Enemy Operations

- 1 Special Enemy Instruction:
- · Peace ·
- if 1d6 < # APs in Raided Cubes then $-1AP \Rightarrow Build$:
- · 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 \Rightarrow Raid Pool and Raided \Rightarrow 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

Victory Check

1.0 EI each Military or Culture point that can't be reduced

- Diné $VP = \sum VPs \ Territory \ with \ Family$
- if Diné VP > VP Card then +1 Military
- · else lose the difference in Military
- Military -= Enemy Morale then Enemy Morale = 0

is converted into a loss of 2 points of the other type

- if Military = 0 and $Culture = 0 \Rightarrow Major Defeat$
- +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 ⇒ Raid Pool
- remove 1/2 round up of the Population in the Passage of Time

Enemy Instructions I



Build:

1.1 E0

- if all *Territories* have *Outposts* ⇒ **Subvert**:
- place 1 Outpost in #1 Area of lowest # Territory without one
- any Corn counter in that Area \Rightarrow draw cup
- Build + Subvert : conduct Build then Subvert instruction
- Colonize:
- if 0 cubes in the Raided Cubes \Rightarrow Expand:
- if 0 Outpost on map \Rightarrow Build;
- move max #AP cubes from Raided Cubes \Rightarrow Recovery
- Comanche:
- if < 3 cubes in Subjugation of $NM \Rightarrow$ 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** \Rightarrow Raided Cubes
- Expand:
- if $0 \ Outpost$ on map \Rightarrow Build :
- move each Outpost deeper in its Territory (remove Corn)
- -1 Culture / Outpost that moves, -2 if already in Area #6

Enemy Instructions II



- Peace ·
- if 1 Inactive Defend or Peace instruction ⇒ flip and resolve:
- Raided & Recovery cubes ⇒ Raid Pool
- spent $APs \Rightarrow Raided Cubes$, 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 \Rightarrow Subjugation of NM, others \Rightarrow Recovery
- if 3 cubes in Subjugation of $NM \Rightarrow$ Subjugation of NM
- 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

Diné Actions



#Families: #Elder + max(1, #Family in Cannyon de Chelly) $\#\mathbf{MPs} = 6$ - empty slot in the *Family*

Find Water Hole	9 - #Area(*)	-1 Drought +1d6 from Fort and 0 MP spent	
Move to Adjacent Area	#dest Area(*) +1 if Outpost ≥ dest +1 if Fort		
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 ≥ # <i>Area</i> +1 <i>AP</i>	
Raid NM	$\sum \#Area(*)$ to enter or all MPs exclusive		
Raid Outpost/Fort	#Area(*)	from same $Area$ or $\leq Outpost$	

- 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*

Planning



- 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: $1D6 \le Elder$ Rating:
 - \bullet +1 AP
 - if Culture > Military \Rightarrow 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 $Military < 5 \Rightarrow Military + 1$
 - if Ferocity 1 and Culture $< 5 \Rightarrow$ Culture + 1
- if Culture > 0: may spend $1AP \Rightarrow 1$ Trade Goods / Woman
- may spend 1 AP / Family with a Man to:
 - target an Active Comanche or Utes instruction and
 - if Military > 0 $Tribal Warfare <math>\Rightarrow$ Battle
 - on FV or $MVF \Rightarrow$ swap with 1d6 Standby instruction
 - or Tribal Diplomacy: 1D6 + Trade Goods + Evade
 - on pure 6 or $6+ \Rightarrow$ swap with 1d6 *Standby* instruction
 - pure 1 is always a failure
- Reset Cubes : Recovery \Rightarrow Raid Pool, Raided \Rightarrow Recovery

Passage of Time I

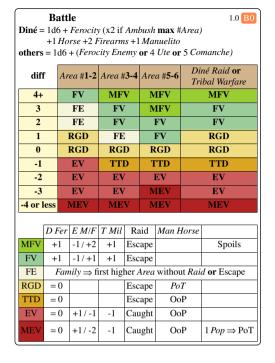


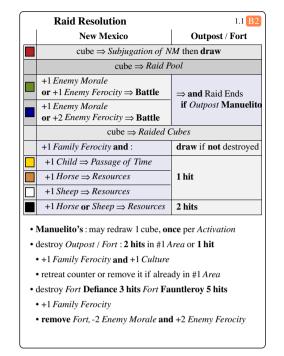
- Adjust Population :
 - may convert counters in Population or Passage of Time:
 - age counters : $Child \Rightarrow Adult \Rightarrow Elder$
 - converted counters ⇒ Passage of Time
 - any Family without adults is removed from play
 - may move counters from Passage of Time into in-play Families or Elder 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 \Rightarrow +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

