Age of Empires III CYOA

The year is One Thousand and Six Hundred Anno Domini, by the Gregorian Calendar. As you have been chosen by the Crown to found a new colony in the New World, We are prepared to send you a good deal of aid. However, before you begin, We must explain to you the details of the charter you now bear. Acts of witchcraft (as befitting the common perception in our year of One Thousand and Six Hundred) or high treason shall result in the instant revocation of your charter and your expulsion from the civilized world. Failure to fill out the proper forms, presented below, will result in the suspension of your charter. Finally, over-reliance on the Crown's military support will result in heavy fines being levied against you. It's simply business, that one, as our coffers can't afford to empty themselves over just one colony. Now, shall we begin?

Almost as if by magic, +1000 Colony Points (which look curiously like gold dubloons) appear in your hands. You then, of course, begin to fill out the paperwork for your colony's charter. Just think – for the next thirty years, you'll be the governor of a settlement in the New World! How exciting!

Section 1: Location

Choose one of the 8 locations listed below for free, unless you wish to gain +100 Colony Points by rolling to determine which one you land upon.

1 – Northeast North America – This includes everything east of the Appalachian Mountains from what will be far southeastern Canada to what will become known as New England. This area has plentiful fishing, but is also home to a number of shrewd and feuding native alliances. Navigating their politics is the only way to prevent an invasion of your fledgeling colony.

2 – Mid-Atlantic North America – This includes everything south and east of Lake Superior, south of what will become New England, east of the Appalachian Mountains, and north of what will become Maryland. The land here is fertile, but the forests are full of danger and there is little mineral wealth.

3 – Southeast North America – This includes everything north of Florida, south of Pennsylvania, and east of the Appalachian Mountains. Plentiful lumber and good ranching land can be found here, but the swamps breed mosquitoes and diseases of all sorts.

4 – The Caribbean – This includes all of the islands of the Caribbean Sea. Resupply does not take as long due to the established sea routes leading here, but you will find yourself in clashes with rival colonies more often.

5 – Mesoamerica – This includes the Valley of Mexico and the Yucatan Peninsula. Taking over existing native institutions is easier than creating systems of government from whole cloth, but a determined and elusive resistance inhabits this area, and most of the gold has already been carried off.

6 – Western South America – This includes everything in South America west of the Andes Mountains. The high mountains are defensible and full of gold and silver, but the conquest of this region is not yet complete, and large pockets of resistance still remain.

7 – Eastern South America – This includes everything in South America east of the Andes Mountains. The land is good for growing coffee and sugar, but the Amazon Rainforest is a daunting prospect, and

elsewhere the thin coast is not easy to manage.

8 – Far North – This location, the supposed area of the Northwest Passage, consists of everything north of Northeast North America but east of the Appalachian Mountains and west of Greenland. To brave the frozen north takes skill and determination, but no rivals will find you here, and the whaling is incomprehensibly good.

Terra Incognita [+300 CP] – Should you take this option, you will find yourself someplace... *else.* This land appears to be a hodgepodge of hostile natives (with great organization, vast armies, and some impossible immunity to European diseases), dangerous wildlife, horrendous plagues, extremes of weather, and mysterious happenings. Keeping your settlement alive here will border on impossible.

Section 2: Crown

Choose one of the nations below to found your colony under the flag of. You will receive support and shipments from that nation's Home City, allowing you to keep the colony running for your 30-year term as Colonial Governor.

England

*Your galleon, the **Horizon**, finally made landfall a week ago, carrying some five hundred colonists. It was a difficult journey, across the Atlantic, but at long last, you've made it. The beachhead your settlers have set up looks good so far, and by all estimates you should have an actual dock built by the time the first shipments arrive from London. Nobody appears to be sick yet, besides the poor sods who caught scurvy on the trip, and to top it all off, for the first time in two months nobody is covered in their own excrement. As far as colonial ventures go, this one appears to be shaping up well so far.*

The Royal Navy is, of course, the best in the world, and that means you'll have little to fear at sea from here on in. You may be expected to pay a bit more for this extra protection, however.

