Enemy Raid

Ignore *Families* that are in the same *Area* as a *Fort.* v1.1

Initial Raid counters :
- +∑ *Ferocity* of in-play *Families*
- +2 during *American* Period

Place Raid counters :
- in the next *Area* **closest** (in *Mps)* to a *Family,* alphabetic order **but,** then **within** *Chelly*
- place 2 counters in *Area* with *Corn* or *Harass* counter if only 1 available ⇒ **Raid Ends**

Raid counter in *Chelly* — Yes / No

Raid counter with a *Family* — Yes / No

0 *Raid* in Santa Fé **or** 0 *Family* in-play — No / Yes

Raid Resolution :
- each *Family* must either **Battle** (**if** *Military* > 0 **and** *Man)* **or** :
  - 1 *Population* ⇒ *Passage of Time*, do **no adjustment** yet
  - +1 *Enemy Morale* **if** 1d6 in range of removed *Population*
  - -1 *Culture* / empty slot in the *Family*
  - -1 *Enemy Ferocity*
  - *Family* ⇒ *Caught* box **or if** from *Canyon de Chelly*:
    - *Family* ⇒ *Caught* box of any other *Territory*
    - remaining *Population* ⇒ *Passage of Time*

Player Reaction (never from *Canyon de Chelly*) :
- **1** action with **1** *Family* not in #*Area* ≤ *Outpost* or with *Fort*
- **Ambush** 1 *AP,* same *Area, Military* > 0, *Ferocity* > 0
  - **Battle** : **remove all** placed *Raid* counters on *FV/MFV*
- **Negociate** 1 *AP,* same *Area* (**fail** on pure 1)
  - **if** 1d6 + spent *Trade Goods* + *Evade* > 5 **or** *pure* 6
    - place all *Families* in the *Area* into the *Escape* box
- **Harass** 1 *AP*
  - place an *Harass* counter in an **empty** *Area*
  - **max** 3 away from a *Family* with *Man*
  - **never** in an *Area* ≤ *Outpost* on same track
- **Evade,** free, same *Area*
  - **if** 1d6 + *Evade* +1 *Manuelito's* > #*Area* (fail on pure 1) :
    - move to result #*Area* **if** there is no *Raid* counter
  - **or** pure 6 **or** 7+ : move to #6 *Area* **or** any *Chelly*

Raid Ends :
- place an *Outpoust* in #1 *Area* of each *Territory* **that** :
  - contains *Raid* counters **and no** *Outpost* of the same type
  - **and no** *Family* counter, including *Caught* and *Escape* boxes
- **if** no *Raid* counter was **ever** placed in a *Territory* with a *Family* :
  - ⇒ **Build**
- **if** *Raid* counters remains in *Santa Fé* ⇒ **Subvert** with them
- **remove** *Raid* **and** *Harass* counters
- -1 *Enemy Morale* **if no** *Family* in *Caught* box
- +1 *Enemy Morale* / *Family* in *Caught* box
- *Families* in *Caught* or *Escape* boxes, **if** with *Adult:*
  - **if** with *Adult* : ⇒ **any** *Area* of that *Territory* with **any** *Ferocity*
  - **else** : *Child* ⇒ *Passage of Time*, *Family* ⇒ *Out of Play*

Tribal Raid

Ignore *Families* that are in the same *Area* as a *Fort* or in an #*Area* ≤ *Outpost.* v1.1

one Family may Evade :
- 1d6 + *Evade* +1 *Manuelito's* :
  - 7+ **or** pure 6 : move to #6 *Area* **or** any *Chelly*
  - > #*Area* : move to result #*Area*
- **fail** on pure 1

Initial Tribal Raid counters :
- #*Families* in-play

Place Raid counters :
- into 1d6 *Territory* lowest #*Area* without a *Raid* counter

Raid counter with a *Family* — Yes / No / Failure

has more *Tribal Raid* — Yes / No

Raid Ends :
- remove *Tribal Raid* counters
- place *Families* in *Caught* and *Escape* boxes in **any** *Area* of that *Territory* with **any** *Ferocity*

Conduct Raid
- **success** 1d6 + mod ≥ #*Area* **or** pure 6:
  - -1 / *Resources* ⇒ *Out of Play*
  - +1 **if** *Comanche*
  - +highest #Area with *Tribal Raid* - 1
  - +3 **during** *Kit Carson* Campaign
    - **and** +2 **if** *Fort* in *Territory*
    - **and** +#*Area* with *Outpost* in *Territory*
- **failure** on pure 1

Success

Raid Resolution :
- each *Family* must either **Battle** (**if** *Military* > 0 **and** *Man)* **or** :
  - 1 *Population* ⇒ *Passage of Time*
  - -1 *Culture* / empty slot in the *Family*
  - **if** has *Adults* ⇒ *Caught* box **else** *Out of Play*