



PLAINS INDIAN

WARS

RULE BOOK

GAME DESIGN
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1.0 OVERVIEW

Plains Indian Wars is about the nineteenth century struggle between the United States and Plains Indian tribes to control the Great Plains. One to four players control four major and two minor factions.

1.1 The Major Indian Factions:

- GREEN Northern Plains Tribes (hereafter abbreviated NPT).
- ORANGE Southern Plains Tribes (hereafter abbreviated SPT).

1.2 The Major US Factions:

- BLUE Cavalry.
- BROWN Settlers.

1.3 The Minor Factions:

- PURPLE Enemies of the NPT and SPT.

The Cavalry player controls the Purple Enemies of the Indians faction (hereafter known as “Enemies”).

- WHITE Wagon Trains.

The Settlers player controls the White Wagon Train faction (hereafter known as “Wagons”).

- BLACK Transcontinental Railroad.

The Settlers player also controls this faction.

2.0 OBJECTIVE

The player who amasses the most victory points by the end of the last disc draw is the winner. See the Victory Points Chart on the back of this booklet and [6.7].

The game ends immediately when any Major Faction runs out of cards or the Transcontinental Railroad is completed.

3.0 COMPONENTS

- 1 Rule Booklet.
- 1 Solitaire Rule Booklet.
- 1 Mounted Game Board (34” x 22”).
- 60 Playing Cards (4 Faction Decks – 15 cards each).
- 5 Sets of Custom Faction Dice (2 per Faction).*
- 7 Draw Discs (1 per Faction: Green, Orange, Brown, Blue, Purple, and White - plus Black for the Transcontinental Railroad).
- 1 Draw Bag.
- 190 Colored ¼” Cubes: 25 Blue cubes, 35 Brown cubes, 30 Green cubes, 30 Orange cubes, 30 Black cubes, 20 Purple cubes and 20 White cubes.**

*Two D12 Dice and two D6 Dice (not included) are required for playing the Solo Variants (see Solitaire Rules).

**Some extra wood pieces included as spares.

3.1 Sample Cards



4.0 IMPORTANT DEFINITIONS

The basic rules are written for a two player game. Three and four player adjustments are found under Variations [15.0].

4.1 Faction Draw Discs

Factions are represented by colored draw discs. Turn order is therefore randomly determined by the order that the discs are drawn from the draw bag. It is possible that a faction has back to back turns.

4.2 Faction

One of several groups contending for control of the western plains of North America. Each faction is unitary (all NPT Indians or Settlers, for example) and is represented by varying numbers of colored cubes. Each of the four major factions has a proprietary 15 card deck which allows cube placement, movement and engagements in many unique ways. Each major faction (and the “Enemies” minor faction) use two customized dice to determine engagement outcomes.

4.3 Group

A group could be one or more cubes of a single faction in one region or it could be one or more cubes of a single faction who also influence friendly faction cubes to accompany them. Depending on the faction card played, a group of that faction could be increased and then move as a group into or through connected regions per card instruction, or be split into multiple groups and move into or through connected regions per card instructions, or in the case of the Indians remain stationary to engage “Wagons.”

4.4 Regions, Areas and Boxes

Each region is a geographic area of the western plains, defined by a colored border—Green for an NPT region, Orange for an SPT region or Purple for the Northern Plains “Enemies” or Southern Plains “Enemies” regions. The route of the Transcontinental Railroad (The Union Pacific and Central Pacific Railroads) serves as a common border between the NPT regions and SPT regions. Both NPT and SPT groups can cross this boundary between Plains regions.

Each region can hold up to eight cubes belonging to friendly factions. NPT and SPT can be friendly factions. Cavalry and Settlers may be friendly factions. Purple Enemy cubes may be a friendly faction with the Cavalry but not Settlers—see [6.4]. The total allowable number of friendly faction cubes is **eight**. More may exist in a region during placement or movement, but at the end of movement friendly factions may not exceed eight cubes. In a two player game, friendly factions may control each other’s regions. See [12.1.2] Treaty Symbol.

