

NAVAJO WARS

RULES OF PLAY

By Joel Toppen

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1. Introduction

Do not try to memorize these rules! *If this is your first playing of the game, we recommend that you refer to the tutorial in the Playbook first.*

1.1. The Topic

Navajo Wars is a solitaire game that places the player in control of the Navajo tribe. For nearly 300 years, the Navajo fought to retain their independence. Theirs was one of the longest wars fought on the North American continent.

1.2. The Diné

The Navajo refer to their people as the "Diné" (pronounced, dih - nay). In the Navajo language this word means, "the people." For historical and cultural flavor, the term Diné is used throughout the game.

1.3. Periods

Navajo Wars is divided into three historical periods: The Spanish Period (1598-1821), the Mexican Period (1821-1847), and the American Period (1847-1864). Each period of the game can be played separately as a short, 90-minute scenario. For a more lengthy challenge, all three Periods may be played in sequence as a "campaign."

1.4. Winning

Three factors will be critical to the player's survival in the game: **Enemy Morale, Military Points,** and **Culture Points.** These are tracked on the General Records Track on the game's mapsheet. If both the Military and the Culture points fall to zero, the game ends and the player loses, so watch those tracks carefully! Generally speaking, the player wins if at the end of a scenario, he has more Military Points than Enemy Morale. See the individual scenarios in the Playbook for specific victory conditions.

1.5. How to read these rules

1.5.1. Decision Making: The rules of the game along with the charts and cards will instruct the player on what options are available to the player. Some may indicate a flowchart be used, and follow the referred to flowchart for the actions. Some options indicate a hierarchy of decisions. Follow those conditions in the order listed until an application option is available. If Alphabetic Priority is indicated, use the first applicable letter choice. Unless otherwise indicated, if multiple choices apply that are not directly referenced in the rules, charts and/or cards, the player is free to decide which choice to take (such as Diné Planning, see 3.1.).

1.5.2. The rules are laid out in general order of play. Some words appear in initial capitalization (such as Free or Alphabetic Priority) to help indicate they are specially defined terms. The Glossary (section 13) contains an exhaustive list of important terms, their definitions, or components for the game.

1.5.3. The Golden Rule: Do not infer or imagine more to a rule than what is stated in it. When in doubt, interpret strictly. If a rule does not specifically prohibit something, then it is allowed!

1.5.4. Setting Up the Game: Set up the game following the process described in the Playbook for each scenario.

1.5.5. Abbreviations: The following abbreviations are used in this rulebook:

AP = Action Point
DRM = Die Roll Modifier
MA = Movement Allowance
MP = Movement Point
NM = New Mexico
VP = Victory Point

1.6. The Counters

1.6.1. In General: Square game pieces are referred to collectively as "counters." The counter mix is intentionally limited. Players may not create additional pieces. If a rule or card says to collect a particular counter, but all available counters of that type are already in play, there is no effect.





Animal Counters: Horse and Sheep counters are collectively referred to as Animals.

- HORSE COUNTERS: Each Family Box on the Population display on the map has a space for a Horse counter (see "Family Box"). Horse counters may be placed from the Resource Box into a Family Box at *any* time—including just before a Family fights a Battle (see rules section 11) or in the middle of a Take Actions Operation (3.2). Horse counters in a Family Box stay there until removed to the Resources Box during Passage of Time (3.3 Step 2), or as directed by an Event or chart instruction.
- SHEEP COUNTERS: Sheep are useful mostly for feeding Population (see 3.3 Step 5). Sheep are never placed into a Family Box.



Corn Counters: Corn counters are drawn randomly and placed during a "Plant Corn" action (see 3.2.4). Corn counters have two purposes: (1) feed a number of Population counters equal to the Corn counter's numeric value when the Passage of Time Operation is undertaken (3.3 Step 5); and (2) to distract and slow down an Enemy Raid (see Enemy Raid Flowchart).



Drought Counters: Drought counters are placed by Major and Minor Events on Operation and Historical Event cards. Each Territory on the map (except Canyon de Chelly) has two spaces that can each hold a single Drought counter. Drought counters diminish a Territory's ability to feed population. Drought counters also inhibit the player from harvesting corn during a Take Actions Operation (3.2.4).

Component List

A complete game of Navajo Wars includes:

- ***264 5/8" counters***
- ***80 cards***
- ***20 wooden cubes (4 brown, 4 white, 3 black, 3 red, 3 green, 2 yellow, 1 blue)***
- ***Bag to draw cubes from***
- ***3 six-sided dice***
- ***1 22x34" MOUNTED map***
- ***1 rulebook***
- ***1 playbook***
- ***2 Player Aid Cards***

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Enemy Raid Counters: Enemy Raid counters are found on the back of Enemy AP counters. When the Enemy conducts a Raid, the Enemy APs paid to execute the Instruction are flipped over to their "Raid" side. See 4.2.8. Enemy Raid counters track the progress of a military expedition into Navajo country.



Family Counters: Labeled alphabetically from A to F, these pieces have two numbers on the bottom. The number on the left is the Family's Evasion modifier. The number on the right is the Family's Ferocity rating. There are two, double-sided counters for each Family. When in-play, a Family counter must use one of its two counters on the map—the other counter is kept in its Family Box.



Firearms Counters: Firearms are used to gain an advantage in Battle. Available Firearms counters are kept in the Resources Box until a Family fights a Battle and elects to spend one Firearms counter for a favorable DRM (11.2 Step 1). Firearms counters (including those on back of Intruder counters) are returned to the Out of Play Box immediately upon conclusion of a Battle in which they were used.

DESIGN NOTE: The firearms counters represent not only guns, but ammunition in sufficient quantity so as to take the enemy by surprise and yield a decisive advantage. Therefore, the scarcity of Firearms in the game represents both a lack of ammunition and Firearms.



Forts: Forts (placed only by card #51) function a lot like Outposts, but with a few unique properties. Fort Defiance and Fauntleroy each function identically except that Fort Fauntleroy is harder to destroy (see Raid Table).



Harass Counters: These are placed on the map when the player undertakes a "Harassment" Reaction (see 5.2.3). Their effect is to slow down an Enemy or Tribal Raid's advance (see Enemy Raid Flowchart).





Instruction Counters: Enemy Instruction Counters are used on the Enemy Instruction Display. These markers drive the Enemy's actions against the player during the game. See 4.1-4.3 for their use.



Intruder Counters: Intruder counters are randomly drawn from the Intruder Cup (see "Draw Cups" in the Glossary) and placed on the map by some Major Events.





Outpost Counters [Rancho and Mission]: Outposts represent enemy establishments in the Navajo land. They are generally harmful to the cultural well being of the Diné. Outpost counters are usually placed in Territories on the map via Enemy Instructions. The player can destroy Outposts by Raiding them (3.2.6).



Population Counters: The man, woman, child, and elder counters are collectively called Population counters and constitute the player's tribe. Man and woman population counters are collectively referred to as Adults. In game terms, an elder is NOT an "Adult!" In-play men, women, and children counters are placed in the appropriate spaces in Family boxes on the Population display on the mapsheet. In-play elders are kept in the Elder Display.



Tribal Raid Counters: Tribal Raid counters are used whenever a Tribal Raid is carried out against the player by Comanches or Utes. Note that Tribal Raid Counters are used somewhat differently from Enemy Raid counters. See 4.2.4, 4.2.12 and Tribal Raid Flowchart.



Trade Goods Counters: Trade Goods are a representation of the wealth of the Diné apart from horses and sheep. The special advantages Trade Goods impart to the player represent the effects of wealth in frontier commodities. Trade Goods counters are used to purchase special advantages in the game. See section 10 for a fuller explanation of Trade Goods and their uses.

1.7. The Map

1.7.1. Introduction: The map consists of named Territories and each Territory contains an Area Track, an Escape Box and a Caught Box. Along the outside of the map are Displays and Boxes to track important game information and to hold counters and cubes.

1.7.2. Area Tracks and Areas: Each Territory except Canyon de Chelly has an Area Track which consists of six numbered boxes. The numbered boxes in each Territory of the map are referred to as Areas. The Canyon de Chelly Territory contains an Area Track which consists of only three numbered boxes (see "Canyon de Chelly"). Area Tracks are where most of the action takes place on the map.

- **Area Stacking:** An Area may contain an unlimited number of Family counters and/or Intruder counters. At any given moment, however, each Area may contain a maximum of: 1 Corn counter, 1 Mission, 1 Rancho, 1 Fort, and/or 1 Harass counter.
- **Area Value:** The number beneath an Area is known as its Area Value (or Value). ***Important:*** The Area Value in parentheses applies *only* when specifically mentioned in the rules and/or charts; it is ignored in all other circumstances!

Markers for the General Records Track



Available Enemy APs (Section 4)



Two Player Game (see Playbook)



Military Points (1.4)



Culture Points (1.4)



Enemy Morale Points



Enemy Ferocity Points



MPs (3.2)



APs (3.1)



Battle DRM (Section 11)

Other Markers



Enemy AP (Section 4)



Two Player Game (see Playbook)



Two Player Game (see Playbook)



Manuelito (see Glossary)

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- **Movement:** When activated during a Take Actions Operation, Families may spend MPs to move from Area to Area, etc. Outpost counters will also be placed on and will move from one Area to another. Corn is planted in Areas. Enemy Raid counters will be placed in, and move between Areas.
- **Die Roll Symbol:** Each Territory except Canyon de Chelly has a unique die roll symbol. When a random Territory must be selected the rules will instruct the player to roll a die and conduct a certain activity in the Territory with a die roll symbol corresponding to the die roll.

  EXAMPLE: A roll of '3' would correspond to the Zuni Mountains Territory.
- **Special Areas:** There are two special Areas—Canyon de Chelly and Sante Fé. See the Glossary for details.

1.7.3. Boxes: Boxes are used to hold counters and cubes. The following is a list of the boxes and their function:

- **Enemy APs Available Box:** When an Enemy Operation has begun, during Step 2 of the Enemy Operations Segment, Enemy AP counters will be brought into play. These counters are placed into this box where they remain until they are spent. As an alternative to using Enemy AP counters, a single "Avail. Enemy APs" counter has been provided that may be used on the General Records Track.
- **Enemy Out of Play Box** is where available but out of play Enemy pieces are kept until they are brought into play.
- **Out of Play Box** is where available Diné counters are kept until they are brought into play.
- **Passage of Time Box:** This box is a temporary holding box for pieces that may be either placed into the Resources Box (animal counters), into one or more Family Boxes (man, woman, child counters), or into the Elder Display (elder counters) during a Passage of Time Operation (see 3.3).
- **Raided Cubes Box:** Cubes drawn during Raid on New Mexico and/or Raid on Outpost Actions are placed into this box. This represents the impact of raids on New Mexico and their Outposts on the Dinétah (Navajo country). The more cubes in this box, the less active the Enemy will be due to the chaos inflicted by Navajo raids.

  DESIGN NOTE: The more cubes in this box, the slower the Enemy will be to execute Instructions against you. Maintaining a large number of cubes in this box for an extended period of time, however, is quite difficult to achieve.
- **Recovery Box:** Cubes slide from the Raided Cubes Box to the Recovery Box whenever a Reset Cubes (see "Reset Cubes") instruction is carried out.