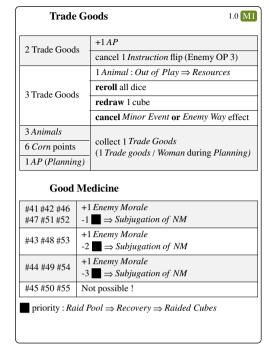
Passage of Time II



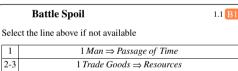
- Feed Population : (must)
- 1 Territory with 1+ Family: (3 Drought Rancho) counters
- 1 Sheep: 4 counters
- 1 Corn : x counters
- unfed counters \Rightarrow Out of Play
- Feed Animals:
- 1 Territory with Family feeds: 1 Horse and 1 Sheep
- unfed counters \Rightarrow Out of Play
- Elder Death Check :
- 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 \Rightarrow draw cup
- Card #41 (Pueblo Revolt)
- -1 Morale if #41 is **removed** and Subjugation of NM < 3
- Reset Cubes : Recovery \Rightarrow Raid Pool, Raided \Rightarrow Recovery











1	1 Man ⇒ Passage of Time
2-3	1 Trade Goods ⇒ Resources
4-5	1 Horse ⇒ Passage of Time
6	$1 Firearms \Rightarrow Resources$

Subjugation on New Mexico

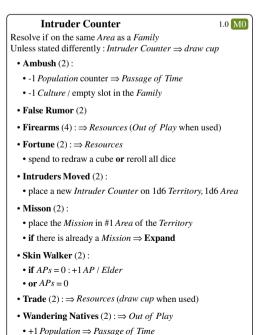
- if there is 3 in Subjugation of NM
- if in-play remove #41 Pueblo Revolt from game
- +1 Enemy Morale
- flip Spanish Instructions A, B, F on their Raid side
- Reset Cubes: Recovery \Rightarrow Raid Pool, Raided \Rightarrow Recovery

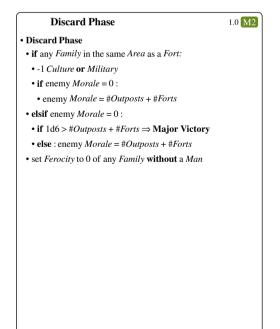
Cubes

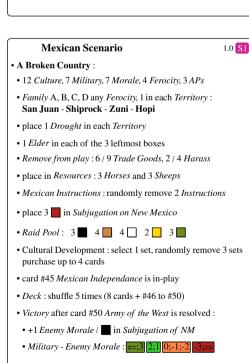
۱,		
	Horses and Sheeps	Stability of New Mexico
	Horses	Spanish and Mexican sordiers
	Sheeps	American soldiers
	Slaves	Slaves

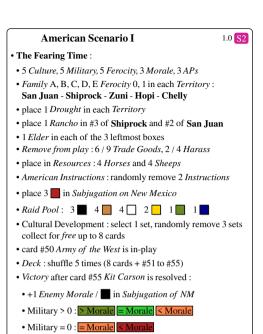
The Blessing Way

• instead of dice roll in : Player Operations, Battle, Evasion not Negotiate, Raid rolls unless Evade









American Scenario II

1.0 S3

• The Rope Thrower :

- 5 Culture, 5 Military, 5 Ferocity, 5 Morale, 0 APs
- Family A, B, C, D, E Ferocity 0, 1 in each Territory: San Juan - Shiprock - Zuni - Hopi - Chelly
- remove 1 counter per Family, rolling against the poplation #
- place Manuelito with any on map Family
- place 1 Drought in each Territory
- place 1 Rancho in #1 of Shiprock and #1 of San Juan
- place 1 Fort in #1 of **Zuni** and #1 of **Hopi**
- 1 Elder in each of the 3 leftmost boxes
- Remove from play: 6 / 9 Trade Goods, 2 / 4 Harass
- place in Resources: 4 Horses, 4 Sheeps and 1 Firearms
- place in resources . Thorses, Tonceps and 11 in
- $\bullet \ American \ Instructions: {\tt randomly filled}$
- Raid Pool: 3 3 4 4 4 2 1 1 1 1
 Cultural Development: select 1 set, randomly remove 3 sets collect for *free* 4 complete sets, discard the last one
- cards #50, #52, #53, #54 are in-play
- Deck: shuffle(5 Ope cards) \Rightarrow shuffle(3 Ope cards + #55)
- draw 3 Ceremony cards: add pop to the Passage of Time may keep the card if none in hand
- Victory: same as The Fearing Time

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