“Wagons” cubes and Transcontinental Railroad cubes do not count against this limit. Canada, Mexico and the Rockies are areas that serve as neutral safe-havens and staging areas. There is no limit to the number of allowable cubes in those areas and no engagements may take place in those areas. The following faction cubes may enter, retreat into or exit from:

- **Canada** – NPT and Northern Enemies.
- **Mexico** – SPT and Southern Enemies.
- **The Rockies** – NPT, SPT, Northern and Southern Enemies, Cavalry, Settlers and Wagons.

The St. Louis and Sacramento Boxes are staging areas for Cavalry and Settlers without cube stacking limits. “Wagons” cubes are staged, two per turn in the St. Louis Box.

- **NPT, SPT and Enemies** cubes may never retreat into or enter either box.
- **Cavalry and Settler** cubes may retreat into the St. Louis Box from an adjacent map region but NOT the Sacramento box.

4.5 NPT/SPT Region Control

In a two player game, a region is NPT/SPT controlled when NPT/SPT cubes outnumber U.S./Enemies cubes in the region. If U.S./Enemies cube totals are equal or greater, the region is contested. If empty of units, an NPT or SPT region is automatically controlled by the Indian player. Wagon Train and RR cubes have no effect on region control.

4.6 Purple Region Control

Purple “Enemies” cubes negate Indian and U.S. control but do not give regional control to the Cavalry player. Control of Purple regions is dependent on the number of players in the game. In a two player game the Indian player must control a majority of regions (minimum of 3) in the Northern Purple area and/or the Southern Purple area to earn Southern/Northern Purple region points. If the Cavalry controls the majority in either area the Indians lose 3 points.

4.7 Movement

Areas of movement on the map are called regions. Groups allowed to move by card play may move into the number of regions specified by the card played unless entering an enemy controlled or contested region, which ends movement in that region.



5.0 SETUP

- Choose one or both factions on either the U.S. or Plains Indian side.
 - 1 Obtain your faction cards, colored cubes and colored dice.
 - 2 Place your cubes in your appropriate faction Ready Box on the map. The Cavalry faction controls the Purple Indian Enemy cubes. The Settlers faction controls the White “Wagons” cubes.
- Shuffle each faction deck and each faction draws a 3 card hand.
- Place starting cubes in this order:
 - 3 The Indian player (or players) place 1 Orange cube in every SPT region and 1 Green cube in every NPT region.
 - 4 The NPT player places 3 additional Green cubes in any Green region or regions and the SPT player places 3 additional Orange cubes in any Orange region or regions.
 - 5 The Cavalry player places 1 Blue cube in the St. Louis Box and 1 Blue cube in the Sacramento Box.
 - 6 The Cavalry player then places 1 Purple cube in each of the 5 Purple enemies of NPT regions, and 1 Purple cube in each of the 5 Purple enemies of SPT regions. Two additional Purple cubes are placed in Canada and two additional Purple cubes are placed in Mexico.
 - 7 The Settlers player places 3 Brown cubes and 2 White Covered Wagon cubes in the St. Louis Box and 3 Brown cubes in the Sacramento Box.
- Place the 7 Draw Discs in the draw bag or other container.
 - 8 Draw Discs; 1 Blue, 1 Brown, 1 Purple, 1 Green, 1 Orange, 1 Black and 1 White.

YOU ARE READY TO BEGIN!





6.0 FACTIONS



6.1 Northern Plains Tribes (NPT)

Green cubes represent the primary Northern Plains tribes: the **Sioux**, **Assiniboine**, **Blackfeet**, **Mandan**, and **Hidatsa**.

It is the goal of the NPT player to maintain control of as many of the NPT regions and the five Purple Northern Plains “Enemies” regions while destroying as many “Wagons” cubes as possible and by halting the progress on the Railroad.

Green cubes begin in NPT regions but may also enter into SPT regions, Northern Enemies regions, Canada or the Rockies. Green cubes enter or leave Canada or the Rockies, where indicated by green arrows. Green cubes may retreat into any vacant or friendly controlled Plains region, plus Canada or the Rockies. Empty NPT regions are controlled by the NPT player.

The green NPT faction dice have three BLANK sides, one TREATY side and two WEAPON (Hit) sides.



6.2 Southern Plains Tribes (SPT)

Orange cubes represent the primary Southern Plains tribes: **Apache**, **Cheyenne**, **Comanche** and **Kiowa**.