  DESIGN NOTE: This box represents a recovering but alert New Mexico—the more cubes in this box, the more alert the Enemy is in New Mexico!
- **Subjugation of New Mexico Box:** This box is used only to hold red cubes that have been drawn from the Raid Pool. Red cubes inside this box represent the level of internal control the Spanish, Mexicans, and/or Americans exercise over the territory of New Mexico. Whenever a red cube is placed into this box, after placing the cube, consult the Subjugation of New Mexico chart to determine its effect.



1.7.4. The General Records Track: Use the appropriate markers on this track to record the loss and gain of points. The most important are explained below:

- **Action Points (AP):** Diné APs are tracked using the "APs" counter. Diné APs are used to conduct Reactions (see rules section 5). The player may not accumulate more than 19 APs. Enemy APs are represented by "Enemy AP" counters. As an alternative to using individual counters, a single "Avail. Enemy APs" counter has been provided that can be used on the General Records Track.
- **Culture Points** serve as a representation of the cultural independence of the Diné. The player may not accumulate more than 19 Culture Points. The player may spend Culture Points during a Victory Check (8.2) or scenario setup (see Scenario Setup sheet) to buy a Cultural Development card. Families may not collect Trade Goods nor may new Families be placed on the map during Passage of Time (3.3, Step 1C) unless Culture Points are > 0. ***Important:*** If Culture Points are at 0 and one or more Culture Point losses are called for, convert each such loss into 2 Military Point losses. See Automatic Defeat (12.1).
- **Enemy Ferocity Rating:** This rating governs the Enemy's performance in Battles (see section 11).
- **Enemy Morale:** Use the Morale counter appropriate to the period. The player can win by driving Enemy Morale to 0 (12.2).
- **Military Points** serve as a representation of the military independence of the Diné. The player may not accumulate more than 19 Military Points. The player may spend Military Points during a Victory Check Procedure (8.2, Step 8) to buy certain Cultural Development cards. Families may not fight Battles (including Ambush), or conduct Raids, unless Military Points are > 0. ***Important:*** If Military Points are at 0 and one or more Military Point losses are called for, convert each such loss into 2 Culture Point losses. See Automatic Defeat, 12.1.

1.7.5. Displays: Displays are used to track and record important game information. The following is a list of displays and their function:

- **Population Display (and Family Boxes):** There are six Family Boxes on the Population Display. Each Family Box abstractly represents an extended Family of Diné. Each Family Box contains a space for 1 man, 1 woman, and 1 child population counter as well as 1 horse counter. There is also a space for the Family's alternate

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Family counter (see "Family Counters" in 1.6.1). In order for a Family counter to be brought into play, its matching box on the Population Display must contain at least 1 adult counter. New Families (i.e. Families formerly out of play) are brought into play during a Passage of Time Operation (see 3.3 Step 1C).

Important: If at any time, a Family Box on the Population Display does not contain at least 1 adult, any child and animal counters in that Family's Family box must be immediately removed to the Passage of Time Box and the Family counter removed from the map to its holding space in the Family's box.

- **Elder Display:** The Elder Display consists of seven boxes arranged from left to right. Elders brought into play during Passage of Time are placed in the left-most box. There is no limit to the number of elders that can occupy a single box on the Elder Display. The six right-most boxes on the Elder Display have an "Elder Rating." This "Elder Rating" is the elder's capability for executing Elder Actions during a Planning Operation (see 3.1 Step 3). Elders occupying these boxes must undergo a "death check" during a Passage of Time Operation (see 3.3 Step 7).
- **Enemy Instruction Display:** This display consists of three vertical columns of six boxes. Enemy Instruction Counters, which govern enemy operations are kept on these tracks. See 4.1 for a more complete explanation of how to use the Enemy Instruction Display.

1.8. The Cubes

Cubes represent the resources, and defenders of New Mexico. There are 3 Black (horses or sheep), 1 Blue (American soldiers), 4 Brown (horses), 3 Green (Spanish, and Mexican Soldiers; New Mexico volunteers), 3 Red (a measurement of the stability of New Mexico from the colonial perspective), 2 Yellow (slaves), and 4 White (sheep) cubes in the game.

PLAY NOTE: The number of cubes in play depends on the scenario.

1.9. The Bag (Raid Pool)

The bag is used to hold and draw cubes. It is referred to as the "Raid Pool."

1.10. The Cards

Besides the one Headman card (see 2-player game in Playbook), there are 5 types of cards: Operations cards; Ceremony cards; Cultural Development cards, Historical Event cards; and Transitional Event cards. The cards will be explained in the appropriate rules section.

2. Sequence of Play

Navajo Wars follows a sequence of play that revolves around a single deck of cards. The Sequence of Play contains a Card Phase and a Discard Phase and varies depending on the card drawn. Repeat the sequence until defeated, or the scenario or campaign is completed.

2.1. Card Draw Phase

Draw 1 card from the top of the deck, and reveal it face-up.

2.2. Card Resolution Phase

The card drawn has its instructions resolved from top to bottom in sequence:

2.2.1. Operations Segments: [Operations Cards only; if the card is a Ceremony, Historical, or Transitional Event Card, go to 2.2.2 below] – The player and the Enemy will each conduct one Operations Segment—one Diné Operations Segment (Section 3) and one Enemy Operations Segment (Section 4). The Enemy executes an operation first, however the player may spend APs as directed by the card to Preempt and execute the Diné Operations Segment first.

2.2.2. Major Event Segment: [All cards] – The Major Event portion of the current card is executed as directed by the card. See section 6.

NOTE: Ceremony cards will have a procedure to carry out at the top. Also, take note of either the Blessing Way and Enemy Way effects on the Ceremony card!

2.2.3. Minor Event Segment: [Operations cards only; if this is an Historical Event or Transitional Event Card go to 2.2.4] – There are four different types of Minor Events which can occur: Drought, Recovery, Posture Shift, and Reset Cubes. See section 7.



Operations Card | Ceremony Card | Cultural Development Card | Historical Event Card | Transitional Event Card

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2.2.4. Victory Check Segment: [Historical and Transitional Event cards only; if this is an Operations, or Ceremony Card go to 2.3]. Conduct Good Medicine (8.1), or a Victory Check (8.2).

2.3. Discard Phase

Perform the following:

2.3.1. If one or more Family counters are in the same Area as a Fort the player must lose either 1 Culture or 1 Military Point (total; not per Family).

2.3.2. Check if Automatic Victory conditions (12.1 or 12.2) apply.

2.3.3. Unless placed face-up along the top edge of the mapsheet (as a reminder of persistent effects), discard the current card.

2.3.4. Adjust Family Ferocity: Set the Ferocity of any in-play Family that does not have a man counter in its Family Box to zero.

2.3.5. If the scenario has not ended, return to 2.1.

3. Diné Operations Segment

During the Diné Operations Segment, the player must first select then execute ONE (and only one) of the following three Operations:

- Planning (see 3.1),
- Take Actions (see 3.2), or
- Passage of Time (see 3.3).

3.1. Planning

In Planning, the player's elders contribute to the tribe but they also age. New Family members become potentially available. Trading can take place as can warfare or diplomacy with a rival tribe. Conduct the following steps:

STEP 1: The player places a population counter matching the population symbol on the corner of the Operations Card being resolved into the Passage of Time Box (these can be added to Families during a subsequent Passage of Time operation).

STEP 2: Collect 1 Diné AP for each elder on the Elder Display, then advance each elder one box to the right; elders in right-most box of the Elder Display stay put.

STEP 3: Each elder counter on the Elder Display may be used to attempt one special Free, Elder Action:



Elder Action: Select an elder on the Elder Display and declare 1 Elder Action. There are four different Elder Actions available:

- If Culture Points > Military Points, then reduce Culture Points by 1 and increase Military Points by 1.
- If Military Points > Culture Points, then reduce Military Points by 1 and increase Culture Points by 1.
- Reduce or increase one Family's Ferocity by 1. A Family without a man counter cannot have a Ferocity > 0 at any time. If Ferocity increased and Military Points < 5, then also add 1 Military Point; if Ferocity decreased and Culture Points < 5, then also add 1 Culture point. A Family's Ferocity may only be impacted once by elders during the resolution of a single card.
- Add 1 AP to the APs Track.

Roll a die to determine if the Elder Action is a success. If the die roll result is ≤ the elder's Elder Rating (below the box the elder counter occupies), the Elder Action is a success and the points are modified.

STEP 4: If Culture Points > 0, each in-play Family that contains a woman may spend 1 AP to buy one Trade Goods counter from the Out of Play box and place it in the Resources box (see section 10 for the use of Trade Goods).

STEP 5: Each in-play Family that contains a man may spend 1 AP to conduct either Tribal Warfare or Tribal Diplomacy:

Tribal Warfare: Player must have Military Points > 0. Target an Instruction counter on the Active Column of the Enemy Instruction Display with "Ute Raid" or "Comanche Raid" (face-up). Conduct a Battle with the Tribe using the appropriate Battle Table column. See section 11 for Battle resolution procedure. If the Diné achieve an "FV" or "MFV" Battle Result, roll a die. Swap the targeted Tribe's Instruction counter with the Instruction counter matching the die roll on the Standby Column of the Enemy Instruction Display.

Tribal Diplomacy: Target an Instruction counter on the Active Column of the Enemy Instruction Display with "Ute Raid" or "Comanche Raid" (face-up). Spend any number of Trade Goods counters from Resources box, then roll a die and consult the Tribal Diplomacy chart.

STEP 6: Reset Cubes (see Glossary).

3.2. Take Actions

Families use MPs (Movement Points) to take a variety of Actions including moving, raiding, planting and harvesting corn, tribal council and trading with a Fort. The number of Families that can be activated to Take Actions is equal to the number of elders on the Elder Display plus either the number of Family counters in the Canyon de Chelly Territory, or 1 (whichever is highest).

PROCEDURE: Each Family on the map may be activated only once during a single Take Actions Operation. Each activated Family has 6 MPs minus 1 for each empty population space on its Family Box to spend. A Family must complete its activation before another Family may be activated. When activated, collect MPs taking into account any Cultural Development Cards in play, then spend up to all of its available MPs to carry out Actions.

Clarification: The number of MPs a Family has to spend is set when that Family is activated. A Family that loses 1 or more population counters during the course of its Actions does not lose any MPs.

MPs are spent to execute any combination of the following Actions in any order the player desires (see also summary Table on Player Aid Card).



3.2.1. Find new Water Hole: This Action costs 9 MPs minus the Value of the Family's Area. Remove 1 Drought counter from the Family's Territory.

3.2.2. Move to Adjacent Area: This Action costs a number of MPs equal to the destination Area's Value. If the Family has a horse in its Family Box, the MP cost is the Value in parentheses.

If the destination's Area Track has an Outpost in an Area with a Value ≥ the destination Area, the MP cost is increased by +1.

If the destination Territory has a Fort, the MP cost is increased by +1. Note that a Fort increases the cost of movement in every Area of that Territory!

