

Enemy Operations

1.0E0

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 :

• 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

1.0E2

• **Peace :**

- if 1 *Inactive Defend* or **Peace** instruction ⇒ flip and resolve ;
- return *Raided* and *Recovery* cubes into the *draw bag*
- place spent *APs* into the *Raided Cubes*, remove the others
- 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 :**

- draw 1 cube / spent *AP*
- red cubes ⇒ *Subjugation of NM*, others ⇒ *Recovery*
- check *Subjugation of NM* chart if 3 cubes

• **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**

Passage of Time I

1.0P1

• 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 *Resources* ⇒ **+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

Diné Actions

1.0A0

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

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

Enemy Instructions

1.0E1

• **Build :**

- if all *Territories* have *Outposts* ⇒ **Subvert** ;
- place 1 *Outpost* in #1 *Area* of lowest # *Territory* without one
- remove any *Corn* counter from that *Area* into the *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

Planning

1.0P0

• **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 on 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 II

1.0P2

• 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*

Raid Resolution

1.0A1

	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 +1 <i>Enemy Morale</i> or +2 <i>Enemy Ferocity</i> ⇒ Battle	same + Raid Ends if Manuelito
	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 <i>Horse</i> in <i>Resources</i>	1 hit
	+1 <i>Sheep</i> in <i>Resources</i>	
	+1 <i>Sheep</i> or <i>Horse</i> in <i>Resources</i>	2 hits

• 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*

Intruder Counter

1.0 **IO**

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*
- **Mission** (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*

Trade Goods

1.0 **TO**

2 Trade Goods	+1 <i>AP</i>
	cancel 1 <i>Instruction</i> flip (Enemy 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> (Planning 1 / <i>Woman</i>)
6 <i>Corn</i> points	
1 <i>AP</i> (Planning)	

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 live 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>

Victory Check

1.0 **V0**

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

- Diné *VP* = ∑ *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*

Battle

1.0 **B0**

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

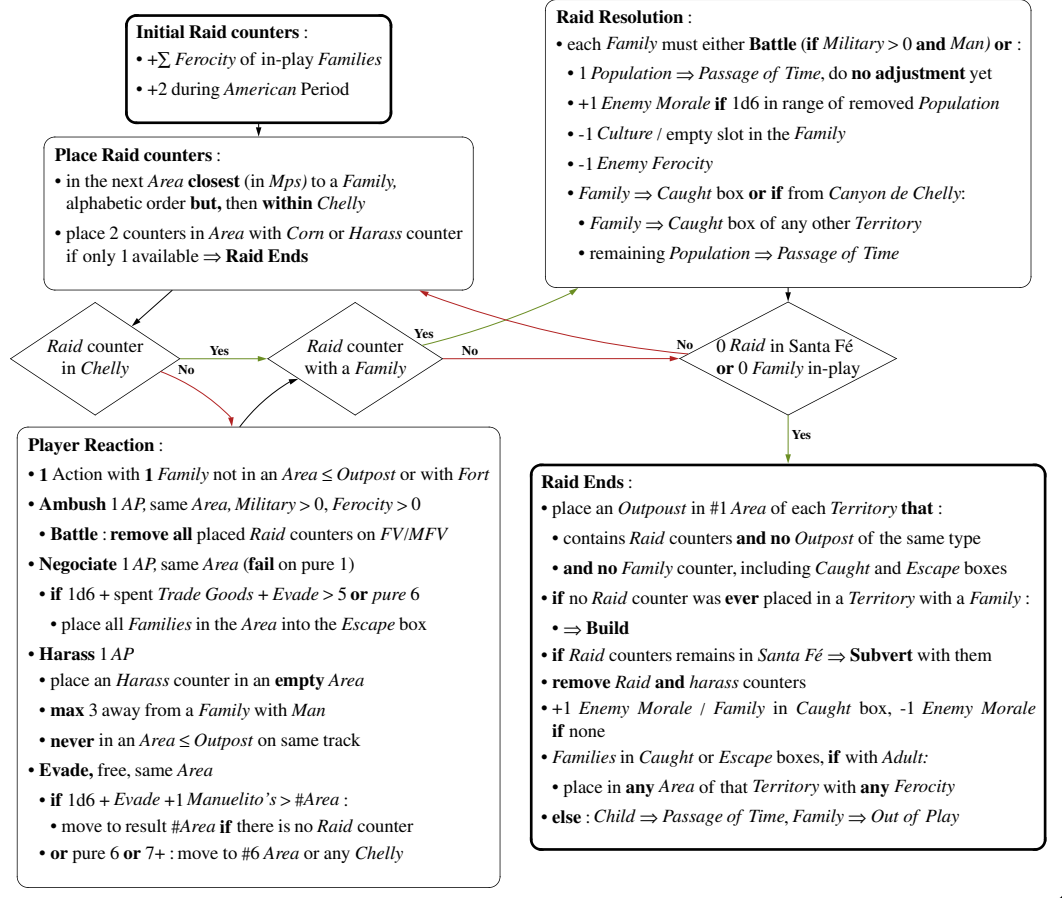
+1 *Horse* +2 *Firearms* +1 *Manuelito*

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	<i>Family</i> ⇒ first higher <i>Area</i> without <i>Raid</i> or <i>Escape</i>					
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

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



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

