Canoe Type	Uses - Conquest of Paradise – Canoe types	Limitations
Explorer	Explore Unknown hexes; possibly gain Kumara (in the advanced rules).	Only used for Exploring – remove from hexes in other phases.
Transport Canoe	If face up, count in Transport Canoe Chain. May carry a warrior band or a colony. (Colonies are needed to build the first village on a new Island Group.)	May not enter an Unknown space. Unless accompanying a War Canoe, may not enter a hex with enemy units or an enemy controlled Island Group. Does not help in battle, nor can a warrior band it is carrying help in battle.
War Canoe	Counts as a unit in battle. May also carry a warrior band, which would count as an additional unit in battle. Can be sacrificed to save a village when an Island Group is defeated.	May not carry Colonies or extend Transport Canoe Chain. May not enter Unknown spaces.

Canoe Type	Uses - Conquest of Paradise – Canoe types	Limitations
Explorer	Explore Unknown hexes; possibly gain Kumara (in the advanced rules).	Only used for Exploring – remove from hexes in other phases.
Transport Canoe	If face up, count in Transport Canoe Chain. May carry a warrior band or a colony. (Colonies are needed to build the first village on a new Island Group.)	May not enter an Unknown space. Unless accompanying a War Canoe, may not enter a hex with enemy units or an enemy controlled Island Group. Does not help in battle, nor can a warrior band it is carrying help in battle.
War Canoe	Counts as a unit in battle. May also carry a warrior band, which would count as an additional unit in battle. Can be sacrificed to save a village when an Island Group is defeated.	May not carry Colonies or extend Transport Canoe Chain. May not enter Unknown spaces.

Canoe Type	Uses - Conquest of Paradise – Canoe types	Limitations
Explorer	Explore Unknown hexes; possibly gain Kumara (in the advanced rules).	Only used for Exploring – remove from hexes in other phases.
Transport Canoe	If face up, count in Transport Canoe Chain. May carry a warrior band or a colony. (Colonies are needed to build the first village on a new Island Group.)	May not enter an Unknown space. Unless accompanying a War Canoe, may not enter a hex with enemy units or an enemy controlled Island Group. Does not help in battle, nor can a warrior band it is carrying help in battle.
War Canoe	Counts as a unit in battle. May also carry a warrior band, which would count as an additional unit in battle. Can be sacrificed to save a village when an Island Group is defeated.	May not carry Colonies or extend Transport Canoe Chain. May not enter Unknown spaces.