-3	
4	
5	
6-8	
9-10	
11+	

Phase 7 Interests

2d6. Cannot use a Musket.)

2-3	
4	
5	
6-8	
9	
10	
11+	

Phase 11: Tracking the Days (You must make it to the River Delta hex in 6 weeks or 42 turns)

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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You win when you enter this hex.



1572: The Lost Expedition

Solitaire map-building, story-telling, and survival game
by Mike Heim 2016 V r0120

Number of Players



1

Player Ages



12+

Time to Play



60 minutes



Your commander and entire company was killed after being ambushed in these mountains. The next morning, only six of you survive. Now you have to make it down the mountain and to the coastline where you can signal for help. The way is dangerous though; you're short food and muskets. The natives will likely want you dead as offer any help.

Set Up

Besides this PDF, you will need

*12 six-sided dice (5d6 for rolling during Phase 1, 2d6 for rolling in Phases 2-5, and five dice to track Food, Muskets, Conquistadors, Morale, and Movement Progress)

*Pencil and Eraser

*Colored Pencil (or a cube/counter to track movement across the map)

*Notepaper (optional for the Journaling Phase)

Place five of the dice (with the 6 side up) in the five Tracking boxes at the top of the Player Sheet (Conquistadors, Muskets, Food, Morale, and Movement).

None of five tracking boxes can exceed 6. Excess supplies or progress are discarded.

Roll 1d6 and consult the chart below to determine what kind of expedition you were part of and what your bonus is:

1 = **Cartography**: You may place a trail once per hex if you end Phase 12 of your turn with 3 or more Movement Progress.

2 = **Botany**: You are immune to fever icons. Add 1 to your Hunting Score total (you are foraging instead).

3 = **Military**: Add 2 to your score when you use a Musket.

4 = **Archeology**: Trails will always lead to an interest in the next hex if the terrain is different than your current hex.

5 = **Religious**: All villages are peaceful villages (but not the empire).

6 = **Doctor**: Two or more WILDs break the Fever. Death Icons remove Food instead of Conquistadors.

Write the type of Expedition you were a part of in the light gray Expedition Box above the Phase 1 and 2 Charts.

Your sheet is set up! All you need now are your two pencils (paper if journaling) and the other 7 dice.

How to Win

Move your party of Conquistadors from the Starting Mountain hex in the northwest to the River Delta hex in the southeast.

How to Lose

Lose all six of your conquistadors (through Accidents, Starvation, Desertion, etc.), or fail to reach the River Delta in 42 turns.

Scoring

You score 1 point for each hex you mapped by the end of the game. If you win, you also gain a winning bonus equal to the current number of Conquistadors.

Turn Order

Each day is represented by a turn consisting of 12 phases. You will roll dice to determine the events, track supplies and progress with other dice, draw terrain with a regular pencil, and mark your movement toward the winning hex with a colored pencil. Good Luck!

Turn Order (Phases)

1 = Planning	7 = Interests
2 = Movement Progress	8 = Eat Rations
3 = Mapping	9 = Map Travel
4 = Exploring Phase	10 = Morale Adjustment
5 = Native Contact	11 = Track Day
6 = Hunting	12 = Journal Entry

Phase 1 – Planning Phase

You set your sights downstream and start the day anew. What adventures or tragedies lie ahead, you know not.

Roll 5d6. You will refer to the Planning Chart on the Player Sheet during the next phases. You may reroll any or all of your dice once. You then resolve them in order, starting with assigning all of your WILDs, then 2s then 3s then 4s... You must roll on any phase that was determined during Planning. You can only skip a phase (and you must skip the phase) if you didn't roll it. For instance, if you rolled a 6 during planning but you are full on food, you still have to go Hunt. For every extra die of the same number (plus WILD dice assigned to the number) gain a +1 on the Table. (Example: 2 3 5 5 6 = roll on the Movement Table, roll on the Mapping Table, Roll on the Native Contact table with a +1, and roll on the Hunting Table.)



If you complete the Planning Phase with a 4-of-a-kind or 5-of-a-kind (for instance, all 2s), gain a Conquistador. WILDs (1s) cannot count towards this 4 or 5-of-a-kind.