France

*Your galleon, the **Etranger**, finally made landfall a week ago, carrying some five hundred colonists. While shipments from Marseille will take a while to arrive, you're fairly certain you can hold out until then. Perhaps the woodland creatures nearby will have useful meat and pelts you can harvest until supplies arrive. As your landing party begins establishing a temporary base of operations until such time as the true colonial town can be built, you wonder if maybe you shouldn't seek out the locals. You're heard of them, right?*

French is the language of diplomacy in this day and age – every king and aristocrat from England to Russia at least has a translator, if they don't know it themselves! As such, you'll find it

easier to engage in diplomacy with nearby colonies. While the language barrier is more of a problem dealing with natives, your interpersonal skills can be put to use here as well.

Holland

*Your galleon, the **Avontuur**, finally made landfall a week ago, carrying some five hundred colonists. The first few weeks while you wait for shipments from Amsterdam are going to be something of a drag, so perhaps you should do something interesting to pass the time. Those shipments you're awaiting will be a great boon, however – at least one of the ships will be bringing spices from the East Indies, and goods from far-off Zipangu! You can't wait to get your hands on it – but first comes the colony-building. This'll be a new experience.*

As the current leader in world trade, Holland will grant the fruits of its labors to you – for a reasonable price. Your colony will find itself with more trade income than most others, and will have an easier time selling goods as well. Should you happen to chance upon a decent cash crop, you'll be rolling in coin before you know it.

Spain

*Your galleon, the **Viajar**, finally made landfall a week ago, carrying some five hundred colonists. Cortez and Pizzaro may have gotten here before you, but you are sure that your legacy will be greater than theirs by far. They were conquistadores, yes, but were they statesmen? Your studies suggest otherwise. Now you'll show the people of Spain what a true governor can turn a colony into! Of course, this means waiting for shipments from Ceuta, which is going to take a while. Perhaps if you find some gold nearby, or something to kill, it will make the waiting less boring.*

As a servant of the Spanish Crown, you find yourself and your colonists feeling some of the conquistadores' spirit. Your morale when searching for gold or killing natives to get to said gold will be greatly increased, and even missionary efforts will have a certain militant discipline to them. Don't expect to run away from bows and spears just yet.

Prussia

*Your galleon, the **Ausländer**, finally made landfall a week ago, carrying some five hundred colonists. It's a funny thing, waiting on shipments from Hamburg – you're not quite sure you want to, but that's just the way things have to be. At least you can all do something useful to pass the time. Drilling those colonists who can fire a gun seems like a good first step – after all, you'll need a militia if you want to protect yourselves from the restless locals. You might want to drill the ones who can't, too, just for good measure.*

Prussian colonists will find themselves forming far more competent militias under Prussian or Hessian commanders than their rivals – the "army with a state attached" will not be called so in due time for no reason. In addition, selling mercenary contracts to other colonies will be slightly more lucrative, as your soldiers will be in high demand.

Portugal

*Your galleon, the **Óculo de Alcance**, finally made landfall a week ago, carrying some five hundred colonists. While the next shipment from Lisbon is weeks away, you feel confident that you can make your way here until then. You've established your beachhead quickly and, following the example your nation set by setting out into the world early, have already located a nearby river. The river is full of fish, and might actually contain gold nuggets – but you should probably make sure nobody is already here.*

As it so happens, your colony will have an easier time avoiding conflict with locals and charting new paths through the wilderness, and setting up outposts for trade and extraction will be far less of a hassle than it would for others. Exploration is in your blood, so why stop now just because you have a forward base?

Ottoman Empire

*Your galleon, the **Araştırmak** , finally made landfall a week ago, carrying some five hundred colonists. Honestly, nobody on board thought you'd make it this far. The Venetians were a nightmare, the Spaniards were a pain, and the Turks have no previous example of this venture for you to follow. Of course, being the first of your kind to come from the mightiest nation in the realm of Islam has its own perks – now you can show those uppity Frenks what for, for instance. Just up the beach, it seems, a small party of native hunters have arrived – perhaps you can pass the time educating them on the wonders of the Empire while you wait for shipments of goods and materiel from Konstantiniyye.*

In addition to the sheer novelty a Turkish settlement has in the New World, you'll find that the Sultan is far more lenient about your use of his funds and your style of governing than other monarchs may be. This is by far the smallest territory he has to worry about, after all, and as long as you don't go committing any blasphemy or casting off his rule entirely, he's little time to bother with keeping you in line.

