



Glen Drover's Empires: Age of Discovery

FAQ/ERRATA

Special thanks to Scott Walker for helping pull these together

Capital Building FAQs

Conquest of the Incan Empire

- Free discovery of New Spain, add 3 colonists.

Immediately take the discovery token from New Spain and gain the plunder (excluding soldier plunder). Then add 3 colonists to New Spain.

If New Spain has already been discovered, just add 3 colonists.

Spice Trade

- \$1 for each Trade Good and Merchant Ship.

The owner receives \$1 for each Trade Good and Merchant Ship owned during the Capital Building Benefits phase.

Colony in India

- 2 VP for each worker on this capital building.

You may place workers on this building as if it was an Event Box. At the end of the game, receive 2 VP per worker on this building.

Independence!

- 3 VP for each region with most colonists and soldiers.

Owner of Independence! Capital Building gains 3 VP for each colony in which they have more total colonists (including specialists and Soldiers) than any other player.

In the event of a tie, no points are earned.

Capital Building Erratta

Trading House:

- *Should read "May Sell Trade Goods for \$5 each"*

Spoils of War

- *Should have lightning bolt icon instead of infinity icon. It is an immediate 1-time use.*

Magellan

- *Magellan should have the Builders Expansion icon*