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Important: Families with a Ferocity > 1 that end their activation in the same Area as a Fort must disband: place all population counters from the Family into the Passage of Time Box and return the family counter to its Family box.

An Activated Family that has not yet spent any MPs, and that is in the same Area as a Fort, and that wishes to move to an adjacent Area must spend MPs equal to a die roll plus the Value of the adjacent Area.

DESIGN NOTE: Forts are sticky! They can be a source of valuable Trade Goods, but leave your Families in them long enough and you'll quickly find bad things happening to them.

3.2.3. Move to/from Canyon de Chelly: This Action costs a Family all of its MPs.

- TO MOVE TO CANYON: Directly place the moving Family's counter from any Area on the map and place it into any Area in Canyon de Chelly. Families stacked with a Fort may not use this option.
- TO MOVE FROM CANYON: Directly place the moving Family's counter from any Canyon de Chelly Area to any other Area anywhere else on the map.



3.2.4. Plant OR Harvest Corn: This Action costs a number of MPs equal to the Area Value of the Family's current Area +4.

- TO PLANT CORN: Draw one Corn counter from the appropriate draw cup and place it face-down in the Family's Area. (See "Area Stacking" in 1.7.2 for stacking limits). ***Important:*** If a Family counter leaves an Area containing Corn for *any* reason, the Corn counter is immediately returned to its draw cup!
- TO HARVEST CORN: If there is no drought counter and no Rancho counter in the Territory, reveal the Corn counter and place it face-up in the Resources Box. If Drought and/or Rancho counters are in the Territory, roll a die. If the die roll is > the number of drought counters plus Rancho counters in the Territory, reveal the Corn counter and place it face-up in the Resources Box; otherwise the Corn counter remains face-down and is not harvested.

3.2.5. Raid New Mexico: This Action costs a number of MPs equal to the Value of all Areas between the Family (exclusive) and Santa Fé (inclusive). Families with a horse use the Value in parentheses. Outposts do not impact the MP cost of a Raid on New Mexico.

An Activated Family that is not stacked with a Fort, and has not spent any MPs may spend all of its available MPs in order to Raid New Mexico (long-range Raid) from any Areas.

Important: Only Families that contain a man *and* which are not stacked with a Fort may Raid New Mexico. Additionally, the Player must have at least 1 Military Point to Raid New Mexico.

To resolve the Raid, draw one cube from the Raid Pool and consult the Raid Table. The Family counter does not actually move.

3.2.6. Raid on an Outpost or Fort: The object of this Action is to drive an Outpost counter either backwards on the Area Track (towards the #1 Area) or remove it (or a Fort) from the Area Track if it is already on the #1 Area. This Action costs a number of MPs equal to the Value of the Family's current Area.

Player must have Military Points > 0 to Raid an Outpost/Fort. Only a Family containing a man may Raid an Outpost/Fort. Furthermore, the raiding Family must either occupy the same Area as the Outpost/Fort or an Area with a lower Value on the same track as the target Outpost.

DESIGN NOTE: It may be helpful to think of an Outpost as occupying the same Area as its counter, plus every Area with a lower Value on that same Area Track. For example, if there is a Mission counter on Shiprock Area #3, envision a Mission to exist on Shiprock Areas #2 and #1.

To resolve the Raid, draw cubes from the Raid Pool one at a time until the Outpost/Fort takes sufficient hits to destroy it, or the executing Family is forced to fight a Battle, or takes a Military Point loss due to cube draw (see Raid on Outpost/Fort Result Column).

3.2.7. Trade at Fort: This Action costs the active Family all of its remaining MPs (minimum cost of 1 MP). The Family must be in same Area as a Fort. Collect any number of available Trade Goods counters (place in Resources box) and reduce the Family's Ferocity to 0 (if not already at 0). Spend 1 Culture Point for each Trade Goods counter collected.

DESIGN NOTE: Careful here! Recall that during the Discard Phase you will lose 1 Culture or 1 Military Point for each Family in the same Area as a Fort (2.3). Note also that leaving an Area containing a Fort when you begin an activation there is not always easy either (3.2.2).

3.2.8. Tribal Council: This Action costs a Family (which has not yet spent any APs) all of its MPs. Roll a die. If the die roll is ≥ the value of the Family's current Area, collect 1 AP; otherwise, no effect.

3.3. Passage of Time

A Passage of Time Operation allows the player to foster tribal growth, replenish the tribe's population, breed animals, and harvest corn among other activities. Perform the following:

STEP 1 – Adjust Population

Follow this strict sequence:

(A) Any child counter in the Population Display and/or Passage of Time box may be converted into an adult or an elder. Any adult counter in the Population Display and/or Passage of Time box may be converted into an elder (player must remove Family counter from play if last adult converted into elder). Place converted child/adult counter(s) into Out of Play Box. Place new adult/elder counter(s) into Passage of Time Box.

(B) The player may move any adult and child counters from the Passage of Time Box to the Family box of an in-play Family. Elder counters may be moved from the Passage of Time Box to the left-most box of the Elder Display. Note that unlike Family boxes, there is no limit to the number of counters that can occupy a box of the Elder Display.

(C) If Culture Points > 0, Population counters in the Passage of Time box may be placed into the Family box of an out of play Family. Place this Family's Family counter into any Area in the Canyon de Chelly Territory with a Ferocity of 0.

(D) Adjust Culture Points: –1 Culture point for each empty population space in each Family box of each in-play Family. + 1 per newly-placed elder (from Step 1B) in the left-most box of the Elder Display.

(E) Remaining population counters in Passage of Time Box are discarded to the Out of Play box.

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STEP 2 – Return Animals
Return all Animal counters in the Family boxes and the Passage of Time box to the Resources box.

STEP 3 – Breed Animals
If the player has at least one animal in the Resources box, add one matching animal to the Resources Box.

EXAMPLE: There are 3 horses and 1 sheep counter in the Resources Box. During Passage of Time, 1 horse and 1 sheep counter are added to the Resources Box. If there was only a horse in the Resources Box, then only a horse would be added to the Resources Box.

STEP 4 – Harvest Corn
In each Area with a Family and a corn counter, the player may harvest the corn counter. Place harvested corn counters face-up in the Resources Box. *Important:* The player must pre-designate all Corn counters he intends to harvest *before* placing them in the Resources Box! Note that unlike 3.2.4, the player does not have to roll dice against Drought and Rancho counters.

STEP 5 – Feed population
Each population counter on the Population Display and Elder Display must be fed. The player must attempt to feed all counters on the Population and Elder Displays. If you have the sheep and corn necessary, you must spend them to feed as many counters as possible.

- Each Territory occupied by at least one Family counter can feed a number of population counters equal to its Arability (see Glossary).
- Corn counters in the Resources Box can be spent to feed a number of population counters equal to counter's printed value. When finished, return all corn counters in the Resources box to their draw cup.
- Each sheep counter spent can feed up to 4 population counters.
- Unfed population counters on the Population Display and Elder Display are returned to the Out of Play box.
- Unused points from Arability, and points spent from Corn and Sheep cannot be saved; any excess food point value is lost.

STEP 6 – Feed animals
Each Territory occupied by at least one Family can feed 1 Sheep and 1 Horse. All unfed animals in the Resources Box are returned to the Out of Play Box.

DESIGN NOTE: Yet one more reason for not amassing more than one Family in a single Territory! Spreading out maximizes grazing efficiency.

STEP 7 – Elder Death Check
Roll a single die for each elder counter on the Elder Display that has an Elder Rating (below the box the elder counter occupies). If the die roll is ≤ the Elder Rating, the elder dies and is returned to the Out of Play box. If the die roll is > than the number beneath the box that elder counter occupies, the elder remains in place.

STEP 8 – Land Recovery
Roll a die. In the Territory corresponding to the die roll, remove one drought counter. If the Territory rolled for does not contain a drought counter, remove 1 drought counter from the adjacent Territory with the lowest die roll symbol if possible.

STEP 9 – Return Corn
Return all Corn counters in the Resources Box to the Draw Cup. Unharvested (face-down) Corn on the map remains where it is.

STEP 10 – Card #41 *(Pueblo Revolt)*
If card #41 has been removed from play (neither in the deck, nor in-play), *and* there are < 3 cubes in the Subjugation of New Mexico Box, then reduce Enemy Morale by 1.

DESIGN NOTE: The longer time goes by where New Mexico is not fully subjugated by the Colonial occupiers, the more their morale will decline.

Step 11 – Reset Cubes (see Glossary).

4. Enemy Operations

During the Enemy Operations Segment (2.2), the Enemy will execute one Operation using Enemy APs and Enemy Instructions in accordance with the following steps:

STEP 1 – Special Enemy Instruction Conditions:
Check for the following two conditions (skipping conditions that do not apply):

- Condition 1 – If a "Peace" Instruction Counter is in the Raided Cubes box, then resolve a "Peace" instruction as directed in 4.2.7.
- Condition 2 – If a "Defend" Instruction Counter is in the Raided Cubes box, then resolve a "Defend" instruction as directed in 4.2.5.

STEP 2 – Collect Enemy APs:
Collect Enemy APs as directed by the Operations Card. The number of Enemy APs collected is modified as follows:

- Add Enemy APs as directed by each in-play Historical and Transitional Event
- Add a number of Enemy APs equal to the number of cubes in the Subjugation of New Mexico Box
- Subtract a number of Enemy APs equal to the number of cubes in the Raided Cubes Box.

  Important: In this Step, the Enemy will always collect a *minimum* of 1 AP!
- Place Enemy AP counters into the Enemy APs Available box on the mapsheet.

DESIGN NOTE: Collecting individual Enemy AP counters makes the resolution of Enemy Raids easy since each AP counter can be flipped over to its Enemy Raid side. If players find this to be tedious, an "Avail. Enemy APs" counter can be used on the General Records Track.

STEP 3 – Flip Random Instructions
Roll 2 dice. If both die roll results are equal (the player rolls doubles), and there is an Enemy Instruction Counter in both the Active and Standby Columns of the Enemy Instruction Display on the row matching the die roll results, Swap Instruction Counters.

If both dice are NOT equal, for each die roll result, flip the Enemy Instruction Counter on the corresponding row of the Active Column which does not have a stripe across the bottom. If there is no counter in an Active Column row rolled, then there is no effect.

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STEP 4 – Execute Enemy Instructions
See 4.1 and 4.2.

STEP 5 – Reset the Enemy Instruction Display
One at a time, each instruction counter in the Active Column of the Enemy Instruction Display slides up to fill the topmost empty box. Start with the top-most instruction counter and work your way down so that the only empty spaces on the Active Column are on the bottom.

Next, each Instruction Counter in the Inactive Column of the Enemy Instruction Display slides down, to the left, and then up to fill the topmost empty space on the Active Column. Start with the bottom-most Instruction Counter and work your way up. When this procedure is complete, all boxes on the Active Column will be filled while all boxes on the Inactive Column will be empty.

4.1. Enemy Instruction Counter general rules

4.1.1. Order of execution: Enemy Instruction Counters on the Active column of the Enemy Instruction Display are executed one at a time starting with the topmost Instruction Counter.