It is the goal of the SPT player to maintain control of as many of the SPT regions and the five Purple Southern Plains enemy regions as possible while destroying as many “Wagons” cubes as possible and by halting the progress on the Transcontinental Railroad.

Orange cubes begin in SPT regions but may also enter into NPT regions, Southern Enemies regions, Mexico or the Rockies. Orange cubes may enter or leave Mexico or the Rockies where indicated by orange arrows. Orange cubes may retreat into any vacant or friendly controlled Plains region, plus Mexico or the Rockies. Empty SPT regions are controlled by the SPT player.

The orange SPT faction dice have three BLANK sides, one TREATY side and two WEAPON (Hit) sides.



6.3 US Cavalry

Blue cubes represent horse soldiers on the Plains. These were largely, northern and southern veterans of the Civil War. Notably, many were African-Americans known to the Indians as **Buffalo Soldiers**.

It is the goal of the Cavalry player to seize control of as many of the Plains regions as possible while protecting Settlers cubes, “Wagons” cubes and the building of the

Transcontinental Railroad.

Blue cubes received by playing Engagement cards enter play by being placed in the St. Louis or Sacramento Boxes. Most of these Blue cubes move onto the board from the St. Louis Box, although each Engagement card will allow the placement of one Blue cube in the Sacramento Box. From these boxes they enter the Plains regions either by regular movement [11.0] or rail movement [11.1].

Regular Movement Entry

St. Louis Box: The first region entered for groups utilizing regular movement will be either region adjacent to the red, white and blue shield symbol.

Sacramento Box: There is no Regular movement from the Sacramento Box as the Railroad must be used to pass through the Mountains, hence the only movement here can be Railroad movement.

Railroad Movement Entry

St. Louis Box: One group movement on an Engagement or Migration card played will allow placement of an eligible group in a region adjacent to the Union Pacific Railhead or any region adjacent to the black cubes leading up to the railhead.

Sacramento Box: One group movement on an Engagement or Migration card played will allow placement of an eligible group in a region adjacent to the Central Pacific Railhead or any region adjacent to the black cubes leading up to the railhead.

Cavalry cubes are allowed to enter any region and the Rockies, but not Canada or Mexico. Cavalry cubes can retreat into Settlers, Cavalry or Enemies controlled regions, any contested region, or any vacant NPT or SPT controlled region.

The Cavalry player controls all Purple cubes when the Purple faction disc is pulled.

The Blue Cavalry faction dice have two BLANK sides, one TREATY side and three WEAPON (Hit) sides, giving the Cavalry a decided engagement advantage over the NPT and SPT factions.



6.4 Enemies of the Plains Indians

Purple cubes represent the Northern and Southern tribal enemies of the Plains Indians. When drawn, the Purple disc allows the Cavalry player to place one Purple cube in any Purple region, Canada or Mexico and activate one Purple controlled region (or area with one or more Purple cubes) moving all, some or none up to two regions and to one or more different destinations.

Purple regions are not worth victory points to the U.S. player but, are worth victory points to the Indian players. However, if the Indian player does not control the majority of these regions by the end of the game, that player is penalized 3 points.

The Purple Enemies faction dice have three BLANK sides, one TREATY side and two WEAPON (Hit) sides.

Enemies cubes can enter or retreat into other adjacent Purple regions, or NPT or SPT regions adjacent to Purple regions. Enemies cubes can enter or retreat into the Canada, Mexico or Rockies areas, and may exit those areas to enter into map regions designated by the purple Enemies map arrows.

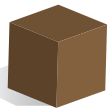
6.4.1 Southern Enemies

In the South, the **Mexicans** and **Apaches** often raided each other. These Purple cubes begin in any Southern Purple region, or if enemy-controlled, may enter into enemy controlled areas as indicated by the purple colored arrows.

6.4.2 Northern Enemies

In the North, the **Crow** tribe and their allies often warred with the **Sioux**. These Purple cubes begin in any Northern Purple region or if enemy-occupied may enter into enemy controlled areas as indicated by the purple colored arrows.

6.5 Settlers



Brown cubes primarily represent families seeking land and a new start in the West – sprinkled among them were opportunists, gamblers, hunters, outlaws, miners, and railroad workers. Many settlers were foreign born. The Settlers player goal is to control as many of the Plains regions as possible.

The Settlers player also completes the Railroad, and exits “Wagons” cubes into the Rockies.