Although each WILD result cannot count towards the 5-of-a-kind, they can be counted as other numbers. So a roll of 1 1 3 4 4 could allow a +2 to your Mapping Roll, a +3 to your Exploring Roll, or you can split the two WILDs and gain a +1 to Mapping and +2 to Exploring. You must roll 3-of-a-kind or better on WILDs to break a fever. WILDs used to break a fever cannot be used in any other way during the Planning Phase.

Phase 2 – Movement Phase



The only way to get out of this is to keep moving. In this environment sloth is more than a deadly sin, it's a deadly consequence.

Roll 2d6 and refer to the Movement Chart. Add 1 to the result for each extra 2 you rolled (and WILD you assigned) during the Planning Phase. You can expend one Musket to reroll both dice during this phase.



Phase 3 – Mapping Phase

From this vista point you can clearly see the lands below. You take a moment to admire the natural beauty before you get back to your map.

Choose an adjacent unmapped hex and roll 2d6. Refer to the Mapping Chart and add 1 to the result for each extra 3 you rolled (and WILD you assigned) during the Planning Phase. You CANNOT use Muskets during this phase.

If all adjacent hexes have already been mapped, skip this Phase.



Phase 4 – Exploring Phase

There has to be something of use in this wilderness.

Roll 2d6 and refer to the Exploration Chart. Add 1 to the result for each extra 4 you rolled (and WILD assigned) during the Planning Phase. You can expend one Musket to reroll both dice during this phase.



Phase 5 – Native Contact Phase

They have been trailing you for miles. You realize that there's no way to outdistance them, so you approach to parley.

Roll 2d6 and refer to the Native Contact Chart. Add 1 to the result for each extra 5 you rolled (and WILD assigned) during the Planning Phase. You can expend one Musket to reroll both dice during this phase.



Phase 6 – Hunting Phase (includes fishing and foraging)

The creatures of this land are exotic and voracious. What really makes them dangerous is that they have no fear of man.

Roll 2d6 and refer to the Hunting Chart. Add 1 to the result for each extra 6 you rolled (and WILD assigned) during the Planning Phase after applying hex modifications. You can expend one Musket to reroll both dice during this phase.



Phase 7 – Interests

If you move into the hex with an Interests Icon, or roll a 11+ during the Exploration Phase, roll on the Interests Table to determine what event/feature is in the hex. This cannot be rerolled. Write the number of the feature in the hex. Each Interest (except for Natural Wonder) is unique. If the same result is rolled at a later time in another hex, it becomes a Natural Wonder instead. Each hex is limited to only 1 Interest.



Predict Eclipse

The next two times you roll on the Native Contact Chart, choose any result instead of rolling.



Princess Kantyi

Reroll 1s and 2s on either/both dice whenever rolling on the Native Contact Chart. This effect persists until the end of the game.



Lagos De Oro

Draw a 3-hex lake halfway between your current location and the River Delta. The 3 hexes must all be adjacent to each other. Then draw a tiny island at the corner where the three hexes meet. The three hexes count as 1 hex for all purposes. You are immune to Ambush and Fever while at Lagos De Oro.



Ruined Mission

You find a crate of Muskets. Gain 5 Muskets. Add a Trail to any adjacent hex.



Migration

Skip the Ration Phase while in and adjacent to this hex. You may expend 1 musket to fill your Food Reserves to 6.



Natural Wonder (can be discovered multiple times)

Add 5 to your current Morale. Add 2 to your end game Victory Points if you win (for each Natural Wonder discovered). Describe this Natural Wonder in detail in your journal.



Diego Mendoza

Gain 1 Conquistador and 1 Musket. You may add 1 to a total once per turn whenever rolling on Phases 2-7. This effect persists until the end of the game.

Phase 8 – Eat Rations

Only one meal a day. You know that with fewer people you'll be able to eat better. That thought has become more frequent—and more enticing—over the past few days...

Consume one food. If you do not have one food, lose 1 Conquistador. You only lose Conquistadors to loss of food during this phase.

Phase 9 – Map Travel

You catch a glimpse of the Atlantic off in the distance, closer now.

You must spend 5 movement points, after terrain modifications are allocated (or a 3 if a trail exists between your hex and the target hex) to move into an adjacent hex during this phase. Use the Colored Pencil to draw your route from hex to hex over the current terrain. You must have the required movement progress and cannot go below 0 after moving. The direction traveled will affect Morale, so it's best to head East.