4.1.2. Cost: Each Enemy Instruction Counter has an AP cost that must be paid from Enemy APs collected during Step 2 of the Enemy Operations Segment.

4.1.3. Not enough APs: If the Enemy does not have enough APs to pay the cost of the instruction, the instruction is not executed, and Step 5 of the Enemy Operation Segment is conducted. Unspent Enemy APs remain in the Enemy APs Available Box (or marked on the General Records Track).

4.1.4. No instructions in Active Column: In the event that there are no Instruction Counters in the Active Column, unspent Enemy APs remain in the Enemy APs Available Box (or marked on the General Records Track) and Step 5 of the Enemy Operations Segment is conducted.

4.1.5. After instruction executed: After an Instruction Counter is executed, it slides to the right, following the yellow arrow to fill the empty box on the Inactive Column. If sufficient Enemy APs remain, the next topmost counter in the Active column is executed and when completed, it too slides to the right to fill the empty box on its row of the Inactive Column, and so on.

4.1.6. Standby Column: In addition to the Active and Inactive Columns, there is also a Standby Column on the Enemy Instruction Display. Instruction Counters located in the Standby Column may enter the Active Column on a doubles roll in Step 3, when called for by a Major or Minor Event, or during Tribal Warfare or Tribal Diplomacy. When this happens, the Instruction Counter on the Active Column swaps places with a counter from the Standby Column as directed by the Event or the rules governing Tribal Warfare or Tribal Diplomacy (3.1 Step 5).

4.1.7. Instruction Counter Swapping: In order for Instruction Counters to swap places, there must be an Instruction Counter in both places for the swap to take place. If the swap cannot occur (because one location is empty or a counter is at the top of a column and therefor cannot swap places with a counter above it), the Event instruction is ignored.

4.2 Enemy Instruction Counter specific rules



4.2.1. Build: Spend the APs required by the Instruction Counter. If all Outpost counters for the current period (see Outpost Type below) are in-play, treat this instruction as though it were a "Subvert" instruction (4.2.11). Otherwise, place 1 Outpost in Area #1 of the Territory containing the lowest-numbered die roll symbol that does not already contain an Outpost counter of the same type. If there is a corn counter in the same Area as the newly placed Outpost counter, return the corn counter to its draw cup.

Outpost Type. The type of Outpost to be placed is determined by the game's current Period: Spanish Period = Mission; Mexican & American Period = Rancho.

DESIGN NOTE: This represents the colonial enemy in New Mexico spending its resources to encroach on the Dinétah (Navajo Land). If not dealt with promptly, these outposts will destroy the culture of the people and lead to swift subjugation!



4.2.2. Build + Subvert: Spend the APs required by the Instruction Counter. This expenditure covers the cost of both a "Build" *and* a "Subvert" instruction. First conduct a "Build" instruction (4.2.1) then conduct a "Subvert" instruction (4.2.11).

DESIGN NOTE: This is a nasty turn of events. This represents aggressive colonial attempts to subjugate the culture of the people.



4.2.3. Colonize: Spend the APs required by the Instruction counter. If there are no cubes in the Raided Cubes box, conduct an "Expand" (4.2.6) instruction instead. If there are cubes in the Raided cubes box but there are no Rancho or Mission Outposts on the map, conduct a "Build" (4.2.1) instruction instead. Otherwise, for each AP spent, slide one cube (if possible) from the Raided Cubes box to the Recovery box. ***Important:*** do not "Reset Cubes!" Only cubes in the Raided Cubes box move!

DESIGN NOTE: This Instruction represents the influx of new colonists to New Mexico.



4.2.4. Comanche!: Spend the APs required by the Instruction Counter. If there are < 3 red cubes in the Subjugation Box, treat this instruction as though it were a "Subjugate" (4.2.10) instruction. Otherwise, collect a number of Tribal Raid counters equal to the number of Families on the map. Place these counters on the Tribal Raid box on the map. Next, resolve per Tribal Raid Flowchart.

DESIGN NOTE: One of two things is happening here. If New Mexico is not fully subjugated by the colonial enemy, this instruction represents the Comanche riding to the New Mexican's aid in such subjugation. The Comanche as well as the Ute did engage in such mercenary work from time to time. But if New Mexico is subjugated, this represents the Comanche tribe being coaxed into making war on the Navajo—which they routinely did through the late 1750s.



4.2.5. Defend: If there is a "Peace" or "Defend" Instruction Counter in the Inactive Column, flip this Instruction Counter over and resolve the Instruction on the reverse side. Otherwise, spend all APs in Enemy APs Available box; a minimum of 1 AP must be spent. The Enemy Operations Segment is immediately ended—do NOT Reset the Enemy Instruction Display! Place the "Defend" Instruction counter into the Raided Cubes Box as a reminder that the following applies:

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During Step 1 of the Enemy Operations Segment, the player must resolve Condition 2:

If there is at least 1 cube in the Raided Cubes Box, *and* the number of Enemy AP counters is < than the number of Cubes in the Raided Cubes box, then place Enemy AP from Out of Play Box into the Raided Cubes box until the number of Enemy AP counters and cubes are equal. Immediately end the Enemy Operations Segment (do not conduct Steps 2-5 of Enemy Operations Segment).

If the number of Enemy AP counters is ≥ the number of Cubes in the Raided Cubes Box, move all Enemy AP counters (if any) from the Raided Cubes Box to the Enemy APs Available Box. Reset Cubes. Place the "Defend" counter on the topmost empty space of the Inactive Column of the Enemy Instruction Display and continue to Step 2 of Enemy Operations Segment.

DESIGN NOTE: This instruction represents a defensive strategy on the part of New Mexico. The New Mexicans are "digging-in," fortifying their position, but yielding the initiative to the Navajo. So long as the player is able to keep placing more cubes in the Raided Cubes box, the Enemy will not execute instructions. But when the player is unable or unwilling to continue to do this, the Enemy will behave VERY aggressively, so beware!



4.2.6. Expand: Spend the APs required by the Instruction Counter. If there are no Outposts on the map, conduct a "Build" instruction (4.2.1) instead. Otherwise, all Outpost counters move to the next higher value Area of the Area Track they currently occupy. If an Outpost "moves" into the same Area as a corn counter, remove the corn counter to its draw cup. Note, there is no immediate effect on Families that now find themselves in the same Area as an Outpost, but see what Enemy Raids will do to them (see Enemy Raid Flowchart). For each Outpost that moves to an Area with a higher Value, subtract 1 Culture Point. For each Outpost on the map that cannot move because it is already in Area #6, subtract 2 Culture Points.

DESIGN NOTE: Here, the colonial enemy is pushing its established outposts deeper into more rugged terrain, seizing the best grazing lands for their own flocks and herds. Be careful with this one. If outposts get expanded too deep, they can be very difficult to remove from the Territory!



4.2.7. Peace: If there is a "Peace" or "Defend" Instruction Counter in the Inactive Column, flip this Instruction Counter over and resolve the Instruction on the reverse side. Otherwise, spend the APs required by the Instruction Counter. Place Enemy AP counters spent into the Raided Cubes Box. Return all cubes in the Raided Cubes and Recovery Boxes to the Raid Pool. Enemy sets its APs to 0, remove all Enemy AP counters from the Enemy APs Available Box to the Enemy Out of Play Box. Player sets his APs to 0 and sets all on-map Families' Ferocity to '0.' The Enemy Operations Segment is immediately ended. Place the "Peace" Instruction Counter into the Raided Cubes Box as a reminder that the following applies:

During Step 1 of the Enemy's Operation Segment, the player must resolve Condition 1:

Roll a die. If the die roll result is < the number of Enemy AP counters in the Raided Cubes box, remove 1 Enemy AP counter from the Raided Cubes box, conduct a "Build" Instruction (4.2.1). Next, end the Enemy Operations Segment (do not conduct Steps 2-5 of Enemy Operations Segment).

If the die roll result is ≥ the number of Enemy AP counters, the Peace conditions end: move all Enemy AP counters from the Raided Cubes Box to the Enemy APs Available Box and place the "Peace" Instruction Counter on the topmost empty space of the Inactive Column of the Enemy Instruction Display and continue to Step 2 of Enemy Operations Segment.

If any Family conducts a Raid on New Mexico or a Raid on an Outpost/Fort Action, the Peace immediately ends: move all Enemy AP counters from the Raided Cubes Box to the Enemy APs Available Box and place the "Peace" Instruction Counter on the topmost empty space of the Inactive Column of the Enemy Instruction Display. ***Important:*** The Major Event, "Apaches Raid New Mexico" does not end the Peace; execute the event as normal.

DESIGN NOTE: This represents a period of peace between the Diné and the colony of New Mexico. On the one hand, it is an irritating instruction for the player because it resets the Ferocity of the player's families and wipes out the player's APs. So long as the Diné are at peace with New Mexico, the Enemy will not execute any Instructions. This can give the player a much-needed breathing space. On the other hand, the Enemy will build an Outpost every turn so long as the Peace remains in place. Sooner or later the player will have to break the peace or have it broken by the New Mexicans…



4.2.8. Raid!: Spend the APs required by the Instruction Counter. Flip each AP counter spent over to its "Raid" side and place them on the "Santa Fé" Area on the map. Next, resolve per the Enemy Raid Flowchart. During the Raid, Enemy Raid counters will be placed in Areas on the map's Area Track. When Enemy Raid counters are removed from the map, return them to the Enemy Out of Play Box.

DESIGN NOTE: Enemy Raids represent one or more forays into the Dinétah. During these Raids, the Territory of Canyon de Chelly is something of a safe-haven for the Diné. Watch out though! If the Enemy has enough Raid counters to place, they will enter the Canyon with potentially disastrous results! Historically, the canyon was only successfully penetrated once prior to Kit Carson's 1863 Navajo Campaign—by the Spanish.



4.2.9. Slaves: Spend the higher number of Enemy APs: either the number on the counter, or if an "F" notation is on the Instruction Counter, the Total Ferocity of all in-play Families (the "F" on some Instruction Counters is a reminder that Total Ferocity applies).

Roll a die. Remove 1 child counter from the Family box of a Family located in the Territory corresponding to the die roll (use Alphabetic Priority if more than one Family qualifies). Families in same Area as a Fort are immune to this Instruction and cannot be impacted in any way by this instruction.

If no Family in the Territory has a child, remove a woman. If no Family in the Territory has a woman or if there are no Family counters in that Territory, remove 1 child from the Passage of Time box; if no child in Passage of Time Box, remove 1 woman from Passage of Time box; if no child or woman in Passage of Time, no effect. Removed population counters are sent to the Out of Play box.

DESIGN NOTE: Slave raiding was a constant issue in the American Southwest. Forts Defiance and Fauntleroy were established to establish some measure of control over the back-and-forth raid and counter-raiding that had plagued New Mexico from time immemorial. Families in the same Area as a Fort are protected by the soldiers from the hostile slave raids.