Brown cubes received by playing Migration cards enter play by being placed in the St. Louis or Sacramento Boxes. Most of these Brown cubes move onto the board from the St. Louis Box, although each Migration card will allow the placement of up to four received Brown cubes in the Sacramento Box. From these boxes they enter the Plains regions either by regular movement [11.0] or rail movement [11.1].

Regular Movement Entry

St Louis Box: The first region entered for groups utilizing regular movement will be either region adjacent to the red, white and blue shield symbol.

Sacramento Box: There is no Regular movement from the Sacramento Box as the Railroad must be used to pass through the Mountains, hence the only movement here can be Railroad movement.

Railroad Movement

St Louis Box: one group movement on an Engagement or Migration card played will allow placement of an eligible group in a region adjacent to the Union Pacific Railhead or any region adjacent to the black cubes leading up to the railhead.

Sacramento Box: one group movement on an Engagement or Migration card played will allow placement of an eligible group in a region adjacent to the Central Pacific Railhead or any region adjacent to the black cubes leading up to the railhead.

The Settlers player controls all White cubes when the Wagon faction disc is pulled [6.6], and controls all Black cubes when the Railroad faction disc is pulled [6.7].

The Settlers faction dice have four BLANK sides, one TREATY side and one WEAPON (Hit) side, placing them at a disadvantage when in combat with the NPT and SPT factions.

Settlers cubes may not enter or retreat into Purple regions, Mexico or Canada. Settlers cubes may eliminate Indian control. See [13.0] for exceptions.

6.6 “Wagons”



White cubes represent settler streams bound for Oregon or California. White cubes begin in St. Louis and are placed together or separately in one of the two regions containing a wagon trail. White cubes do not affect regional cube limits.

6.6.1 Movement

When the White disc is drawn, 2 White cubes are placed in St. Louis. When White cubes are placed in St. Louis they may immediately move together or separately into one of the two wagon trail regions connected to St. Louis. Then all other White cubes move forward one region, west toward the Rockies along the wagon trail they occupy. White cubes cannot be influenced to move with any other group in the region. White cubes do not initiate engagement in regions occupied by NPT or SPT cubes. There is no limit to the number of White cubes that may occupy a region.

Wagons may only move or retreat west along one of the four wagon trails indicated on the map: The Mormon Trail, The Santa Fe Trail, the California Trail and the Oregon Trail.

6.6.2 Journey Completion

A White cube completes its journey by moving off its final region space into the Rockies. Successful White cubes are placed in the U.S. Victory Point Box (beginning with box #1, the next in box #2 and so on).

6.7 Transcontinental Railroad

When the Black disc is drawn the Settlers player places Black railroad cubes to indicate Transcontinental Railroad progress. Black cubes are not placed in a region but on empty RR spaces. Once placed, they cannot be attacked or removed. Black RR cubes do not affect regional cube limits.

The RR is built from two directions. The **Union Pacific** begins from St. Louis in the East. Cubes for the Union Pacific are placed on consecutive spaces starting with the space adjacent to the St Louis Box.

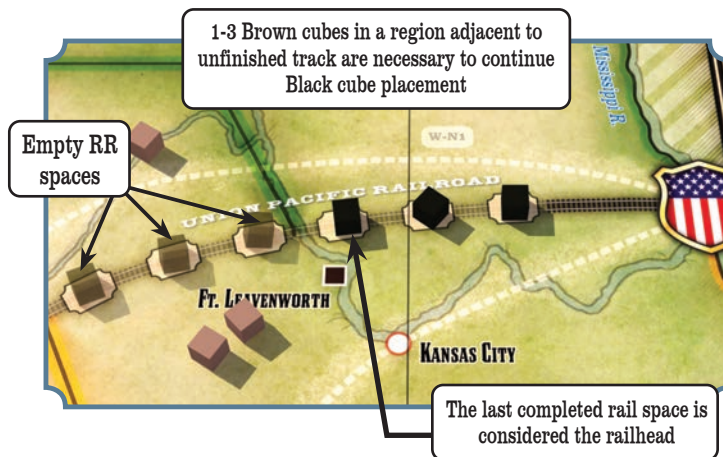
The **Central Pacific** begins from Sacramento and the Rockies in the West. Cubes for the Central Pacific are placed on consecutive spaces starting with the “M” spaces adjacent to the Sacramento Box.

