

Lewis & Clark

THE EXPEDITION

Promopack



plato Benjamin Bord

Once activated, pay one fewer equipment while recruiting.



G1 Cédrick Chaboussit

When playing Cédrick Chaboussit, you can change any space in front of your Scout into a Mountain space if it is a River space, or into a River space if it is a Mountain. Use the Additional Route tokens to do so.



G2 Uwe Rosenberg

When playing Uwe Rosenberg, place one primary resource from your boats on it. At the end of your next Camp phase, after your Camp token has joined your Scout, take this resource back on your boats with one extra resource of the same type from the stock.

This action can be performed several times with various resources, e.g., if I activate this action three times, then place 1 fur and 2 wood on the card, after my next Camp phase I get 1 extra fur and 2 extra wood from the stock.



G3 Bauza & Cathala

When playing Bauza & Cathala, the active player takes randomly from the stock two primary resources per player. He can keep up to two resources for himself, placing them on his boats, then he gives the remaining resources to the player of his choice. This player takes up to two resources for himself, then gives the remaining resources to a player of his choice who has not yet received resources from this card. This process continues until all players have had a chance to take resources, at which time any remaining resources are returned to the stock.



G4 Martin Wallace

When playing Martin Wallace, you can move your Scout two spaces backwards on the route, then take one Canoe or one Horse from the stock. You cannot move your Scout further than St. Louis.



hc1 Mr Hunter

This Character has no effect when you activate him. If Mr. Hunter is faceup in your Playing Area when another player ends a turn in which they took any number of Primary Resource Collection Actions, take up to 1 resource (of the type they collected) per Strength you used to Activate Mr. Hunter. Do this for each different type of Primary Resource they collected.



hc2 Mrs Hunter

This Character has no effect when you activate her. If Mrs. Hunter is faceup in your Playing Area when another player takes a Powwow Action, take (before your opponent) up to 1 Indian per Strength you used to Activate Mrs. Hunter from the Powwow Area. If your opponent performs multiple Powwow Actions in one turn, Mrs. Hunter only applies to the first.



hc3 Mr Cron

This Character has no effect when you activate him. If Mr. Cron is faceup in your Playing Area when another player ends a turn in which they recruited any number of new Characters, take 1 Fur or 1 Equipment for each Strength you used to Activate Mr. Cron.



hc4 Mrs Cron

This Character has no effect when you activate her. If Mrs. Cron is faceup in your Playing Area when another player sets up Camp, discard 1 time token per Strength you used to Activate Mrs. Cron.



hc4 Mrs Cron | FIRST EDITION

This Character has no effect when you activate her. If Mrs. Cron is faceup in your Playing Area when another player sets up Camp, place 1 of any resource (from the stock) on Mrs. Cron per strength you used to Activate her. When you set up camp, discard all resources on Mrs. Cron back to the stock. Your camp cost is reduced by 1 for each resource discarded in this way, but can never be reduced below zero.



hc5 Mr Alex

This Character has no effect when you activate him. If Mr. Alex is faceup in your Playing Area when another player ends a turn in which they took any number of Actions that moved their Scout forward in the Mountains, take up to 1 horse per Strength you used to Activate Mr. Alex.



hc6 Mr Peat

This Character has no effect when you activate him. If Mr. Peat is faceup in your Playing Area when another player ends a turn in which they took any number of Actions that moved their Scout forward in the River, take up to 1 food per Strength you used to Activate Mr. Peat.