

Enemy Operations1.1E0

1- Special Enemy Instruction :

Peace :

if 1d6 < # APs in Raided Cubes then -1 AP ⇒ Build ;

else end Peace :

APs in Raided Cubes ⇒ Enemy APs Available

Peace ⇒ topmost Inactive empty instruction slot

Defend :

if #Raided Cubes > 0 and > Enemy APs then

add APs from Out of Play to = #Raided Cubes ;

else end Defend :

APs in Raided Cubes ⇒ Enemy APs Available

Recovery ⇒ draw bag and Raided ⇒ Recovery

Peace ⇒ topmost Inactive empty instruction slot

2- Collect Enemy APs :

min 1 : card APs + # Subjugation of NM - #Raided Cubes

3- Flip Random Instructions

2d6 : if double swap filled row else flip Active unless stripped

4- Execute Enemy Instructions

5- Reset Instructions

slide Active instructions up, Inactive instructions down-left-up

Enemy Instructions I1.0E2

Build :

if all Territories have Outposts ⇒ Subvert ;

place 1 Outpost in #1 Area of lowest # Territory without one

any Corn counter in that Area ⇒ draw cup

Build + Subvert :

conduct Build then Subvert instruction

Colonize :

if 0 cubes in the Raided Cubes ⇒ Expand ;

if 0 Outpost on map ⇒ Build ;

move max #AP cubes from Raided Cubes ⇒ Recovery

Comanche :

if < 3 cubes in Subjugation of NM ⇒ Subjugate ;

Tribal Raid with #Families in-play Tribal Raid counters

Defend NM :

if 1 Inactive Defend or Peace instruction ⇒ flip and resolve ;

spend all APs (min 1), Defend ⇒ Raided Cubes

Expand :

if 0 Outpost on map ⇒ Build ;

move each Outpost deeper in its Territory (remove Corn)

-1 Culture / Outpost that moves, -2 if already in Area #6

Diné Actions1.0D0

#Families : #Elder + max(1, #Family in Canyon de Chelly)

#MPs = 6 - empty slot in the Family

Find Water Hole	9 - #Area(*)	-1 Drought
Move to Adjacent Area	#dest Area(*) +1 if Outpost ≥ dest +1 if Fort	+1d6 from Fort and 0 MP spent
Move to/from Canyon de Chelly	all MPs exclusive	not from Fort
Plant Corn	4 + #Area	
Harvest Corn	4 + #Area	if 1d6 > (Drought + Rancho)
Trade at Fort	all remaining MPs any Trade Goods	-1 Culture Ferocity = 0
Tribal Council	all MPs exclusive	if 1d6 ≥ #Area +1 AP
Raid NM	Σ #Area(*) to enter or all MPs exclusive	not from Fort
Raid Outpost/Fort	#Area(*)	from same Area or ≤ Outpost

to Raid : Military > 0 and Family has a Man, ends Peace !

a Corn without a Family is removed

disband a Family(> 0) that ends its activation with a Fort

Passage of Time I1.0D2

Adjust Population :

may convert counters in Population or Passage of Time :

age counters : Child ⇒ Adult ⇒ Elder

converted counters ⇒ Passage of Time

any Family without adults is removed from play

may move counters from Passage of Time into in-play Families or Elder Display

if Culture > 0 :

may create Family(0) in Canyon de Chelly

-1 Culture / empty slot in each in-play Family

+1 Culture / newly-placed Elder

discard remaining Population counters in Passage of Time

Return and Breed Animals

animals in the Family and Passage of Time ⇒ Resources

each animal type in the Resouces ⇒ +1 matching animal

Harvest Corn (⇒ Resources) :

may if in the same Area as a Family

must designate all counters to be collected before doing it

Victory Check1.0E1

each Military or Culture point that can't be reduced is converted into a loss of 2 points of the other type

Diné VP = Σ VPs Territory with Family

if Diné VP > VP Card then +1 Military

else lose the difference in Military

Military = Enemy Morale then Enemy Morale = 0

if Military = 0 and Culture = 0 ⇒ Major Defeat

+1 Military / Man in a Territory without Fort

do not increase above 7, Enemy Morale follows up

+1 Enemy Morale / Outpost

+1 Culture / Woman in a Territory without Fort then limit ≤ 9

-1 Culture / Fort

unless #45 or #50 may spend 1 Culture to buy a Development

APs = 0, cubes in Raided and Recovery ⇒ draw bag

remove ½ round up of the Population in the Passage of Time

Enemy Instructions II1.1E3

Peace :

if 1 Inactive Defend or Peace instruction ⇒ flip and resolve ;