The last completed rail space at each end is considered a **railhead**. Black cubes may be placed to extend the railhead of each railroad when certain conditions are met. A maximum of six black cubes may be placed each turn, three per railhead (See Central Pacific). In any given turn, it is possible that both, one or neither railhead will extend.

Filling the last remaining rail space ends the game. Rail cubes cannot be withheld – all railroad cubes that can be played must be played.

6.7.1 Union Pacific

The Settlers player extends the rail line one Black cube for every Brown cube present in a region adjacent to the railhead—up to a maximum of 3 cubes per railhead.

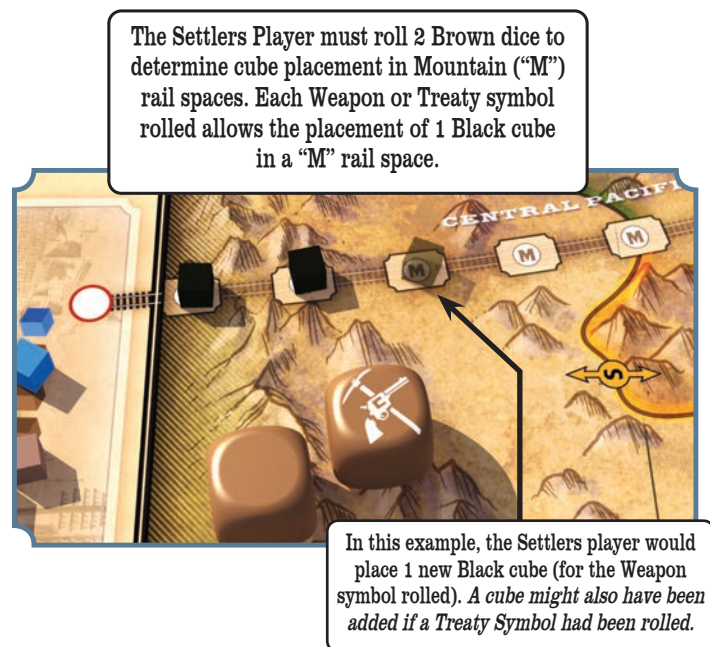


In this example, the Settlers Player would place the maximum of 3 new Black cubes (one for each adjacent Brown cube)

6.7.2 Central Pacific

The Western-most RR spaces are marked with an “M.” Building through the mountains was tedious and dangerous. When the Black RR disc is drawn, as long as there are still Mountain RR spaces in which to build, the Settlers Player may roll two Brown dice and place one Black RR cube in each Mountain RR space for every symbol rolled (Blanks are ignored).

Settler and Cavalry cubes remain in the Sacramento Box until all five “M” spaces are completed. Once all five “M” track spaces are completed, Blue and Brown cubes may move out of the Sacramento Box according to the RR Movement rules [11.1].



Once the Central Pacific enters non-mountain regions, up to 3 Black cubes may be placed per turn as in the east [6.7.1]. If two successful rolls are made when rolling for the final “M” space, a Black cube is placed in the “M” rail space and one in the adjacent Plains rail space.

Note: Some sections of Transcontinental Railroad have the railhead adjacent to two regions. Brown cubes in either adjacent railhead region could be counted for placement of up to three Black cubes (the number of available rail spaces varies based on regional borders).

7.0 SEQUENCE OF PLAY

Draw a Faction Disc randomly from the Draw Bag. Sequence of play varies for factions with no card deck (Sequence I), and factions with card decks (Sequence II).

(If Green, Orange, Blue or Brown disc is drawn)

I. Player chooses and plays from 1 to 3 Event and War Party, Engagement or Migration cards from their respective hand.

a. 1 to 2 Event cards may be played.

(Event cards may be played before and/or after War Party, Engagement or Migration cards).

- Place or remove cubes as instructed.
- If played before War Party, Engagement or Migration cards, do not resolve engagements until all movement ends.
- If played after movement takes place resolve engagements immediately.

b. 1 and only one 1 War Party, Engagement or Migration card must be played per turn. *(If none available an additional Event card is used instead. See [9.2], third bullet).*

- Place cubes as instructed.
- Move up to the number of faction groups up to the number of regions indicated on the card.
- Resolve any engagements.