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4.2.10. Subjugate: Spend the APs required by the Instruction Counter. For each AP spent, draw 1 cube from the Raid Pool. Draw cubes one at a time. Once all cubes have been drawn examine them: place any red cubes drawn into the Subjugation of New Mexico Box; place all non-red cubes in the Recovery Box (yes, even green or blue ones). If any cube(s) placed into the Subjugation of New Mexico Box, see Subjugation of New Mexico chart.

DESIGN NOTE: This Instruction represents the efforts of the colonial enemy in New Mexico expending resources in order to subjugate other tribes closer to the Rio Grande settlements—i.e. the Pueblo tribes, as well as the Jicarilla and Mescalero Apache.



4.2.11. Subvert: Spend the APs required by the Instruction Counter. If there are < 3 red cubes in the Subjugation of New Mexico Box, conduct a "Subjugate" instruction (4.2.10) instead. If there are 3 cubes in the Subjugation of New Mexico Box but no Outposts on the map, conduct a "Build" instruction (4.2.1) instead.

Otherwise, for each AP spent, subtract 1 Culture Point *but* never subtract more Culture Points than Outposts on the map.

EXAMPLE: There are two Missions on the map. Three Enemy APs are spent to execute the "Subvert" Instruction. But since there are only two Outposts on the map, only two Culture Points are lost.

DESIGN NOTE: This represents the negative impact that living in close proximity to European settlements had on the cultural vitality of the Diné.



4.2.12 Utes!: Same as "Comanche Raid" (4.2.4).

5. Player Reactions

5.1. Player Reaction general rules:

5.1.1. What are Reactions? Reactions are actions that the Player may take in response to an Enemy or Tribal Raid to enable a Family to end, harass (delay), evade or ambush that Raid. All Reactions except Evasion cost APs, so the player is advised to keep some APs on the APs Track if he expects an Enemy Raid or Tribal Raid.

5.1.2. When may Reactions take place? Reactions may be carried out when 1 or 2 Enemy or Tribal Raid counters have been placed on or in close proximity to a Family counter as directed by Enemy Raid and Tribal Raid Flowcharts.

5.1.3. Outpost effects on Reactions: Families on same Area Track as a Fort or Outpost: If the Fort/Outpost is in an Area with a Value ≥ than the Value of the Area containing a Family, that Family may not conduct any Reaction during an Enemy Raid, but are immune to Tribal Raids (but see 6.2.3 for a special exception).

DESIGN NOTE: Outposts & Forts aren't all bad! They can shield you from hostile Ute and Comanche raiders. The hostile tribes would steer clear of these installations except when at war with New Mexico. Ute and Comanche wars against New Mexico lie outside the scope of this game but are somewhat represented abstractly in the Apache War and Apache Raid events.

5.1.4. Canyon de Chelly: Families in Canyon de Chelly may never conduct *any* Reaction.

DESIGN NOTE: Enemies of the Diné were always very reluctant to enter the forbidding canyon—perfect ambush terrain. But on the few occasions when they did, they managed to catch the Diné by surprise with generally devastating effect.

5.2. Player Reaction specific rules:

5.2.1. Ambush: The player must have at least 1 Military Point. Conduct after 1 or 2 Enemy Raid counters are placed in the same Area as a Family with a Ferocity of at least 1.

- COST: Spend 1 Diné AP.
- EFFECT: Select a Family to be the Ambushing Family. It must have Ferocity of at least 1. Fight a Battle but double the Ambushing Family's Ferocity rating for the purposes of this Battle to a maximum of the Value of the Area where the Battle occurs. For example, a Family with 3 Ferocity in Area 2 would only gain a +2 DRM, not a +6 DRM.

  Hint: Ambushes work best in Areas with an Value of 3 or more.
- SUCCESS OR FAILURE: If the Diné achieve an "FV" or "MFV" Battle Result (see Battle Table), the Ambush is considered successful; on any other Battle Result, the Ambush is not considered successful.
- RESULT: If successful, in addition to the "FV" or "MFV" battle result, remove all Raid Counters from all Area Tracks (except Santa Fé). Continue to follow the Enemy Raid Flowchart.

5.2.2. Negotiate: Successful Negotiation renders families safe from an Enemy Raid. Conduct after 1 or 2 Enemy Raid counters are placed in the same Area as a Family.

- COST: Spend 1 Diné AP.
- EFFECT: Choose which Family (must be in same Area as a newly placed Enemy Raid counter) will be the Negotiating Family. Spend as many Trade Goods in the Resources Box as you wish. Next, roll a die and modify it by adding the Negotiating Family's Evasion DRM and the number of Trade Goods counters spent.
- SUCCESS OR FAILURE: If the modified die roll is a 6 or higher the negotiation is successful. An unmodified die roll of '1' is always a failure; a die roll of '6' is always a success.
- RESULT: If the negotiation is successful, the Raid does not affect any Family in the same Area as the Negotiating Family; place the Negotiating Family and all other Families stacked with it on the "Escape" box of the Territory it occupies. Regardless of success or failure, continue to follow the Enemy Raid Flowchart.



5.2.3. Harassment: This Reaction's function is to slow the progress of a Raid by making the Enemy use TWO Raid counters to enter an Area. Conduct after 1 or 2 Enemy Raid counters placed in any Area.

- COST: Spend 1 Diné AP.
- EFFECT: Place 1 Harass counter into any empty Area no further than 3 Areas away from a Family counter of a Family that has a man in its Family Box. Harass counters may not be placed in an Area belonging to an Area Track that has an Outpost in an Area with a higher Value.

  EXAMPLE: If there is an Outpost in Area #3, a Harass counter could not be placed in Area #2 even though it is empty and within 3 Areas of a Family with a man.
- RESULT: Continue to follow the Enemy Raid Flowchart!

5.2.4. Evade: Evasion is the Reaction which allows the player to move Family counters away from approaching Raid counters on an

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Area Track during an Enemy Raid, or to move further up an Area Track during a Tribal Raid. Conduct after an Enemy Raid counter has been placed in the same Area as a Family counter. The Evade Reaction may also be conducted when directed on the Tribal Raid Flowchart.

- COST: Free.
- EFFECT: Select which Family will be the Evading Family. Next, roll 1 die and modify it by adding the Evading Family's Evasion DRM. Add +1 for Manuelito's Family. If modified die roll > current Area Value, place the Family in the Area with Value = modified die roll (if a modified "7" or higher is rolled, either place the Family in Area #6).

  An Evading Family counter may never be placed into an Area containing a previously-placed Enemy Raid counter. If the die roll would result in this, Evasion fails. An unmodified Evasion die roll of '1' automatically fails. On an unmodified die roll of '6' the Family must either be placed in Area #6 of it's current Area Track, or into any Area in the Canyon de Chelly Territory.

  EXAMPLE: A Family with a Evasion modifier of +1 is in Area #3 when it attempts to evade. The die roll is a '4' and is modified by +1. The Family counter is placed in Area #5 of its current Area Track.
- RESULT: Continue to follow the Enemy or Tribal Raid Flowchart.

6. Major Events

6.1. Major Event General rules

All cards in the game contain a Major Event that will be executed during the Major Event Segment of the Card Resolution Phase.

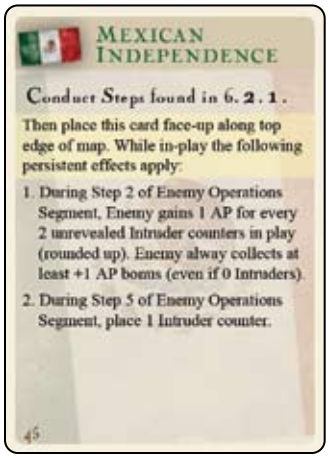
6.1.1. Active Cards: Some Major Events will have a persistent effect. Such cards are placed face-up as a reminder of their persistent effects.

6.1.2. Removed Cards: Some Major Events instruct the player to remove certain cards from play. Cards that are removed from play never re-enter the game and any persistent effect they may have had while in-play is cancelled.

6.2. Major Event specific rules

Most Major Events are self-explanatory. The three Transitional Event Cards, however, do require some detailed procedures:

6.2.1. Card #45: Mexican Independence – This Transitional Event transitions the game from the Spanish Period to the Mexican Period.



When drawn, immediately conduct the following steps:

STEP 1: Conduct a Passage of Time Operation (3.3).

STEP 2: Conduct a Victory Check procedure (8.2) using a VP value of 14 for step 1 of the Victory Check. If the player's Military and Culture Points fall to 0, the player suffers a Major Defeat. If the player is playing the Los Dueños Del Mundo (Spanish) scenario the game ends at this point and victory/defeat is determined per the scenario rules.

STEP 3: Set Enemy Morale to the same level as Military Points.

STEP 4: Remove all Spanish Instruction Counters from the game (place them back into the box). Place Mexican (green) Instruction Counters into a cup and randomly draw 2 of them out. Remove the 2 drawn counters from play. Place the 12 undrawn counters face-up (capital letter) one counter per box on the Active and Standby columns of the Enemy Instruction Display in alphabetical order. Fill the Active column first from top to bottom, then fill the Standby Column from top to bottom.

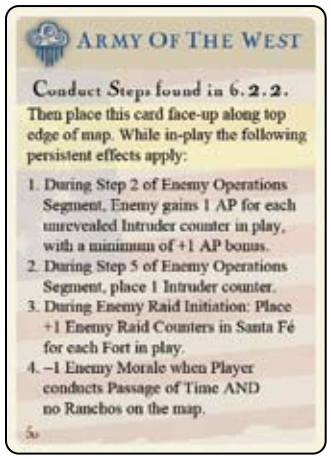
STEP 5: Remove card #44–*Settlers Colonize NM* from play. Place card #45–*Mexican Independence* face-up along the top edge of the map to remind of its persistent effect (see card)

STEP 6: The player must discard all Ceremony cards remaining in his hand. Enemy Way effect does not trigger.

STEP 7: Reconstitute the deck for the Mexican Period as directed on the Broken Country Scenario Setup (see playbook).

STEP 8: Reconstitute the Raid Pool – Return all cubes on the Raided Cubes Box and Recovery Box to the Raid Pool. Next, add 1 brown, 1 white, and 2 green cubes to the Raid Pool.

STEP 9: Reconstitute the Intruder Draw cup – Return all Intruder counters previously removed from play as well as all Intruder counters on the map (including from the Resources Box) to the Intruder draw cup.



6.2.2. Card #50: Army of the West – This Transitional Event transitions the game from the Mexican to the American Period. When drawn, immediately conduct the following steps:

STEP 1: Conduct a Passage of Time Operation.

STEP 2: Conduct a Victory Check procedure (8.2) using a VP value of 14 for step 1 of the Victory Check Segment. If the player's Military and Culture Points fall to 0, the player suffers a Major Defeat. If the player is playing the Broken Country (Mexican) scenario the game ends at this point and victory/defeat is determined per the scenario rules.

STEP 3: Set Enemy Morale to the same level as Military Points.

STEP 4: Remove all Mexican Instruction Counters from the game (place them back into the box). Place American (blue) Instruction Counters into a cup and randomly draw 2 of them out. Remove the 2 drawn counters from play. Place the 12 undrawn counters face-up (capital letter) one counter per box on the Active and Standby columns of the Enemy Instruction Display in alphabetical order. Fill the Active column first from top to bottom, then fill the Standby Column from top to bottom.