Raided & Recovery cubes ⇒ draw bag

spent APs ⇒ Raided Cubes, set available Aps to 0

set Families Ferocity and Aps to 0, Peace ⇒ Raided Cubes

Raid! :

Enemy Raid with #spent APs Enemy Raid! counters

Slaves :

1D6 Territory : remove 1 Child ⇒ Woman from it

if none remove 1 Child ⇒ Woman from the Passage of Time

Subjugate :

first : draw 1 cube / spent AP

then red cubes ⇒ Subjugation of NM, others ⇒ Recovery

if 3 cubes in Subjugation of NM ⇒ Subjugation of NM

Subvert :

if < 3 cubes in Subjugation of NM ⇒ Subjugate ;

if 3 cubes in Subjugation of NM but 0 Outpost ⇒ Build ;

-1 Culture / spent AP, no more than #Outposts

Utes : same as Comanche

Planning1.0D1

add 1 card matching Population ⇒ Passage of Time

+1 AP / Elder then slide each Elder to the right

may perform 1 special action / Elder success : 1D6 ≤ Elder Rating :

+1 AP

if Culture > Military ⇒ Culture - 1, Military + 1

if Culture < Military ⇒ Culture + 1, Military - 1

adjust 1 Family's Ferocity ± 1 (once per Family) :

Ferocity = 0 if the Family has 0 Man

if Ferocity + 1 and Military < 5 ⇒ Military + 1

if Ferocity - 1 and Culture < 5 ⇒ Culture + 1

if Culture > 0 : may spend 1 AP ⇒ 1 Trade Goods / Woman

may spend 1 AP / Family with a Man to :

target an Active Comanche or Utes instruction and

if Military > 0 Tribal Warfare ⇒ Battle

on FV or MVF ⇒ swap with 1d6 Standby instruction

or Tribal Diplomacy : 1D6 + Trade Goods + Evade

on pure 6 or 6+ ⇒ swap with 1d6 Standby instruction

pure 1 is always a failure

Reset Cubes : Recovery ⇒ draw bag and Raided ⇒ Recovery

Passage of Time II1.0D3

Feed Population : (must)

1 Territory with 1+ Family : (3 - Drought - Rancho) counters

1 Sheep : 4 counters

1 Corn : x counters

unfed counters ⇒ Out of Play

Feed Animals:

1 Territory with Family feeds : 1 Horse and 1 Sheep

unfed counters ⇒ Out of Play

Elder Death Check :

each Elder dies on 1d6 ≤ Elder Rating

Land Recovery :

remove 1 Drought in 1d6 Territory

if none, from adjacent Territory with lowest # as possible

Return Corn

Corn counters in the Reserve ⇒ draw cup

Card #41 (Pueblo Revolt)

-1 Morale if #41 is removed and Subjugation of NM < 3

Reset Cubes :

Recovery ⇒ draw bag and Raided ⇒ Recovery

Intruder Counter

1.0 M0

Resolve if on the same *Area* as a *Family*

Unless stated differently : *Intruder Counter* ⇒ *draw cup*

- **Ambush** (2) :
 - -1 *Population* counter ⇒ *Passage of Time*
 - -1 *Culture* / empty slot in the *Family*
- **False Rumor** (2)
- **Firearms** (4) : ⇒ *Resources* (*Out of Play* when used)
- **Fortune** (2) : ⇒ *Resources*
 - spend to redraw a cube **or** reroll all dice
- **Intruders Moved** (2) :
 - place a new *Intruder Counter* on 1d6 *Territory*, 1d6 *Area*
- **Misson** (2) :
 - place the *Mission* in #1 *Area* of the *Territory*
 - if there is already a *Mission* ⇒ **Expand**
- **Skin Walker** (2) :
 - if *APs* = 0 : +1 *AP* / *Elder*
 - **or** *APs* = 0
- **Trade** (2) : ⇒ *Resources* (*draw cup* when used)
- **Wandering Natives** (2) : ⇒ *Out of Play*
 - +1 *Population* ⇒ *Passage of Time*

Battle

1.0 B0

Diné = 1d6 + *Ferocity* (x2 if *Ambush* **max** #*Area*)

+1 *Horse* +2 *Firearms* +1 *Manuelito*

others = 1d6 + (*Ferocity Enemy* **or** 4 *Ute* **or** 5 *Comanche*)

diff	Area #1-2	Area #3-4	Area #5-6	Diné Raid or Tribal Warfare
4+	FV	MFV	MFV	MFV
3	FE	FV	MFV	FV
2	FE	FV	FV	FV
1	RGD	FE	FV	RGD
0	RGD	RGD	RGD	RGD
-1	EV	TTD	TTD	TTD
-2	EV	EV	EV	EV
-3	EV	EV	MEV	EV
-4 or less	MEV	MEV	MEV	MEV