II. Replace as many cards as played.

III. Draw another disc if any are available (If White, Black, or Purple disc is drawn, no cards are played).

- When the White disc is drawn the Settlers player places 2 White cubes in St. Louis. White cubes all move ahead (west) one region including those in St. Louis. White cubes never create engagements when entering enemy controlled regions.
- When the Black disc is drawn the Settlers player places Black railroad cubes based on the number of Brown cubes present to indicate RR progress if possible (*six cubes are allowed, three per railhead*). Black cubes never move or create engagements when placed.
- When the Purple disc is drawn, the Cavalry Player places one Purple cube in any one Purple region, Canada or Mexico. Cavalry player may then move some, none, or all of the cubes in any one Purple-controlled region or eligible area up to two regions. Any engagements created are resolved.

8.0 DRAWING DISCS

Draw faction discs one at a time and place them on the board Disc Track to remind players which factions have already gone. The chosen faction completes all of its actions before the next disc is drawn. It is possible for the same faction to have back to back plays from turn to turn.

9.0 CARD PLAY

The player whose faction disc has been drawn may never end the faction round without playing at least one card.

- The player must choose and play one War Party, Engagement or Migration card. No more than one War Party, Engagement or Migration card may be played in a round. If a player's hand contains no War Party, Engagement or Migration card, an Event card must be used as one. See [9.2].
- One or two Event cards may also be played before or after a War Party, Engagement or Migration card during the round.
- Once used, each card is discarded. When players conclude their rounds, their hands are refilled to a maximum of three cards.
- When any faction's last card is played, and the last disc is drawn, the game ends and points are calculated.

9.1 War Party, Engagement or Migration Cards

These cards allow for reinforcement, movement and engagement of the groups indicated on the card. The number of groups affected and the distance they move will differ from card to card. Cubes may overstack during placement but may not be over-stacked in combat or at the end of the faction's turn. See [4.4].

Player Note: *Echoing history, movement is crucial to this game. One or more moving groups entering an enemy controlled region creates an engagement. Engagements are resolved after all movement ceases. See [12.0].*

9.2 Event Cards

These cards provide unique instructions based upon historical personalities and events. One or two Event cards may be played in addition to a War Party, Engagement or Migration cards.

- Event cards may be played before or after War Party, Engagement or Migration cards but once a card has been played, all of its instructions must be completed before playing a second Event card.
- Event cards sometimes allow for additional cube placement. Timing of card play before or after play of the War Party, Engagement or Migration card can be important.
- If a player's hand contains no War Party, Engagement or Migration cards, an Event card must be played to activate two regions and move cubes up to two regions in lieu of its historical text – **the only situation where an Event card may be so used.**

Player Note1: *Playing an Event card before a War Party, Engagement or Migration card.*

Some event cards allow placement of additional cubes. If placement occurs in friendly regions, the cubes can augment groups which move with later War Party, Engagement or Migration card play. If placement must occur in enemy controlled regions, an Engagement is generated, but not resolved

until after movement is complete (possibly allowing a friendly moving group to augment the placement cubes).

Player Note2: Playing an Event card after a War Party, Engagement or Migration card.

If cubes are placed in enemy controlled regions, not only is an engagement generated, but it is also resolved immediately since movement has already been completed. When an Enduring Instruction card [9.2.1] such as Union Pacific Railroad is played last in a player round, it cannot be covered and the effects remain in force for the remainder of the turn.

9.2.1 Event Card Enduring Instructions

Most instructions are completed within that faction's card play but certain cards contain enduring instructions, that is, instructions that continue for the remainder of that turn's disc draw—ending when the draw bag is empty. These instructions only persist as long as the card remains visible on top of the faction's discard pile. If a War Party, Engagement or Migration card covers the enduring instructions, the effect ends. When enduring instructions come into conflict between two or more factions, the Indian card instructions have priority.

9.2.2 PLAY IMMEDIATELY Event Card

The "Custer" card is the only **Play Immediately** card. It must be played as soon as it is drawn, even if drawn in the Cavalry Player's opening hand or drawn as a replacement at the end of his turn. The "Custer" Card **MAY NOT** be used to activate two regions and move cubes up to two regions. This card also gives the Indian player two bonus points if Custer's cubes have been eliminated.