Russia

*Your galleon, the **мореплаватель,** finally made landfall about a week ago, carrying some five hundred colonists. The supplies from St. Petersburg aren't going to be here soon, but you think everyone will be okay until then. It's not like they're unused to being without supplies for extended times. You've known a bit of hardship yourself – just getting here in the winter was by **far** the worst ride you've ever had. Still, this place is almost more hospitable than home. You wonder if perhaps that's a bad sign.*

Russian colonists are nothing if not tenacious – the sheer efforts of uprooting themselves, as well as the months at sea, have taken a people already used to suffering and hardened them even further. Your colonists may suffer, but they will thrive far better than other Europeans throughout it all. Also, should they find themselves blessed with plenty, it will last longer than it would ordinarily.

Section 3: Colony Type

Why is this colony being founded in the New World, again?

Religious Refuge – Your colony exists for the purpose of providing a safe haven for members of a specific persecuted sect within your home nation. While the fervor of these underdogs will make them harder workers than before, you should probably remember exactly what your people are praying about at all!

- Catholicism (incompatible with Spain, France, or Portugal) – Any priests in your colony will answer ultimately to the Pope in Rome – and they all know Latin. In addition, the faithful among your colonists will celebrate a greater number of holidays than many others, through masses and vigils alike. Protestant colonies won't like you, but other Catholic colonies will be pleased with you, as will the Spanish, French, and Portuguese crowns. Should you ever be in serious trouble, they might just be willing to help.
- Protestantism (incompatible with England, Prussia, or Holland) – Whether Calvinist, Lutheran, Zwinglist, or even Hussite, your colony and its religious traditions consider themselves Christian, but have broken with the church in Rome. This is, needless to say, met with the ire of Catholic colonies and crowns. Protestant colonies will be more amicable to you, and the English and Prussian crowns might bail you out should something go wrong. Holland would also be willing – it's a republic, though, so there's no crown to beseech.
- Orthodoxy (incompatible with Russia) – When the Great Schism took place in the 1000's, your ancestors sided with Constantinople and its Patriarch over Rome and its Pope, and now your people bear that torch into the New World! Catholics will shun you, though not with any openly burning anger, and Protestants won't know how to approach you, but you have the almost-guaranteed support of Russia and its Tsar in any dispute between yourself and your homeland.

- Something Else Entirely – *Oooh dear.* Whatever ideas you've put into your colonists' heads, they're heresy at best – but that's what comes with being some sort of surviving pagan enclave, practicing some strange Oriental mysticism, or even worshipping something not a single person on this planet had ever heard of before you got here! You will have practically no outside support, but the freedom from even needing to look like your practice a known and approved faith might well be worth it. If nothing else, you also have an easier time allying with the natives, as they'd be confused by Islam and already have a bad history with Christians.

Debtor's Asylum – Some people pay their debts, others work them away, and still others flee from them to new jurisdictions. You've decided to take in the latter third of these, and they'll more than happily work harder towards your goals and do you minor favors. After all, you saved them from a life of indentured servitude by forgiving their debts on arrival, and as long as you don't send them back home, they won't have to worry again! Isn't that grand?

Company Venture – You're here in the New World for one thing and one thing only – *money.* It's yours, yours, yours, as far as the eye can see! You'd help with the digging (for gold for for cash crops), but honestly all this gloating and dancing has left a crick in your spine and you've got finances to balance anyway. Since your colony's been founded as a purely monetary measure to exploit a resource, you're pretty good at it – you'll certainly have much more squirreled away than most others will.

Blatant Conquest – Your new territory is less of a colony and more of a new province – there was a thriving native population with an advanced society here before you. Emphasis on *was* – you're pretty sure most of them have died from smallpox by now. Those that haven't have taught you the basics of their prior infrastructure and law codes. This “preserving the status quo for them” will grant you a reputation for mercy and a slight reprieve from enforcing your homeland's laws, but you do still have to

prove your loyalty – and that means stamping out any pagan remnants along the way. You are also more likely to have some actual soldiers with you from the beginning. Meet the new boss, close enough to the old boss to work with – and the new one is you.

