Enemy Operations — 1.1 E0

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** :
- **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

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Enemy Instructions I — 1.0 E2

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

Diné Actions — 1.0 D0

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

Find **Water** Hole	9 - #*Area(*)*	-1 *Drought*
Move to Adjacent Area	#*dest Area(*)* +1 **if** *Outpost* ≥ dest +1 **if** *Fort*	+1d6 from *Fort* and 0 MP spent
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 ≥ #*Area* +1 *AP*
Raid NM	∑ #*Area(*)* to enter or all MPs exclusive	**not** from *Fort*
Raid *Outpost*/*Fort*	#*Area(*)*	from same *Area* or ≤ *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*

Passage of Time I — 1.0 D2

- 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 *Resouces* ⇒ **+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

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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* = ∑ *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*

Enemy Instructions II — 1.1 E3

- **Peace** :
  - **if** 1 *Inactive* **Defend** or **Peace** instruction ⇒ flip and resolve **;**
  - *Raided* & *Recovery* cubes ⇒ *draw bag*
  - spent *APs* ⇒ *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 ⇒ *Subjugation of NM*, others ⇒ *Recovery*
  - **if** 3 cubes in *Subjugation of NM* ⇒ **Subjugation of NM**
- **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**

Planning — 1.0 D1

- **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 ≤ *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 — 1.0 D3

- 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*

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*

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		*Family* ⇒ first higher *Area* without *Raid* **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 ⇒ *Subjugation of NM* then **draw**	
	cube ⇒ *draw bag*	
🟩	+1 *Enemy Morale* **or** +1 *Enemy Ferocity* ⇒ **Battle**	⇒ **and** Raid Ends **if** *Outpost* **Manuelito**
🟦	+1 *Enemy Morale* **or** +2 *Enemy Ferocity* ⇒ **Battle**	
	cube ⇒ *Raided Cubes*	
+	+1 *Family Ferocity* **and** :	**draw** if **not** destroyed
🟨	+1 *Child* in *Passage of Time*	
🟫	+1 *Horse* in *Resources*	1 hit
⬜	+1 *Sheep* in *Resources*	
⬛	+1 *Sheep* **or** *Horse* in *Resources*	2 hits

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

Good Medicine

#41 #42 #46 #47 #51 #52	+1 *Enemy Morale* -1 ⬛ ⇒ *Subjugation of NM*
#43 #48 #53	+1 *Enemy Morale* -2 ⬛ ⇒ *Subjugation of NM*
#44 #49 #54	+1 *Enemy Morale* -3 ⬛ ⇒ *Subjugation of NM*
#45 #50 #55	Not possible !

⬛ priority : *draw bag* ⇒ *Recovery* ⇒ *Raided Cubes*

Battle Spoil — 1.0 B1

Select the line above if not available

1	1 *Man* ⇒ *Passage of Time*
2-3	1 *Trade Goods* ⇒ *Resources*
4-5	1 *Horse* ⇒ *Passage of Time*
6	1 *Firearms* ⇒ *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* ⇒ *draw bag* and *Raided* ⇒ *Recovery*

Cubes

⬛	Horses and Sheeps	🟥	Stability of New Mexico
🟫	Horses	🟩	Spanish and Mexican sordiers
⬜	Sheeps	🟦	American soldiers
🟨	Slaves	🟨	Slaves

TODO — 1.0 XY

- **Begin** :
- Start
  - Cubes : 🟥 🟩 🟦 🟨 🟫 ⬜ ⬛
- **TODO** :
  - Ceremony Dice
  - Sequence of Play
  - Scenarios
  - Ferocity Adjustment
  - Culture & Military Adjustment

updated since previous upload to BGG

Enemy Instructions II   1.1 E3

- **Peace** :
  - **if** 1 *Inactive* **Defend** or **Peace** instruction ⇒ flip and resolve **;**
  - *Raided & Recovery* cubes ⇒ *draw bag*
  - spent *APs* ⇒ *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 ⇒ *Subjugation of NM*, others ⇒ *Recovery*
  - **if** 3 cubes in *Subjugation of NM* ⇒ **Subjugation of NM**

- **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**

Enemy Operations   1.1 E0

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** :

- **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

Raid Resolution   1.1 B2

|	New Mexico	Outpost / Fort
🟥	cube ⇒ *Subjugation of NM* then **draw**	
	cube ⇒ *draw bag*	
🟩	+1 *Enemy Morale* **or** +1 *Enemy Ferocity* ⇒ **Battle**	⇒ **and** Raid Ends **if** *Outpost* **Manuelito**
🟦	+1 *Enemy Morale* **or** +2 *Enemy Ferocity* ⇒ **Battle**	
	cube ⇒ *Raided Cubes*	
+	+1 *Family Ferocity* **and** :	**draw** if **not** destroyed
🟨	+1 *Child* in *Passage of Time*	
🟧	+1 *Horse* in *Resources*	1 hit
⬜	+1 *Sheep* in *Resources*	
⬛	+1 *Sheep* **or** *Horse* in *Resources*	2 hits

- **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*

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*) toLP 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**
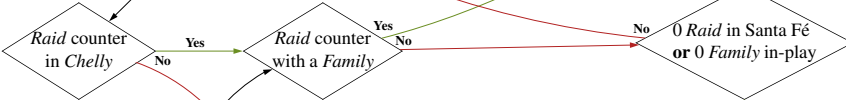
Player Reaction (never from *Canyon de Chelly*) :
- **1** Action with **1** *Family* not in an *Area* ≤ *Outpost* or with *Fort*
- **Ambush** 1 *AP,* same *Area, Military* > 0, *Ferocity* > 0
- **Battle** : **remove all** placed *Raid* counters on *FV/MFV*
- **Negociate** 1 *AP,* same *Area* (**fail** 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 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*

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

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* :
  - ⇒ **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**

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 / *Failure*

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*