10.0 PLACING CUBES

The player whose faction just played a card, draws the indicated number of cubes from his faction's Ready Box and places them on the board as explained below. Cubes drawn from the Ready Box may be placed in one controlled region or divided between several controlled regions. A player can only draw cubes from his Ready Box. If too few or none at all are available, that player must make do with what is available that turn.

10.1 NPT/SPT

Indian players place Green cubes in controlled green bordered regions and Orange cubes in controlled orange bordered regions.

10.1.1 If a War Party Card is Played

- Cubes drawn from the Ready Box may be placed in one controlled region or divided between several controlled regions.
- If no controlled regions are available the Indian player may place his cubes in the Rockies, Canada or Mexico as long as

it has a corresponding colored arrow—green for Green cubes, orange for Orange cubes.

10.1.2 If an Event Card is Played

- Place cubes from the Ready Box according to card instructions.
- If sufficient controlled regions are required by a card, but are not available, the Indian player cannot play the event card as an event.

10.2 Settlers

The Settlers player must place his cubes as follows:

10.2.1 If a Migration Card is Played

All cubes received are taken from the Ready Box and placed in the St. Louis Box, and, if desired, up to four placed cubes in the St. Louis Box may be transferred to the Sacramento Box.

10.2.2 Event Card Requirements

If an Event card requires Settlers placement on map, the required number of cubes are taken from the Ready Box and placed in the required region or box.

10.3 Cavalry

The Cavalry player must place his cubes as follows:

10.3.1 If an Engagement Card is Played

All cubes received are taken from the Ready Box and placed in the St. Louis Box, and, if desired, one placed cube may be transferred to the Sacramento Box.

10.3.2 Event Card Requirements

If an Event card requires Cavalry placement on map, the required number of cubes are taken from the Ready Box and placed in the required region.

10.4 Enemies of the NPT/SPT

When the Purple disc is drawn, the Cavalry player places one Purple cube in a Purple region or in Canada or Mexico. The Cavalry player may then move some, none, or all the Purple cubes in one Purple controlled region or in the Canada, Rockies or Mexico area up to two consecutive regions to one or more destinations.

10.5 Wagons

When the White disc is drawn, the Settlers player places 2 White cubes in St. Louis.

Unlimited cube placement is allowed in the St. Louis and Sacramento boxes, as well as Canada, Mexico and Rockies.

Region Limits

A maximum of 8 Indian cubes (Green and Orange) and 8 U.S. Allied cubes (Brown, Blue, Purple) are allowed per region. Cubes may be temporarily over-stacked when placed and when moving through a region but must meet region limits at the end of movement. If a region remains over-stacked at the end of movement, the over-stacked

player(s) opponent retreats enough of the over-stacked faction's cubes to an nearest empty or friendly region to satisfy the eight cube maximum. Black and White cubes have no effect on stacking.

11.0 MOVE CUBES

The faction playing a War Party, Engagement or Migration card moves the number of cube groups up to the number of regions allowed by the card.

Note: movement ceases when entering an enemy controlled or contested region even if the card played would allow additional movement.

Cubes are moved from one adjacent region to the next. A player may move all or only a portion of a region's cubes. Cubes may be dropped off but additional cubes may not be picked up along the way.

A player may move cubes from one region to multiple destinations.

All cube movement occurs before engagements take place, unless otherwise directed by the cards.

Any region in which a cube or cubes ends movement must conduct an engagement against enemy cubes in that region, unless the moving cubes entering are White "Wagons" cubes. Placing Black RR Cubes on the Transcontinental Railroad **does not** create an engagement against enemy cubes in adjacent regions.

11.1 Moving Cubes by Railroad

When playing an Engagement or Migration card, the U.S. player may use one of his group moves to transfer one or more allowed cubes from St. Louis to any region adjacent to the Union Pacific railroad up to its railhead or from Sacramento to any region adjacent to the Central Pacific railroad up to its railhead (once the five "M" spaces have been filled by blocks). Units may not be railed into the Rockies.