STEP 5: Remove card #45–*Mexican Independence,* #48–*When the Land is Sick,* and #49–*Narbona's War* from play. Place card #50–*Army of the West* face-up along the top edge of the map to remind of its persistent effect (see card).

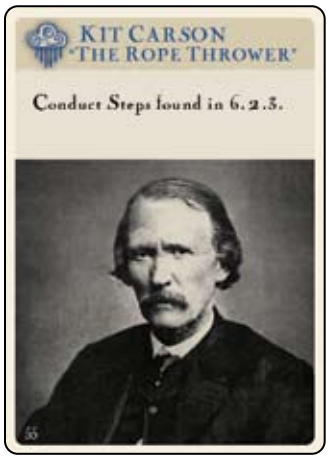
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STEP 6: The player must discard all Ceremony cards remaining in his hand. Enemy Way effect does not trigger.

STEP 7: Reconstitute the deck for the American Period as directed on The Fearing Time Scenario Setup (see playbook).

STEP 8: Reconstitute the Raid Pool – Return all cubes on the Raided Cubes Box and Recovery Box to the Raid Pool. Remove 2 Green Cubes from the game (put them back into the game box). Add 1 blue cube to the Raid Pool.

STEP 9: Reconstitute the Intruder Draw cup – Return all Intruder counters previously removed from play as well as all Intruder counters on the map (including from the Resources Box) to the Intruder draw cup.



6.2.3. Card #55: Kit Carson: "Rope Thrower" – This Transitional Event sets into motion the end of the game. When drawn, immediately conduct the following procedures:

STEP 1: Conduct a Passage of Time Operation (3.3).

STEP 2: Conduct a Victory Check procedure (8.2) using a VP value of 15 for step 1 of the Victory Check Segment. If the player's Military and Culture Points fall to 0, the player suffers a Major Defeat.

STEP 3: If the player has Military Points ≤ Enemy Morale, the United States issues an ultimatum to the Diné: "Come to the Bosque Redondo Reservation or face all-out war." The player must choose one of the following options:

- Option 1: The Diné launch an all-out preemptive war: The player may choose a "Take Actions" Operation (3.2). At the end of this Operation the game ends and victory is determined as follows: If there are no Enemy Forts and no Enemy Outposts on the map, the player wins a Major Victory; otherwise the player suffers a Major Defeat. *This is an all-or-nothing effort; there's no middle ground here!*
- Option 2: The Diné retreat to their strongholds: conduct steps 4-9.

STEP 4: Conduct one Tribal (not Enemy) Raid against each Territory (but not Canyon de Chelly) that contains one or more Family counters. Start in the Territory with the lowest die roll symbol and progress to the Territory with the highest die roll symbol. During this Tribal Raid, the following special conditions apply:

- Rule 5.1.3 does NOT apply.
- If a Family attempt to Evade and the modified Evasion die roll is > 6, the Family must be placed in one of the areas of Canyon de Chelly.
- Apply a +3 DRM to each "Conduct Raid" die roll.
- Apply a +2 DRM to each "Conduct Raid" die roll in each territory with a Fort.
- During Raid Resolution, Families may NOT fight a Battle.
- During Raid Ends, do not remove any Family counters from Caught boxes.

DESIGN NOTE: Kit Carson's 1863 campaign against the Navajo was one unlike any waged by non-Native people. Since its tactics more closely model Native-style warfare, Tribal Raids are conducted rather than Enemy Raids.

STEP 5: Player loses 1 Military Point for each counter in the Passage of Time Box. If the player's Military Points fall to 0, the game ends. If the player has 0 Military Points and at least 1 Culture Point remaining, the player suffers a Minor Defeat. If the player has 0 Military Points and 0 Culture Points, the player suffers a Major Defeat. If the player still has at least 1 Military Point remaining, continue to Step 6:

STEP 6: The Enemy loses 1 Morale for each Family in Areas outside of Canyon de Chelly *but* do not count Families in Caught boxes. If the Enemy Morale is reduced to 0, the player wins a Minor Victory.

STEP 7: Compare the number of Families in Areas outside of Canyon de Chelly (do not count Families in Caught boxes) with Enemy Morale. If the Enemy Morale is < the number of Families in Areas outside Canyon de Chelly, the game ends and the player wins a Minor Victory; otherwise continue:

STEP 8: Kit Carson's troopers enter the Canyon de Chelly: Remove all population counters from all Families in Canyon de Chelly. The player loses 1 Culture Point for each population counter removed.

STEP 9: If the player still has at least 1 Culture and/or 1 Military Point remaining, the player wins a Minor Victory, otherwise, the player suffers a Minor Defeat.



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7. Minor Events

7.1. Minor Event general rules

Operations Cards each contain the name of a Minor Event to be executed during the Minor Event Segment of the Card Resolution Phase.

7.2. Minor Event specific rules



7.2.1. Drought: Roll a die. In the Territory corresponding to the die roll, place a drought counter into an empty drought space. If all drought spaces are already occupied, place the drought counter into an empty drought space in the adjacent Territory with the highest die roll symbol if possible.

7.2.2. Drought Recovery: Roll a die. In the Territory corresponding to the die roll, remove one drought counter. If that Territory does not contain a drought counter, remove 1 drought counter from the adjacent Territory with the lowest die roll symbol if possible.

7.2.3. Roll to see which Instructions swap places: Roll a single die and consult the Enemy Instruction display. If the row corresponding to the die roll has counters on both the Standby and Active Columns, the Instruction Counters swap places.

7.2.4. Reset Cubes: See Glossary.

8. Victory Checks

When resolving an Historical Event card, during the Victory Check Segment (2.2.4) the player must either execute Good Medicine (8.1), or carry out a Victory Check procedure (8.2).

When resolving a Transitional Event card, during the Victory Check Segment the player must carry out a Victory Check procedure (8.2).

8.1. Good Medicine

"Good Medicine" allows the player to skip a Victory Check during a Victory Check segment. There is a cost to doing this, however. Look up the card number of the Historical Event card being resolved on the Good Medicine chart. Note that Good Medicine is not possible when executing Transitional Events (card #s 45, 50, and 55)!

DESIGN NOTE: This mechanic exists to temper potential disaster when resolving an Historical Event card—especially early in a scenario. Taking this option does have costs, however! Losing black cubes from the mix means an increased likelihood of drawing bad cubes when conducting Raids. Not executing a Victory Check Segment means you lose an opportunity to buy a Cultural Development card—this can have long-term impact!

8.2. Victory Check procedure

Carry out the following steps:

STEP 1: Subtract VP value of the Historical Event Card from the total VP value of all Territories with one or more Families. If the difference is a positive number, add 1 Military Point. If the difference is a negative number, the result is the number of Military Points lost.

See "Military Points" in 1.7.4 if the Military Points would be reduced to zero or less than zero.

DESIGN NOTE: Victory Check segments are checkpoints in the player's journey. Because it was crucial for the Diné to maintain a pervasive and persistent presence on the land, there are dire penalties for the player who is caught by a Victory Check Segment without such a presence on the Diné land. Concentrating Families into one Territory is usually counter-productive and can lead to a sudden disaster—as actually did happen in 1863-64!

On the other hand, maintaining a persistent presence in the Territories that lay closest to the Colonial presence in New Mexico will have the effect of demoralizing the Colonial power—as it did during the periods of Spanish and Mexican rule of New Mexico.

STEP 2: Subtract the number of Enemy Morale Points from the number of Military Points and place the Military Point counter accordingly. See "Military Points" in 1.7.4 if the Military Points would be reduced to zero or less than zero.

Next, reduce Enemy Morale to 0.

EXAMPLE 1: The player has 5 Military Points and the Enemy has 4 Morale. During Step 2, the 4 Morale points are subtracted from the 5 Military Points leaving 1 Military Point.

EXAMPLE 2: The player has 9 Culture and 5 Military Points. The Enemy has 6 Morale. During Step 2, the 6 Morale points are subtracted from the 5 Military Points leaving 0 Military Points and the Culture Points fall from 9 to 7.

DESIGN NOTE: This step serves to temper runaway Enemy Morale growth. If Enemy Morale gets too high, it can inflict a painful blow to the Military and Cultural independence of the Diné!

STEP 3: If the player has 0 Military and 0 Culture Points, the game ends and the player suffers a Major Defeat.

STEP 4: Increase Military Points by the number of man population counters in Family Boxes that do not belong to a Family in the same Territory as a Fort. Military Points cannot be increased above '7' during this step. If Military Points were 7+ prior to this step, there is no effect—go to Step 5. For each box that the Military Points counter is advanced, the Enemy Morale counter is increased one box.

EXAMPLE 1: The player has 1 Military Point. There are 4 "man" population counters in Family Boxes and no Forts in play. In Step 4 of the Victory Check Segment, the player increases his Military Points counter to the "5" box on the General Records Track, moving up four boxes (one for each man counter in play). Each time the Military Points counter is increased by a box, the Enemy Morale counter is increased by a box, moving from 0 to 1, from 1 to 2, from 2 to 3, and from 3 to 4.

EXAMPLE 2: The player has 5 Military Points. There are 4 "man" population counters in Family Boxes and no Forts in play. In Step 4 of the Victory Check Segment, the player increases his Military Points counter to the "7" box on the General Records Track, moving up two boxes (one for each man counter in play, but stopping at the "7" box). Each time the Military Points counter is increased by a box, the Enemy Morale counter is increased by a box, moving from 0 to 1 and then from 1 to 2.

EXAMPLE 3: The player has 8 Military Points. There are 4 "man" population counters in Family Boxes and no Forts in play. In Step 4 of the Victory Check Segment, the player does not increase his Military Points at all since he already has 7 or more Military Points. Since the Military Points counter was not advanced, the Enemy Morale counter remains in the "0" box of the General Records Track.

DESIGN NOTE: This step serves to keep the differential of Enemy Morale to Military Points consistent. If Step 2 fails to reduce the

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Diné Military Points, Step 4 can really hurt the Enemy's Morale. This blow to Enemy Morale represents the effect of a failed Colonial policy vis-a-vis the Diné.

STEP 5: Add 1 Enemy Morale Point for each Outpost counter in-play. During this step, Enemy Morale may not be increased above the player's Military Points by more than the number of in-play Outposts. Enemy Morale never decreases in this step.

EXAMPLE 1: The Enemy has 4 Morale and the player has 3 Military Points. There are 3 Outposts in play. During Step 4, Enemy Morale will be increased by the number of Outposts but no higher than Military Points plus the number of in-play Outposts. So in this case, Enemy Morale will only go up by +2, to 6.

EXAMPLE 2: The Enemy has 6 Morale and the player has 4 Military Points. There are 2 Outposts in play. During Step 4, Enemy Morale will not be increased at all.

EXAMPLE 3: The Enemy has 5 Morale and the Player has 4 Military Points. There is no Outpost in play. Enemy Morale will not be increased during Step 4; neither will it be decreased!