	D Fer	E M/F	T Mil	Raid	Man Horse	
MFV	+1	-1 / +2	+1	Escape		Spoils
FV	+1	-1 / +1	+1	Escape		
FE	Family ⇒ first higher <i>Area</i> without <i>Raid</i> or Escape					
RGD	= 0			Escape	PoT	
TTD	= 0			Escape	OoP	
EV	= 0	+1 / -1	-1	Caught	OoP	
MEV	= 0	+1 / -2	-1	Caught	OoP	1 <i>Pop</i> ⇒ PoT

Raid Resolution

1.1 B2

	New Mexico	Outpost / Fort
■	cube ⇒ <i>Subjugation of NM</i> then draw	
	cube ⇒ <i>draw bag</i>	
■	+1 <i>Enemy Morale</i> or +1 <i>Enemy Ferocity</i> ⇒ Battle	⇒ and Raid Ends if Outpost Manuelito
■	+1 <i>Enemy Morale</i> or +2 <i>Enemy Ferocity</i> ⇒ Battle	
	cube ⇒ <i>Raided Cubes</i>	
+	+1 <i>Family Ferocity</i> and :	draw if not destroyed
■	+1 <i>Child</i> in <i>Passage of Time</i>	1 hit
■	+1 <i>Horse</i> in <i>Resources</i>	
□	+1 <i>Sheep</i> in <i>Resources</i>	
■	+1 <i>Sheep</i> or <i>Horse</i> in <i>Re-sources</i>	2 hits

- **Manuelito's** : may redraw 1 cube, **once** per *Activation*
- destroy *Outpost / Fort* : **2 hits** in #1 *Area* or **1 hit**
 - +1 *Family Ferocity* **and** +1 *Culture*
 - retreat counter or remove it if already in #1 *Area*
- destroy *Fort* **Defiance 3 hits** *Fort Fauntleroy 5 hits*
 - +1 *Family Ferocity*
 - **remove** *Fort*, -2 *Enemy Morale* **and** +2 *Enemy Ferocity*

Trade Goods

1.0 M1

2 Trade Goods	+1 <i>AP</i>
	cancel 1 <i>Instruction</i> flip (<i>Enemy</i> OP 3)
3 Trade Goods	1 <i>Animal</i> : <i>Out of Play</i> ⇒ <i>Resources</i>
	reroll all dice
	redraw 1 cube
	cancel <i>Minor Event</i> or <i>Enemy Way</i> effect
3 <i>Animals</i>	collect 1 <i>Trade Goods</i> (<i>Planning</i> 1 / <i>Woman</i>)
6 <i>Corn</i> points	
1 <i>AP</i> (<i>Planning</i>)	

Good Medicine

#41 #42 #46 #47 #51 #52	+1 <i>Enemy Morale</i> -1 ■ ⇒ <i>Subjugation of NM</i>
#43 #48 #53	+1 <i>Enemy Morale</i> -2 ■ ⇒ <i>Subjugation of NM</i>
#44 #49 #54	+1 <i>Enemy Morale</i> -3 ■ ⇒ <i>Subjugation of NM</i>
#45 #50 #55	Not possible !

■ priority : *draw bag* ⇒ *Recovery* ⇒ *Raided Cubes*

Battle Spoil

1.0 B1

Select the line above if not available

1	1 <i>Man</i> ⇒ <i>Passage of Time</i>
2-3	1 <i>Trade Goods</i> ⇒ <i>Resources</i>
4-5	1 <i>Horse</i> ⇒ <i>Passage of Time</i>
6	1 <i>Firearms</i> ⇒ <i>Resources</i>

Subjugation on New Mexico

- if there is 3 ■ in *Subjugation of NM*
 - **if** in-play **remove** #41 *Pueblo Revolt* from game
 - +1 *Enemy Morale*
 - flip *Spanish* Instructions A, B, F on their *Raid* side
 - *Reset Cubes* : *Recovery* ⇒ *draw bag* and *Raided* ⇒ *Recovery*

Cubes

■	<i>Horses and Sheeps</i>	■	<i>Stability of New Mexico</i>
■	<i>Horses</i>	■	<i>Spanish and Mexican sordiers</i>
□	<i>Sheeps</i>	■	<i>American soldiers</i>
■	<i>Slaves</i>	■	<i>Slaves</i>