Phase 10 – Morale Adjustment Phase

Only by the grace of God will we survive.

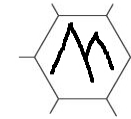
Refer to the Morale Adjustment Chart. If you did not move into a new hex this turn, you lose 1 morale. If you changed hexes this turn, the amount of morale gained or lost is determined by your direction of travel: Southeast is the best for your group's morale while Northwest is the worst. If you do not have at least 1 Morale at the end of this Phase, lose 1 Conquistador. You only lose Conquistadors to Morale during this Phase.

Phase 11 – Track Day Phase

The Trade Winds will die down at the end of the season and there won't be any ships until next year. Mark off one box at the end of each turn. If you do not reach the River Delta hex by turn 4 (6 weeks), you lose.

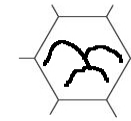
Phase 12 – Journal Entry (optional)

If you have decided to journal, write a brief description of what happened this turn. This helps to bring your session to life and document how the game has developed in your mind. For instance: *We finally left the Mountains. An enormous waterfall has blocked our route along the River, so we decided to go South towards the Hills. Romero objected and during the debate, a large cat-the color of midnight-burst into our camp, making away with a bit of our food.*



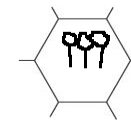
Mountains

-1 to total during Movement Phase.
+1 to total during Hunting Phase.



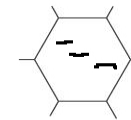
Hills

-1 to total during Movement Phase.
+1 total during Native Contact.



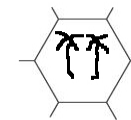
Forest

+1 to total during Hunting Phase.



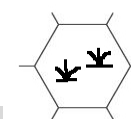
Plains

Gain a +1 on the Movement chart.



Jungle

-1 to total during Movement Phase.
-1 to total during Exploring Phase.



Swamp

-1 to total during Movement Phase.
You cannot break a Fever in the Swamp.

Native Village

Draw a dot in the current terrain and reduce your movement progress 1 each time a village is discovered.

Trail

Requires only 3 movement points to travel between the two hexes. Trails cannot be used through a Cataract.

River Hexes

Add 1 Movement Progress every time you enter a downstream river hex from an upstream hex.

Friendly Village

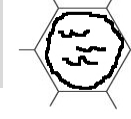
A circled dot. They help you with exploring and hunting.

Lake

Village results are discarded.
+1 to total during Movement Phase.

Cataract

Only allowed between two River Hexes.
Blocks movement between the two hexes.





Village

Draw a village in your current hex with a thick dot and then reduce your movement progress by 1. Do this each time a village is discovered.



Movement

Adjust Movement Progress by 1, 2, -1, or -2.



Food

Increase Food by 1, Decrease Food by 1, or Increase Food by 2



Hunting

Roll on the Hunting Table.



Mapping

Roll 1d6 on the Mapping Table for each “?” result rolled during Planning.



Natives

Roll on the Native Contact Table.



Fever

You immediately lose 1 Morale. WILDs do not count towards other rolls during Future Planning Phases until the fever breaks. You must roll three or more WILDs (1s) to break the fever. You cannot use those Wild 1 results on the same turn you break your fever.



Trail

Decreases movement progress requirement between two hexes to 3.



Peaceful Village

Gain a +1 to Exploring Rolls (Phase 4) for and Hunting Rolls (Phase 6) while in a hex with a Peaceful Village. They do not reduce movement progress, and the bonuses do stack with multiple Friendly Villages in the same hex.



Accident, Death, or Desertion

Lose one conquistador



Morale Adjustment

Add 1 to your Morale for every Thumbs Up result. Subtract 1 from your Morale for every Thumbs Down result.



Cache

Increase Food, Muskets, and Morale by 1 (maximum of 6 each).



Explore

Roll on the Exploration Table for each of these results during Planning.



Interests

Roll on the Interests Table.



Advanced Empire

Roll 1 die instead of 2d6 anytime you roll on the Native Contact Chart when between 0-2 hexes of this city. Draw a dashed line (territorial border) showing the extent of this empire's influence.

