

Roles

(Choose 7 to bring to your settlement)

Governor- Leader of the Settlement (Every group must have one Governor)

Soldier- Protects Settlement

Carpenter- Makes/Repairs Buildings and Other Wooden Structures.

Blacksmith- Makes/Repairs Metal Objects (Muskets, tools, horseshoes, etc.)

Doctor- Cures Sick/Injured People

Missionary- Speaks indigenous languages.

Farmer- Tends Crops/Livestock

Labourer- Skilled at all kinds of manual work.

Tradesman- Can trade items with local tribes or with other settlements.

Sailor- Can fish/explore/trade

Roles

(Choose 7 to bring to your settlement)

Governor- Leader of the Settlement (Every group must have one Governor)

Soldier- Protects Settlement

Carpenter- Makes/Repairs Buildings and Other Wooden Structures.

Blacksmith- Makes/Repairs Metal Objects (Muskets, tools, horseshoes, etc.)

Doctor- Cures Sick/Injured People

Missionary- Speaks indigenous languages.

Farmer- Tends Crops/Livestock

Labourer- Skilled at all kinds of manual work.

Tradesman- Can trade items with local tribes or with other settlements.

Sailor- Can fish/explore/trade

Roles

(Choose 7 to bring to your settlement)

Governor- Leader of the Settlement (Every group must have one Governor)

Soldier- Protects Settlement

Carpenter- Makes/Repairs Buildings and Other Wooden Structures.

Blacksmith- Makes/Repairs Metal Objects (Muskets, tools, horseshoes, etc.)

Doctor- Cures Sick/Injured People

Missionary- Speaks indigenous languages.

Farmer- Tends Crops/Livestock

Labourer- Skilled at all kinds of manual work.

Tradesman- Can trade items with local tribes or with other settlements.

Sailor- Can fish/explore/trade

Cargo

(Choose 5 to bring to your settlement)

Horses- For farming/exploring.

Muskets/Cannons- For defence/hunting

Lumber- Wood used for building.

Tools- Used by blacksmith/farmer/carpenter.

Seeds/Livestock- To establish farms

Cloth- Make clothing/sails

Iron- Used to make/repair metal items

Medicine- To heal the sick

Cargo

(Choose 5 to bring to your settlement)

Horses- For farming/exploring.

Muskets/Cannons- For defence/hunting

Lumber- Wood used for building.

Tools- Used by blacksmith/farmer/carpenter.

Seeds/Livestock- To establish farms

Cloth- Make clothing/sails

Iron- Used to make/repair metal items

Medicine- To heal the sick

Cargo

(Choose 5 to bring to your settlement)

Horses- For farming/exploring.

Muskets/Cannons- For defence/hunting

Lumber- Wood used for building.

Tools- Used by blacksmith/farmer/carpenter.

Seeds/Livestock- To establish farms

Cloth- Make clothing/sails

Iron- Used to make/repair metal items

Medicine- To heal the sick

Buildings

(Choose 5 to build in your settlement)

Farm- Provides food for settlement

Dock- Protects boats, helps establish trade with other settlements on the coast

Walls- Provides protection from possible enemies

Barracks- Houses Soldiers/Stores weapons and gunpowder

Blacksmith Forge- Makes Blacksmiths more effective

Granary- Building to store grain and other food

Carpenter Shop- Makes Carpenters more effective

Stables- Houses and protects Horses

Apothecary- Place for Doctor to work and Create/Store Medicine

Buildings

(Choose 5 to build in your settlement)

Farm- Provides food for settlement

Dock- Protects boats, helps establish trade with other settlements on the coast

Walls- Provides protection from possible enemies

Barracks- Houses Soldiers/Stores weapons and gunpowder

Blacksmith Forge- Makes Blacksmiths more effective

Granary- Building to store grain and other food

Carpenter Shop- Makes Carpenters more effective

Stables- Houses and protects Horses

Apothecary- Place for Doctor to work and Create/Store Medicine

Buildings

(Choose 5 to build in your settlement)

Farm- Provides food for settlement

Dock- Protects boats, helps establish trade with other settlements on the coast

Walls- Provides protection from possible enemies

Barracks- Houses Soldiers/Stores weapons and gunpowder

Blacksmith Forge- Makes Blacksmiths more effective

Granary- Building to store grain and other food

Carpenter Shop- Makes Carpenters more effective

Stables- Houses and protects Horses

Apothecary- Place for Doctor to work and Create/Store Medicine