Penal Colony – You sometimes wonder why you've subjected yourself to this task. Your colony isn't so much a new settlement as it is a giant prison. While you've got some soldiers working as guards, you're fairly certain these criminals are being shipped overseas for a reason. That reason being, of course, that they're too dangerous to keep locked up back home. The advantage this grants you is simple – as far as the Crown is concerned, they've forfeited their right to life and liberty already. No king will so much as bat an eyelash if you work these criminal scum like slaves to build statues of yourself for no real reason – if anything, they'll be glad you've kept the monsters out of their hair. You could always rehabilitate them, but what would be the fun in that?

Section 4: Colonial Infrastructure

Anything you pay for here will have the parts shipped to you with the first shipment from your homeland in about five to seven weeks. Anything besides that will have to be built on your own time – and trust me when I say that technology people of this time don't understand will be seen as witchcraft, even if it does make the building faster.

Housing [1 free all, 10 per 100 CP] – Obviously, your colonists need places to live! This home can fit ten colonists comfortably, and even comes with a nice little fireplace to keep warm in the winter!

Palisade [100 CP] – This fence-like wall surrounds your colony and helps keep it safe, but does make it difficult to expand.

Dock [100 CP] – This small dock allows small ships to land at your colony. Galleons and frigates will need larger ports.

Subsistence Farms [1 free all, 5 per 100 CP] – Your colonists also need food. This farm will slowly, but surely, provide for them. Without these, you'll have to hunt or fish.

Market [100 CP, 2 free Company Venture] – This place for the exchange of goods and services is essential to your colony's internal growth and economic development.

Livestock Pen [5 per 100 CP] – As the name suggests, this building will allow your colonists to keep livestock fattened, content, and contained.

Outpost [100 CP] – These raised wooden boxes, for lack of a better word, are planted in the wilds

outside your colony as a sort of early warning system. If the locals decide to attack? You'll know, as someone will run back from the outpost towers with a report.

Trading Post [100 CP] – When you need to establish peaceful contact with a native tribe or a nearby colony, accept no substitutes. These nodes or hubs lie along overland trade routes, allowing you to pull in more wealth, more food, and more resources.

Mill [100 CP] – This is one of those places where you grind grain to make flour to make bread. Obviously, if your colonists want bread, they'll need one of these.

Dock [1 free, 100 CP] – This will obviously allow you to receive and send out ships – small ones at first, but better ones as your colony develops and advances.

Aqueduct [100 CP] – This one isn't in the script, but you'll likely need it. Gotta get your crop water somehow, right? That seawater you just finished crossing will kill your wheat faster than you can say "it's what plants crave!" Get this fresh water instead, just like the Romans used to have! Simple as that, and cleaner than wells for sure.

Church/Mosque/Synagogue/Monastery/Temple [200 CP, 1 free Religious Refuge] – Every colony could use a place of worship, and this one is just right for you. While the name and look of the building is different depending on your religion, the general purpose of it is the same – to provide a place for your colonists to gather and engage in spirituality.

Barracks [200 CP] – Gotta keep the troops fresh, after all. This barracks provides excellent housing for a small number of infantry, and can also have small cannons installed within if you *really* need them.

Russians are, for some reason, a bit better at that.

For 100 CP more, you can attach a set of cavalry stables to this barracks.

Artillery Foundry [200 CP] – This beginning of real industry in your colony is the backbone of your ships' and armies' armories – the birthplace of cannons is a powerful thing, after all!

Auction House [200 CP] – This one's not in the script, and are you really sure you want this? You know those are *people* they're bidding on in there, right? Just saying.

Prison [200 CP, 1 free Penal Colony] – This guarded gaol is perfect for storing criminal scum! Includes various work camps for them to put their filthy hands to good use in.

Native Village [200 CP, 1 free Blatant Conquest] – This ensures that there will be a well-off native settlement near you. They will be generally friendly, but don't expect any help if you anger them. If you raid them? Expect retaliation from every nearby tribe.

Arsenal [300 CP] – This munitions storage allows for the re-arming and upgrading of any military units you train, as well as aiding in the development of new weapons technology.

Plantation [300 CP] – These cash-crop farms will provide an immense source of wealth for your colony – their power should not be taken lightly. Comes in sugar, tobacco, and cotton varieties.

Fort [300 CP] – This well-defended compound not only allows for the maintenance of extra militia and regular forces, but also has several cannons of its own for use against incoming enemy troops! If you absolutely, positively, *have* to keep your colony safe, accept no substitutes.