TODO

1.0 XY

- **Begin** :
 - Start
 - Cubes : ■ ■ ■ ■ ■ ■ ■
- **TODO** :
 - Ceremony Dice
 - Sequence of Play
 - Scenarios
 - Ferocity Adjustment
 - Culture & Military Adjustment

updated since previous upload to BGG


Enemy Instructions II

1.1 E3

- **Peace :**
 - **if** 1 *Inactive* **Defend** or **Peace** instruction \Rightarrow flip and resolve ;
 - *Raided & Recovery* cubes \Rightarrow *draw bag*
 - spent *APs* \Rightarrow *Raided Cubes*, set available *Aps* to 0
 - set *Families Ferocity* and *Aps* to 0, **Peace** \Rightarrow *Raided Cubes*
- **Raid! :**
 - **Enemy Raid** with #spent *APs* *Enemy Raid!* counters
- **Slaves :**
 - 1D6 *Territory* : remove 1 *Child* \Rightarrow *Woman* from it
 - **if** none remove 1 *Child* \Rightarrow *Woman* from the *Passage of Time*
- **Subjugate :**
 - **first** : draw 1 cube / spent *AP*
 - **then** red cubes \Rightarrow *Subjugation of NM*, others \Rightarrow *Recovery*
 - **if** 3 cubes in *Subjugation of NM* \Rightarrow **Subjugation of NM**
- **Subvert :**
 - **if** < 3 cubes in *Subjugation of NM* \Rightarrow **Subjugate** ;
 - **if** 3 cubes in *Subjugation of NM* but 0 *Outpost* \Rightarrow **Build** ;
 - -1 *Culture* / spent *AP*, no more than #*Outposts*
- **Utes** : same as **Comanche**








Enemy Operations

1.1 E0

- 1- **Special Enemy Instruction :**
- **Peace :**
 - **if** 1d6 < # *APs* in *Raided Cubes* **then** -1 *AP* \Rightarrow **Build** ;
 - **else end Peace :**
 - *APs* in *Raided Cubes* \Rightarrow *Enemy APs Available*
 - *Peace* \Rightarrow topmost *Inactive* empty instruction slot
 - **Defend :**
 - **if** #*Raided Cubes* > 0 **and** > *Enemy APs* **then**
 - **add** *APs* from *Out of Play* to = #*Raided Cubes* ;
 - **else end Defend :**
 - *APs* in *Raided Cubes* \Rightarrow *Enemy APs Available*
 - *Recovery* \Rightarrow *draw bag* and *Raided* \Rightarrow *Recovery*
 - *Peace* \Rightarrow topmost *Inactive* empty instruction slot
- 2- **Collect Enemy APs :**
- **min** 1 : card *APs* + #  *Subjugation of NM* - #*Raided Cubes*
- 3- **Flip Random Instructions**
- 2d6 : **if** double swap filled row **else** flip *Active* **unless** stripped
- 4- **Execute Enemy Instructions**
- 5- **Reset Instructions**
- slide *Active* instructions up, *Inactive* instructions down-left-up

Raid Resolution

1.1 B2

	New Mexico	Outpost / Fort
	cube \Rightarrow <i>Subjugation of NM</i> then draw	
	cube \Rightarrow <i>draw bag</i>	
	+1 <i>Enemy Morale</i> or +1 <i>Enemy Ferocity</i> \Rightarrow Battle	\Rightarrow and Raid Ends if <i>Outpost Manuelito</i>
	+1 <i>Enemy Morale</i> or +2 <i>Enemy Ferocity</i> \Rightarrow Battle	
	cube \Rightarrow <i>Raided Cubes</i>	
+	+1 <i>Family Ferocity</i> and :	draw if not destroyed
	+1 <i>Child</i> in <i>Passage of Time</i>	1 hit
	+1 <i>Horse</i> in <i>Resources</i>	
	+1 <i>Sheep</i> in <i>Resources</i>	
	+1 <i>Sheep</i> or <i>Horse</i> in <i>Re-sources</i>	2 hits

- **Manuelito's** : may redraw 1 cube, **once** per *Activation*
- destroy *Outpost / Fort* : **2 hits** in #1 *Area* or **1 hit**
 - +1 *Family Ferocity* **and** +1 *Culture*
 - retreat counter or remove it if already in #1 *Area*
- destroy *Fort* **Defiance 3 hits** *Fort Fauntleroy 5 hits*
 - +1 *Family Ferocity*
 - **remove** *Fort*, -2 *Enemy Morale* **and** +2 *Enemy Ferocity*