

## Your Faction: Anti-Mission

The ANTI-MISSION members of the Jesuit Council are exactly as they sound. The goal of the faction is to gather enough support (and votes) to block sending a mission further into New France than has been attempted before.

Your job is to persuade the Indeterminate members of the Jesuit Council to see your side and to vote with you.

### General Objective

The goal of this game is to use the movie *Black Robe* as a “primary” source. Imagine it as a record of an actual mission that has made it back to the Jesuit Council.

The Jesuit Council is now set to decide on whether or not there will be another mission sent to New France, based upon the information contained in the narrative account (*Black Robe*) and other knowledge which is contained on your character sheet.

You are a member of the Jesuit Council. As an Anti-Mission member, you do not want to send more good Godly men into danger in the uncharted territories of New France.

You and your fellow Anti-Mission Jesuits believe that the benefits of converting the Native Americans DO NOT outweigh the substantial risks, either financial or loss of men.

**Convince the Jesuit Council to NOT send a new mission further into New France.**

# AGAINST THE MISSION

Character Name: Jose de Sandoval



### Your Character:

Jose was born in 1590 to a large Spanish family. His parents had 15 children, nine boys and six girls. He was used to living with brothers and when he grew old enough it was a natural choice for him to enter into a religious order. He went on several missions to New Spain and managed to start several successful schools there.

### Secret Objective:

As a Spanish Jesuit, you don't want to send a new mission even further into New France, as it will give the French even more power. Instead, you'd much rather see a new mission sent to a small Spanish colonial town in New Spain.

**Convince the Jesuit Council to vote in the affirmative to send a mission to New Spain, instead of New France.**