DESIGN NOTE: Though Step 4 can badly hurt the Enemy if the Enemy begins the Victory Check segment with low Morale, Step 5 can cause a significant "bounce-back" if the Diné have failed to rid their land of Enemy Outposts!

STEP 6: Increase Culture Points by the number of woman population counters in the Family Boxes that do not belong to a Family in the same Territory as a Fort. The Culture Points counter cannot be increased above '9' during this step *and* if it is already greater than 9, reduce the number of Culture Points to 9.

DESIGN NOTE: The women of the Diné were and still are vital to the cultural vitality of the nation. Capping Culture Points at "9" during this step is a play balance measure. The player is welcome to experiment with a higher cap for easier play (like 10) or a lower cap for a more difficult game (like 8).

STEP 7: The Player loses 1 Culture Point per Fort in play. See "Culture Points" in 1.7.4 if the Culture Points would be reduced to zero or less than zero.

DESIGN NOTE: Forts only appear during the American period of the game. Forts were where spirituous liquors could be acquired in quantity. Forts were also where annuities were paid to Diné bands who kept the peace. The cost was a corruption of Diné cultural integrity.

STEP 8: Unless resolving card #45 or #50, the player may (not must) spend Culture or Military points to buy 1 Cultural Development card. The cost of such a purchase is as stated on the Cultural Development cards. See section 9 for rules concerning Cultural Development cards.

DESIGN NOTE: Buying Cultural Development Cards will be vital to the player's success. This is the ONLY time in the game other than setup when these cards can be acquired. But since the Culture Points cap at "9," buying the more powerful Culture cards can put the player at risk later on in the game, so be careful!

STEP 9: Set Player's APs to 0 and return all cubes in Raided Cubes and Recovery boxes into the Raid Pool.

STEP 10: Remove one half (rounded up) of all population counters in Passage of Time Box to Out of Play Box (player chooses which counters to remove).

DESIGN NOTE: Usually, having Population counters removed from a Family's box and placed into the Passage of Time Box constitutes a temporary inconvenience for the player. Where it can hurt the player is when such counters are removed at this point in a Victory Check Segment! Be sure to conduct a Passage of Time Operation (3.3) before you lose these counters when an Historical Event Card is drawn!

9. Cultural Development Cards

9.1. Cultural Development Cards general rules

Cultural Development cards may be purchased as part of the Victory Check procedure (8.2).

9.1.1. Sets of Cultural Development Cards: There are eight different sets of Cultural Developments, each of which has 3 levels. A Level 2 or 3 Cultural Development card may only be purchased if the player has already purchased the previous level for that Cultural Development set (for example, the player could only purchase Religion Level 3 if he previously purchased Religion Levels 1 and 2).

9.1.2. Purchased cards: The player should place purchased Cultural Development cards face-up along the top edge of the map as a reminder that they are in play.

9.1.3. Length of effect: The effects of purchased Cultural Development cards remain valid for as long as the cards remain in play.

9.1.4. Contradictions: If the effects of a Cultural Development card contradict the rules or a Major or Minor Event, the Cultural Development card takes precedence.



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10. Trade Goods

10.1. Acquisition



Trade Goods may be acquired during a Planning Operation (see 3.1, Step 4), or during a Trade at Fort Action (3.2.7). Additionally, at any time, the player may spend any 3 animal counters (any combination of types), or at least 6 points worth of corn counters (no "change" given) from the Resources Box to collect 1 available Trade Goods counter; place the Trade Goods counter in the Resources box.

10.2. Spending

Trade Goods may be spent at any time. Trade Goods may be spent to gain one of the following benefits:

- 2 Trade Goods may be spent to add 1 AP to the General Records Track.
- 2 Trade Goods may be spent to cancel the flipping of an Instruction Counter during Step 3 of the Enemy Operations Segment (4.0).
- 3 Trade Goods may be spent to collect any 1 animal counter from the Out of Play Box; place the animal counter in the Resources box.
- 3 Trade Goods may be spent to re-roll dice. All dice rolled must be re-rolled—the player may not select, for example, one of two dice rolled to be re-rolled (as during Enemy Operations Segment Step 3); he must re-roll *all* dice. The second die roll is final, unless another 3 Trade Goods are immediately spent to re-roll again (if the player rolls a worse result, he cannot go back and claim the first die roll).
- 3 Trade Goods may be spent to return a drawn cube from the Raid Pool and draw again. The second draw is final, unless another 3 Trade Goods are immediately spent for a redraw.
- 3 Trade Goods may be spent to cancel a Minor Event *or* Enemy Way effect.
- Trade Goods may be spent in conjunction with the Sharp Traders #2 and #3 Cultural Development Cards.
- Trade Goods can also be used in Tribal Diplomacy (3.1, Step 5) and Negotiation (5.2.2).

11. Battles

11.1. When May Battles Be Fought?

Only Families with a man counter may fight Battles. Additionally, the player must have Military Points > 0 to fight a Battle. Battles may be fought under the following circumstances:

- When forced to fight a Battle during a Raid on New Mexico, or Outpost/Fort (see Raid chart).
- When given the option to fight a Battle during an Enemy or Tribal Raid.
- When the player conducts a Tribal Warfare action during a Planning Operation (3.1 Step 5).
- When the player attempts an Ambush Reaction (5.2.1).

11.2. How Are Battles Fought?

Battles are conducted using the following procedure:

STEP 1: Roll a single die for the Diné and modify it:

- + X where X = the Family counter's Ferocity rating, or, if executing an Ambush Reaction (5.2.1) + double the Family counter's Ferocity rating (but never more than the Value of the Family's Area).
- +1 if the Family has a horse in its Family Box.
- +1 for Manuelito's Family
- +2 if a Firearms counter is spent (may only spend 1 Firearms counter for this DRM).

Trade Goods may be spent to re-roll the die (10.2), but this must happen before rolling dice for the Enemy/Tribe!

STEP 2: Roll a single die for the Enemy or Tribe and modify it according to the enemy being fought:

- + Enemy Ferocity (see counter on General Records Track)
- +5 if vs Comanche
- +4 if vs Ute

STEP 3: Determine results: Subtract the modified Enemy/Tribe die roll from the Diné die roll and cross-reference with the Battle Table column corresponding to the Area Value where the Battle took place. Apply the result per the Battle Table.

11.3. Consequences of Victory and Defeat

When a Battle is fought its effects must be carried out:

- If the Battle is fought as the result of an Ambush Reaction, apply the results as directed by the Battle Table as well as the effects of 5.2.1.
- If the Battle is fought as the result of Tribal Warfare (during a Planning Operation), apply the results as directed by the Battle Table as well as any the effects of 3.1, Step 5.
- If the Battle is fought at any other time, only apply the results as directed by the Battle Table.

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12. Victory & Defeat

12.1. Automatic Defeat

During step 3 of a Victory Check procedure (8.2) or during a Discard Phase (2.3), if the player has 0 Culture and 0 Military Points, the player loses the game. This is considered a Major Defeat.

12.2. Automatic Victory

During the Discard Phase (2.3), if the Enemy has 0 Morale, *and* the player does not have any families in the same Area as a Fort, the player may win an Automatic Victory. To determine whether or not the player wins at this point the player must roll a die: If the die roll is > the number of Outposts plus in-play Forts, the player wins a Major Victory; if the die roll is ≤ the number of in-play Outposts plus Forts, place the Enemy Morale counter so it equals the number of in-play Outposts plus Forts.

OPTIONAL: If the die roll is ≤ the number of in-play Outposts plus in-play Forts, place the Enemy Morale counter so it equals the die roll.

12.2.1. Families with Forts: During the Discard Phase (2.3), if the Enemy has 0 Morale, *and* the player has at least 1 Family in the same Area as a Fort, an Automatic Victory is not possible. Reset the Enemy Morale counter so as to equal the number of in-play Outposts plus Forts.

12.3. End of Scenario

If neither 12.1 nor 12.2 apply during the course of a game, the victory conditions on the applicable scenario setup instructions apply.

13. Glossary

Actions: The player will spend Movement Points (MPs) to perform Actions with his activated Families during a Take Actions Operation. See 3.2.

AP (Action Points): Diné and Enemy APs are tracked on the General Records Track using the appropriate markers (see 1.7.4).

Activated Family: Families are activated during a Take Actions Operation (see 3.2). Only activated Families may conduct Actions. The number of Families that may be activated is equal to the number of elder counters on the Elder Display plus either 1 or the number of Family counters in Canyon de Chelly (whichever is higher).

Adjacent: Adjacency matters for both Areas and Territories. An Area on an Area Track is adjacent to every Area with which it shares a connection. All Territories are adjacent to Canyon de Chelly. A Territory is also adjacent to another Territory if both Territories' Area Tracks share a mutual connection (Shiprock is adjacent to Zuni Mountains, San Juan Valley—and of course, Canyon de Chelly).

Adult: Man and woman population counters are collectively referred to as Adults. In game terms, an elder is NOT an "Adult!"

Alphabetic Priority: When called to make a selection using alphabetic priority, choose, "A" before "B," and "B" before "C," and so on.

Ambush: An Ambush is a Reaction that the player may undertake during an Enemy Raid (but not Tribal Raid). See 5.2.1 and Battle Table.

Animals and Animal Counters: Horse and Sheep counters (see below) are collectively referred to as Animals. Available Animal counters are kept in the Resources box.

Arability: A measure of the a Territory's ability to feed Population and Animal counters. Each Territory has an Arability equal to 3 minus the number of Drought and Rancho Outpost counters in that Territory.

Available: A game piece and/or card is considered to be "available" if it has not been removed from the game.

Battle: Battles can occur during Enemy/Tribal Raids (4.2.4, 4.2.8, and 4.2.13), Raids on Outposts/Forts (3.2.5), Raids on New Mexico (3.2.6), and Tribal Warfare (3.1 Step 5). See section 10.

Blessing Way: Ceremony Cards have a "Blessing Way" effect. The player may play a Ceremony Card from his hand for its Blessing Way effect during a Battle, Evasion, or at any time during the player's Operations Segment.

Canyon de Chelly: Canyon de Chelly (pronounced canyon de shay) was the refuge and cultural citadel of the Diné. In the game all rules pertaining to a Territory apply to Canyon de Chelly with the following special provisions:

- It is considered to be adjacent to all other Territories on the map, even those with which it does not share a connection between Area Tracks.
- Drought never occurs in Canyon de Chelly, therefore it always has an Arability of 3.
- Tribal Raids never target Canyon de Chelly.
- Enemy Raids CAN target a Family in Canyon de Chelly, but only if there are no other Families on the map (see Enemy Raid

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Flowchart).

- Enemy Outposts are never placed in Canyon de Chelly.
- A Family in Canyon de Chelly may spend all of its MPs to travel to any other Area on the map. Conversely, a Family may spend all of its MPs to travel from anywhere on the map to any Area of Canyon de Chelly (see 3.2.3).
- When a Family counter is brought into play during Passage of Time, the new Family is placed into any Area of Canyon de Chelly (see 3.3 Step 1C).
- If a Family rolls an unmodified '6' when attempting Evasion, the player may move that Family to any Area of Canyon de Chelly (5.2.4).
- Families in Canyon de Chelly may not conduct any Reaction to Enemy/Tribal raids (5.1.4).