Factory [400 CP] – This represents the beginnings of industry in the Old World and the New. Powered first by water wheel, then by steam engine, this building is far ahead of its time in a number of ways. Obviously, having this in 1600 is going to raise some eyebrows, but it'll be more believable if you cite a local genius as the man (or even woman, though most will laugh) behind the idea.

Capitol [500 CP] – This building marks your colony as a place of intense importance. Have you ever wanted to blockade that colony over there, or send spies out to do your dirty work? Have you ever wanted to hold sway over all of your Crown's colonies in the region? This, my friend, is your badge of office. Abuse it and it'll be razed to the ground. Use the privileges it represents wisely, and your journey here might be the easiest thing you've ever done.

Section 5: Special Events

These lucky happenstances will surely aid in the development of your colony! Of course, it's going to cost you – relying on good luck alone is not a good plan.

A Good Year [100 CP] – One of the thirty years your Colony persists will see you come into possesion of some very fine wine. In fact, you'll somehow manage to inherit the entire cellar it's stored in! A wine cellar containing this delicious vintage will appear in your Warehouse after your time here is up.

First Thanksgiving [100 CP] – During your first winter, your Colony will be approached by some friendly natives seeking to share in the bounty of their harvest! It might not actually save your lives, but the feast will most definitely be enjoyable, and allow you to build a rapport. It'll also grant you a small field somewhere in your Warehouse with a population of wild turkeys once you leave here. Try not to eat them all before they reproduce, and remember – only the turkeys can stay in there. Don't try stuffing any kidnapped characters or even other livestock in. Won't end well. Those turkeys have dinosaur blood in their past, ya know?

A Poor Man [200 CP] – Sometime, perhaps 10 years or so through your tenure as Governor, a man will come about and begin printing a farmer's almanac. This will, no doubt, help immensely with the continued survival of your colony's agriculture, as now people will have a better idea of what to do. This man will not become a Companion, nor is it likely that you will meet him – you're very busy.

That Went Better Than Expected [200 CP] – While your colony will come under a major attack by pirates five years in, these pirates will prove to be rather incompetent assailants. They also won't have yet offloaded any of their loot – and that will make it yours for the taking. Oddly, you'll find mostly medical supplies, food, and weapons, but there *is* a bit of gold in here for your trouble.

Voluntary Assimilation [300 CP] – Your colony will find itself, of all things, *willingly* joined by a relatively powerful nearby native tribe some ten years in. Not only do they know the land well, but the ravages of smallpox have mostly run their course – resulting in hardier individuals. They even have guns of their own, indicating contact with a previous failed colony. You've gotta wonder what's going on there.

Section 6: Drawbacks

You can earn, at most, +600 CP here from the Drawbacks you pick – but if you want to torture yourself further, be my guest.

Suckers [+100 CP] – No wonder the natives turned over this land so easily. It's not even that good! Much of it is swampland and there's mosquitoes everywhere. This will be annoying on several levels.

Winter [+100 CP] – This coming winter will see the deaths of most of your 500 colonists, as a guarantee. Perhaps only some 70 or less will remain by spring the next year.

Reality Ensues [+100 CP] – Generally, things are going to be much more depressing. War is an expensive and often inconclusive slog, people are suspicious and paranoid in this strange new land, women are rarely taken seriously - even in positions of authority – unless those seeking them out see them as “convenient,” and the Crown will often make decisions about your colony entirely without your consent. Note that not even all of *that* is realistic – it's all just “realistic” enough to make your stay miserable.

Not Again [+200 CP] – Yes, again. With this, all of your problems become *recurring* problems. Bread riots during a lean winter? Expect to see them every winter from then on. Natives attack over a hunting incident? They'll be back, and you should hope for less often than a monthly raid from them. Livestock break loose and wreak havoc? You're going to need stronger pens.

Always Your Fault [+200 CP] – No matter what may come from the natives, from the Crown, or even from enemy powers, your colonists can and will always blame you. Even legal document hunts will reveal drunken promises you don't remember, or bribes paid with money you don't remember having.

Dig too deep into your unawares double-life and you'll be in a pit you can't crawl out of. Try not to think too hard about whether or not the documents are altered or fabricated, lest you recognize your own handiwork.

