


## 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*  $\Rightarrow$  *Raid Pool* 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

## Enemy Instructions I

1.0 **E2**

- **Build** :
  - if all *Territories* have *Outposts*  $\Rightarrow$  **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  $\Rightarrow$  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

## Diné Actions

1.0 **D0**

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

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

- 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 I

1.0 **D2**

- Adjust Population :
  - **may** convert counters in *Population* or *Passage of Time* :
    - age counters : *Child*  $\Rightarrow$  *Adult*  $\Rightarrow$  *Elder*
    - converted counters  $\Rightarrow$  *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*  $\Rightarrow$  *Resources*
  - each animal type in the *Resources*  $\Rightarrow$  **+1** matching animal
- Harvest *Corn* ( $\Rightarrow$  *Resources*) :
  - **may** if in the same *Area* as a *Family*
  - **must** designate all counters to be collected before doing it

## Victory Check

1.0 **E1**

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

- 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
- 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  $\leq 9$
- $-1 Culture / Fort$
- unless #45 or #50 **may** spend 1 *Culture* to buy a *Development*
- *APs* = 0, cubes in *Raided* and *Recovery*  $\Rightarrow$  *Raid Pool*
- **remove**  $\frac{1}{2}$  round up of the *Population* in the *Passage of Time*

## Enemy Instructions II

1.1 **E3**

- **Peace** :
  - if 1 *Inactive Defend* or *Peace* instruction  $\Rightarrow$  flip and resolve ;
  - *Raided* & *Recovery* cubes  $\Rightarrow$  *Raid Pool*
  - 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**

## Planning

1.0 **D1**

- **add** 1 card matching *Population*  $\Rightarrow$  *Passage of Time*
- $+1 AP / Elder$  then **slide** each *Elder* to the **right**
- **may** perform 1 special action / *Elder*  
**success** :  $1D6 \leq Elder$  Rating :
  - $+1 AP$
  - if *Culture*  $>$  *Military*  $\Rightarrow$  *Culture* - 1, *Military* + 1
  - if *Culture*  $<$  *Military*  $\Rightarrow$  *Culture* + 1, *Military* - 1
  - adjust 1 *Family's Ferocity*  $\pm 1$  (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 1 *AP*  $\Rightarrow$  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*  $\Rightarrow$  **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 II

1.0 **D3**

- 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  $1d6 \leq Elder$  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*

### 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	EV	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 Area without <b>Raid</b> 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 Pop ⇒ PoT

### Raid Resolution

1.1 **B2**

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

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

### Good Medicine

#41 #42 #46	+1 <i>Enemy Morale</i>
#47 #51 #52	-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 : *Raid Pool* ⇒ *Recovery* ⇒ *Raided Cubes*

### Spanish Scenarios

1.0 **S0**

- **Rise of the People** :
  - 9 *Culture*, 5 *Military*, 5 *Morale*, 4 *Ferocity*, 3 APs
  - *Family* A, B, C any *Ferocity*, 1 in each *Territory* : **San Juan** Valley, Area of **Shiprock**, Canyon de **Chelly**
  - 1 *Elder* in each of the 3 leftmost boxes
  - *Remove from play* : 6 / 9 *Trade Goods*, 2 / 4 *Harass*
  - *Spanish Instructions* : randomly remove 2 *Instructions*
  - *Raid Pool* : 3 ■ 3 ■ 3 □ 3 ■ 2 ■ 1 ■
  - *Cultural Development* : select 1 set, randomly remove 3 sets collect for *free* 1 level 1 card
  - *Deck* : shuffle (8 cards + #41) ⇒ shuffle(8 cards + #42)
  - *Victory* after card #42 *Franciscan Faction* is resolved :
    - +1 *Enemy Morale* / ■ in *Subjugation of NM*
    - *Military - Enemy Morale* :
- **Los Dueños Del Mundo** :
  - same as **Rise of the People** but :
  - *Deck* : shuffle 5 times (8 cards + #41 to #45)
  - *Victory* after card #45 *Mexican Independence* is resolved