Ceremony Cards: When drawn, the player must execute the Major Event as written on the card. Ceremony cards also have a Blessing Way and Enemy Way effect. The Enemy Way effect is only triggered by a Major Event on another Ceremony card. The Blessing Way effect can be triggered voluntarily by the player as directed by the Ceremony card.

Cultural Development Cards: Cultural Development Cards are acquired at the start of a scenario per scenario setup instructions. During a scenario, Cultural Development Cards are also acquired by spending Culture or Military Points as directed by the card. Most cards have additional requirements in order to purchase them—see the individual cards. See also section 9.

Culture Points: Culture Points serve as a representation of the cultural independence of the Diné (see 1.7.4).

Draw Cup: There are two draw cups in the game from which counters will be drawn randomly: one for corn counters and one for Intruder counters. A clean, empty, opaque cup (not supplied with game) is desirable.

Drought Spaces: Each Territory (except Canyon de Chelly) has two drought spaces. Each drought space may hold one drought counter.

Enemy: The term "Enemy" refers to the non-player "side" of the game that represents the Colonial enemy of the Navajo centered in New Mexico.

Enemy Morale: Enemy Morale is tracked on the General track on the mapsheet using the Morale counter appropriate to the period. The player can win by driving Enemy Morale to 0 (12.2).

Enemy Way: Ceremony Cards have an "Enemy Way" effect. This effect is only triggered by the Major Event on another Ceremony Card. The player may not play a Ceremony Card from his hand for its Enemy Way effect (nor would he usually want to do this).

Exhaust Cultural Development Card: When instructed to exhaust a Cultural Development Card, rotate the card 90 degrees. When instructed to re-enable an exhausted card, return the card to an upright position.

Ferocity / Most Ferocious / Least Ferocious: Each Family counter has a Ferocity rating (number on bottom-right of counter). The Family counter on the map with the highest Ferocity rating (break ties using alphabetic priority) is known as the "Most Ferocious" Family. The Family counter on the map with the lowest Ferocity rating (break ties with alphabetic priority) is known as the "Least Ferocious."

Forts: Forts (placed only by card #51) function a lot like Outposts, but with a few unique properties. Fort Defiance and Fauntleroy each function identically (as below) except that Fort Fauntleroy is harder to destroy (see Raid Table).

- Families in the same Area as a Fort are immune to Take Slaves (4.2.9), Comanche Raid (4.2.4), Ute Raid (4.2.12), and Raid (4.2.8) Enemy Instructions.
- During an Enemy Raid, treat Families in the same Area as a Fort as though they do not exist for Flowchart instruction purposes.
- Families with a Ferocity of 1 that end an Activation in the same Area as a Fort must disband: place all population counters from the Family into the Passage of Time Box.
- See 3.2.2 to see how Forts impact Family counter movement.
- See 8.2 to see how Forts impact the Victory Check Segment.
- If one or more Families are in the same Area as a Fort during the Discard Phase, the player loses either 1 Military or 1 Culture Point. See 2.3.

Free: A free action/reaction does not cost any APs; a "free" Cultural Development Card does not cost any Culture or Military Points.

Firearms Counters: Firearms are used to gain an advantage in Battle. Available Firearms counters are kept in the Resources Box until a Family fights a Battle and elects to spend one Firearms counter for a favorable DRM (11 Step 2). Firearms counters (including those on back of Intruder counters) are returned to the Out of Play Box immediately upon conclusion of a Battle in which they were used.

DESIGN NOTE: The firearms counters represent not only guns, but ammunition in sufficient quantity so as to take the enemy by surprise and yield a decisive advantage. Therefore, the scarcity of Firearms in the game represents both a lack of ammunition and Firearms.

Good Medicine: When resolving an Historical Event card, during the Victory Check Segment (2.2.4) the player may execute Good Medicine (8.1) Instead of a Victory Check procedure (8.2). The cost of using Good Medicine is generally the removal of one or more black cubes from the game and is explained further on the Good Medicine chart.

Hand: The Major Event on Ceremony Cards allows the player to take the Ceremony Card into his "hand." There is no limit to the number of Ceremony cards that can be "held" in the player's hand. Ceremony cards may be played from the player's hand in order to execute their "Blessing Way" effect.

Historical Event Cards: Historical Event Cards (card #s 41-44, 46-49, and 51-54) are color-coded to the game period in which they may appear: Yellow = Spanish Period; Green = Mexican Period; Blue = American Period. Historical Event cards have a Major Event Segment (2.2.2) and a Victory Check Segment (2.2.4). There are four Historical Event Cards in each Period of the game.

In-Play / Into Play: Family counters are considered to be in-play when they are in an Area, Caught box, or Escape box. All other game counters are in-play when they are anywhere on the map except an Out of Play box. A card is also in-play when it is face-up along the top edge of the map.

Instruction: Instructions are found on Enemy Instruction Counters. Rules pertaining to the execution of Instructions can be found in section 4.2.

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Intruder Counters: Intruder counters are randomly drawn from the Intruder Cup (see "Draw Cups") and placed on the map by some Major Events.

- PLACING: To place an Intruder counter, roll a die to determine a Territory, then roll another die to determine the Area in that Territory.
- REVEALING: Intruder counters are immediately revealed when a Family enters the Area containing the Intruder counter (through a move action or evasion reaction), or when an Intruder counter is placed in the same Area as a Family counter (if > 1 Family in Area, use Alphabetic Priority to determine which Family impacted). When revealed, resolve the Intruder counter's effects immediately (see charts). If there is more than 1 Intruder in an Area when a Family enters, reveal the counters in order from top to bottom.

Kit Carson Campaign: The climax of the American period of the game is resolved as a Tribal Raid with a few special rules. See 6.2.3.

Major Event: The boxed text portion of a Ceremony (topmost portion), Operations, Historical Event, or Transitional Event Card that is conducted during the Major Event Phase of a turn. See section 6.

Manuelito's Family: The Manuelito counter comes into play via the Major Event of Historical Event card #53, *Manuelito's War.* The Family stacked with the Manuelito counter is known as "Manuelito's Family." Manuelito's Family enjoys the following benefits:

- BATTLE: Manuelito's Family gets a +1 DRM in Battle (11).
- EVASION: Manuelito's Family gets a +1 DRM for Evasion.
- RAID AN OUTPOST OR FORT: During a single Activation, Manuelito's Family may ignore 1 cube draw (and only 1 cube draw) during one Raid on an Outpost. Place the ignored cube back into the Raid Pool and draw again.

Minor Event: Each Operations Card has a Minor Event which is executed during the Minor Event Segment (see 2.2.3). See rules section 7 for more information on Minor Events.

Operations Cards: Operations Cards are the heart of the game and consists of an Operation for both the Diné and the Enemy (2.2.1), a Major Event (2.2.2), and a Minor Event (2.2.3).

Out of play: A game piece is out of play when it is not considered to be "in-play."

Preempt: The act by which the player, during the course of an Operations Card execution, spends APs in order to take his Operations Segment before the Enemy undertakes its Operations Segment (2.2.1).

Remove from Game: When told to remove a counter, cube, or card from the game, place the pieces back in the box. Such pieces do not return to play unless a scenario rule specifically says to do so.

Remove from Play: When told to remove a counter or cube from play, place it back into its appropriate Out of Play Box, or for Corn and Intruder counters, its draw cup.

Reset Cubes: When told to Reset Cubes, return all cubes in the Recovery Box to the Raid Pool; then shift all cubes from the Raided Cubes Box to the Recovery Box.

Rounding (Fractions): Except when instructed otherwise, fractions are always rounded up in the game (5 ÷ 3 = 2).

Santa Fé: Santa Fé is a special Area. It has an Area Value of 1 at all times. Families cannot move to Santa Fé.

Spend / Spent: Some pieces in the game are spent like money. In order to spend a given piece, that piece must be in-play. Counters that are "spent" should be placed in the "Out of Play" box. Counters that belong to a random draw cup (like corn counters or intruder counters) are returned to their draw cup.

Swap Instruction Counters: When told to "swap" Instruction Counters, in order for two Instruction Counters to swap places, there must be a counter in both locations on the Enemy Instruction Display; if there isn't, no "swap" occurs.

Territory: Territories are sections of the map that have an Area Track. When a rule or card makes reference to a "Territory," that rule should be understood to include all drought spaces, Areas, Escape and Caught box in that Territory.

Transitional Event Cards: Transitional Event Cards (card #s 45, 50, and 55) are seeded into the bottom-most segment of the draw pile during scenario setup (see Scenario Setup Instructions in Playbook). Transitional Event Cards have a Major Event Segment only. The events to be resolved during a Major Event Segment of a Transitional Event Card is detailed in section 6 of the rules.

Tribe / Tribal: The term "Tribe" or "Tribal" refers to the non-player "side" of the game that represents native tribes that were generally hostile to the Navajo. In game terms, "Tribe" refers to the Apache, Comanche, Hopi, Ute, and Zuni.

Victory Points (VPs): Most Territories have a Victory Point rating which is used during a Victory Check Procedure (8.2).

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2. Sequence of Play

2.1. Card Draw Phase
Draw 1 card from the top of the deck, and reveal it face-up.

2.2. Card Resolution Phase
The card drawn has its instructions resolved from top to bottom in sequence:

2.2.1. Operations Segments: [Operations Cards only; if the card is a Ceremony, Historical, or Transitional Event Card, go to 2.2.2 below] – The player and the Enemy will each conduct one Operations Segment—one Diné Operations Segment (Section 3) and one Enemy Operations Segment (Section 4). The Enemy executes an operation first, however the player may spend APs as directed by the card to Preempt and execute the Diné Operations Segment first.

2.2.2. Major Event Segment: [All cards] – The Major Event portion of the current card is executed as directed by the card. See section 6.

NOTE: Ceremony cards will have a procedure to carry out at the top. Also, take note of either the Blessing Way and Enemy Way effects on the Ceremony card!

2.2.3. Minor Event Segment: [Operations cards only; if this is an Historical Event or Transitional Event Card go to 2.2.4] – There are four different types of Minor Events which can occur: Drought, Recovery, Posture Shift, and Reset Cubes. See section 7.

2.2.4. Victory Check Segment: [Historical and Transitional Event cards only; if this is an Operations, or Ceremony Card go to 2.3]. Conduct Good Medicine (8.1), or a Victory Check (8.2).

2.3. Discard Phase
Perform the following:

2.3.1. If one or more Family counters are in the same Area as a Fort the player must lose either 1 Culture or 1 Military Point (total; not per Family).

2.3.2. Check if Automatic Victory conditions (12.1 or 12.2) apply.

2.3.3. Unless placed face-up along the top edge of the mapsheet (as a reminder of persistent effects), discard the current card.

2.3.4. Adjust Family Ferocity: Set the Ferocity of any in-play Family that does not have a man counter in its Family Box to zero.

2.3.5. If the scenario has not ended, return to 2.1.

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