The Disney Version [+200 CP] – So of course you and your colonists get singled out as "evil." And for what? Trying to tame an untamed land, make something worthwhile out of these resources? You'll show them. You'll show them all. Once all the wealth and lucre of this realm is yours, you'll be knighted – no, lorded! You'll have power and respect beyond your wildest dreams! And no plucky blonde hero or sympathetic savage princess will stop you.

RTS Time [+300 CP] – So, Age of Empires *is* an RTS, but it seems like every colonial leader ***but*** you can "pause," so to speak, leaving you slightly nauseous once time resumes. While you research new developments normally, they call upon some contrived, arbitrary "tech tree" that instantly upgrades their troops, buildings, and whatever else after some short, deliberate time-delay. While you actually have to command your militia in battle, or assign commanders, their troops fight as if guided by some sort of artificial intelligence. This is going to be a slog for sure.

Treasure Hunt [+300 CP] – There are many ancient relics hidden here in the New World, either by secret societies or ancient explorers. And you'll have to find them all. From the Armor of Arkantos to Queen Zima's Blanket and the Boots of El Pollo Guapo, you'll have to fight war after war to search crumbling stone ruins, deep rivers, and shiny museums for these things. Did I mention that by the time you've gathered 75% of them, the other 25% will have been moved to somewhere in Europe? And if anyone but *you* and *you specifically* has them by the end of your tenure, you will fail? Oh, right! None of these treasures bequeath any special benefit to you or your troops, either.

CROATOAN [+300 CP] – At first, things will seem fine in your colony. Unfortunately for you, strange things will begin to happen. Husbands or wives disappearing in the night with no traces of a struggle. Children carving strange messages into trees. All will be... peaceful, in a way, but everyone will be on edge. If you can discern the reason behind the disappearances and stem the tide, you can save your colony – if you can't, you'll be defeated and disgraced, remembered only as the Governor of Nobody.

Give Me Liberty Or Give Me Death [+600 CP] – You've done it now. Whether you broke some major law, personally insulted the Crown, or just didn't bother to keep some proto-terrorist group in check, you are now seen as being in open revolt against the Crown! Entire armies are preparing to land on your shores – and they'll have backup. For the first ten years, the war will be only between you and the Crown – but after that, every two years will see a new ally join them against you, whether that be a native tribe or another European nation. As for that "witchcraft" you might have had before? You seem to be having a lot of trouble using it. It's nothing but your wits and your Body Mod body on your side, now. Are you a skilled enough commander and governor to last for three decades against the whole world with little more than a militia, or will you perish on the battlefield?

Clarification: your loss condition has changed. Should your Colony lose all of its territory to a foreign power both *de facto* and *de jure*, you will fail the Jump. If you die, you will fail the Jump. Should you find yourself with less than 100 militiamen to fight for you, you will fail the Jump.

Regardless of your choices here, you may take on the Black Family scenario (any one of the three parts: Blood, Ice, and Steel, or any combination of all three) at any time during this Jump – and time spent there will not count towards your thirty years here. You then have another choice to make:

Stay Here – Perhaps you've grown used to your new position? Well, that's just fine! Not only do you keep all of your cool stuff, but that little clause against witchcraft in your Charter will be taken care of.

Go Home – This just isn't for you. Maybe when you get back home and pick up where you left off, your new lucre and acquisitions will help you out!

Move On – So, more worlds to go to? That's fine. Don't expect the colony itself to come with you, but do expect to come away better for the experience. And possibly with a lot more muskets.

Notes

*The land, colonists, and most buildings do not go with you if you Move On. However, the following do go with you -

- Purchasing a Factory causes a small room in your Warehouse to produce one hundred pounds of wheat, one hundred logs of oak wood, or one hundred USD's equivalent in your nation's currency once per month.
- Purchasing an Artillery Foundry causes a room in your Warehouse to produce one falconet every five years, or one heavy cannon per ten years.
- Purchasing an Arsenal causes a small room in your Warehouse to fill with an assortment of matchlock muskets, twenty in all, once a year.
- Purchasing a Plantation places a small garden in your Warehouse, which can be used to grow the cash crop you selected upon purchase.
- Purchasing a Capitol will result in a very fancy desk appearing inside any home of your choice that you own. It'll have a little scale model of your colony on it and a drawer containing copies of the laws of your colony circa 1630, including its Charter.