### Battle Spoil

1.1 **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* ⇒ *Raid Pool*, *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>

### The Blessing Way

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

### 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*

### Discard Phase

1.0 **M2**

- **Discard Phase**
  - **if** any *Family* in the same *Area* as a *Fort*:
    - -1 *Culture* or *Military*
    - **if** enemy *Morale* = 0 :
      - enemy *Morale* = #*Outposts* + #*Forts*
  - **elsif** enemy *Morale* = 0 :
    - **if** 1d6 > #*Outposts* + #*Forts* ⇒ **Major Victory**
    - **else** : enemy *Morale* = #*Outposts* + #*Forts*
  - set *Ferocity* to 0 of any *Family* **without** a *Man*














### Mexican Scenario

1.0 **S1**

- **A Broken Country** :
  - 12 *Culture*, 7 *Military*, 7 *Morale*, 4 *Ferocity*, 3 APs
  - *Family* A, B, C, D any *Ferocity*, 1 in each *Territory* : **San Juan - Shiprock - Zuni - Hopi**
  - place 1 *Drought* in each *Territory*
  - 1 *Elder* in each of the 3 leftmost boxes
  - *Remove from play* : 6 / 9 *Trade Goods*, 2 / 4 *Harass*
  - place in *Resources* : 3 *Horses* and 3 *Sheeps*
  - *Mexican Instructions* : randomly remove 2 *Instructions*
  - place 3 ■ in *Subjugation on New Mexico*
  - *Raid Pool* : 3 ■ 4 ■ 4 □ 2 ■ 3 ■
  - *Cultural Development* : select 1 set, randomly remove 3 sets purchase up to 4 cards
  - card #45 *Mexican Independence* is in-play
  - *Deck* : shuffle 5 times (8 cards + #46 to #50)
  - *Victory* after card #50 *Army of the West* is resolved :
    - +1 *Enemy Morale* / ■ in *Subjugation of NM*
    - *Military - Enemy Morale* :








### American Scenario I

1.0 S2

- **The Fearing Time :**
  - 5 *Culture*, 5 *Military*, 5 *Ferocity*, 3 *Morale*, 3 *APs*
  - *Family* A, B, C, D, E *Ferocity* 0, 1 in each *Territory* :  
**San Juan - Shiprock - Zuni - Hopi - Chelly**
  - place 1 *Drought* in each *Territory*
  - place 1 *Rancho* in #3 of **Shiprock** and #2 of **San Juan**
  - 1 *Elder* in each of the 3 leftmost boxes
  - *Remove from play* : 6 / 9 *Trade Goods*, 2 / 4 *Harass*
  - place in *Resources* : 4 *Horses* and 4 *Sheeps*
  - *American Instructions* : randomly remove 2 *Instructions*
  - place 3  in *Subjugation on New Mexico*
  - *Raid Pool* : 3  4  4  2  1  1 
  - *Cultural Development* : select 1 set, randomly remove 3 sets  
collect for *free* up to 8 cards
  - card #50 *Army of the West* is in-play
  - *Deck* : shuffle 5 times (8 cards + #51 to #55)
  - *Victory* after card #55 *Kit Carson* is resolved :
    - +1 *Enemy Morale* /  in *Subjugation of NM*
    - *Military* > 0 :    *Morale*
    - *Military* = 0 :   *Morale*

### 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 population #
  - 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*
  - *American Instructions* : randomly filled
  - *Raid Pool* : 3  3  4  4  2  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) ⇒ 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**

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

v1.1

### Initial Raid counters :

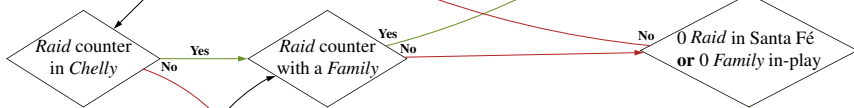
- + $\Sigma$  Ferocity of in-play Families
- +2 during American Period

### Place Raid counters :

- in the next Area closest (in Mps) to a Family, 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 #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

### 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

### 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

### 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

