

## Enemy Raid Ignore Families that are in the same Area as a Fort.

v1.1

### Initial Raid counters :

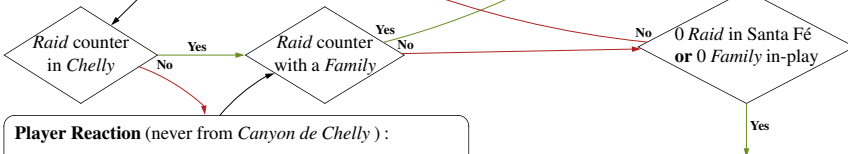
- + $\Sigma$  Ferocity of in-play Families
- +2 during American Period

### Place Raid counters :

- in the next Area closest (in Mps) to LP alphabetic order but, then within Chelly
- place 2 counters in Area with Corn or Harass counter if only 1 available  $\Rightarrow$  Raid Ends

### Raid Resolution :

- each Family must either **Battle** (if Military > 0 and Man) or :
- 1 Population  $\Rightarrow$  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  $\Rightarrow$  Caught box or if from Canyon de Chelly:
- Family  $\Rightarrow$  Caught box of any other Territory
- remaining Population  $\Rightarrow$  Passage of Time



### Player Reaction (never from Canyon de Chelly) :

- 1 Action with 1 Family not in an Area  $\leq$  Outpost or with Fort
- Ambush 1 AP, same Area, Military > 0, Ferocity > 0
  - Battle : remove all placed Raid counters on FV/MFV
- Negotiate 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  $\leq$  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 Outpost 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 :
  - $\Rightarrow$  Build
- if Raid counters remains in Santa Fé  $\Rightarrow$  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 :  $\Rightarrow$  any Area of that Territory with any Ferocity
  - else : Child  $\Rightarrow$  Passage of Time, Family  $\Rightarrow$  Out of Play

## Tribal Raid Ignore Families that are in the same Area as a Fort or in an #Area $\leq$ 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 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  $\geq$  #Area or pure 6:
  - -1 / Resources  $\Rightarrow$  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

### Raid Resolution :

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