11.2 Influenced Movement

In some games, one player will control two or more allied factions. Cubes belonging to a friendly faction controlled by that player, but not belonging to the card-activated faction, may not be moved unless accompanied by two or more cubes belonging to the activated faction starting in the same region. This is **Influenced Movement** and follows these restrictions;

11.2.1 Influenced Movement Summary

- Each activated Blue (Cavalry) cube can move up to two Brown (Settlers) cubes or one Purple ("Enemies") cubes with it or multiples thereof.
- Two activated Brown (Settlers) cubes can move one Blue

(Cavalry) cube with them or multiples thereof.

- Two activated Purple ("Enemies") cubes can move one Blue (Cavalry) cube with them or multiples thereof.
- Two Activated Green (NPT) cubes can move one Orange (SPT) cube with them or multiples thereof.
- Two Activated Orange (SPT) cubes can move one Green (NPT) cube with them or multiples thereof.

11.2.2 Influenced Movement and Retreat

A blank die result [12.1.2] from either moving faction can be used to retreat a cube from either friendly faction.

11.3 Canada, Mexico & Rockies Area Movement

NPT, SPT and Enemies cubes can enter, retreat into or move out of all three areas so long as the cubes enter or leave regions with the appropriately colored arrows. Cavalry and Settlers cubes can enter, retreat into or move out of the Rockies only.

11.4 Casualty Box Removal

Cubes may be transferred from a player's **Casualty Box** to his **Ready Boxes**. During a faction's turn a player may spend a group move to shift all of his faction's casualty cubes back to his faction's **Ready Boxes**. Removed "Wagons" cubes are not returned to play but remain on a player's **Victory Point Track**.

Note: Casualty cubes that have been transferred back to Ready Boxes may be placed as reinforcements in the same turn.

12.0 ENGAGEMENTS

With the exception of "Wagons" and RR, moving cubes into a region occupied by an opponent's cubes creates a contested region and initiates an Engagement. A faction's engagements take place after all of the faction's movement has ended.

12.1 Engagement Sequence

12.1.1 Indian Ambush

When a region is attacked that contains only a single Indian cube, that faction may target a cube from the largest enemy group present and roll one die against it before combat begins. If enemy groups are equal in number, the ambusher chooses his target. Ambushes may occur every turn in any region where the Indian payer has only a single cube.

White cubes may not be ambushed.

An Indian Ambush roll that results in a Blank does not retreat an Indian cube before the engagement. During an ambush, a Treaty result has no effect. If a Weapon (Hit) symbol is rolled, the ambushed cube is removed to the appropriate Casualty Box. The targeted cube does not roll a defensive die in return. Cards that place cubes in regions

that contain a single Indian cube will subject the newly placed cubes to Ambush.

12.1.2 Determine Dice and Roll

Following any Ambush, each faction rolls one or two dice per faction in the contested region depending on the number of cubes present.

A faction having only one cube rolls only 1 die.

A faction having 2 or more cubes rolls 2 dice (unless card instructions dictate otherwise).

WEAPON SYMBOL (Hit)



Rolling a weapon symbol on a die means that a faction's opponent has lost a cube.

TREATY SYMBOL



Treaty symbols only affect an Engagement if at least one U.S. and one Indian Treaty symbol have been rolled during any one combat round. Combat ends when this occurs.

When a treaty is struck, any hits are ignored during that combat round. The side with the stronger force relocates the weaker force (fewer cubes) to an adjacent region. If a force is surrounded by enemy-controlled regions, the weaker force is moved to the nearest friendly-controlled region. If the choice is between one or more region, the stronger player decides the destination. If no Plains region is friendly controlled, the cubes are transferred to the appropriate Ready Box(es). If both forces are equal in strength, the defending player relocates the attacking cubes.

If Treaties are rolled in an attack on White cubes, the Engagement ends but the White cube does not advance. Other White cubes may still be attacked. See [12.1.2.1].

BLANK SYMBOL



A Blank on a rolled die gives the player who rolled it the option to retreat [12.1.5] one of that faction's cubes (or Influenced Movement cubes [11.2]) or to disregard and leave the unit in the region to continue the engagement.

Note: Some Event cards have special rules for combat results that differ from the normal results. Event card combat results take precedence over these normal results.

12.1.2.1 Attacking "Wagons"

White cubes may only be attacked after all Purple, Brown,

and Blue cubes have been eliminated or retreated from a region occupied by the targeted White cubes. White cubes do not attack, control regions, nor retreat backward along the trail they are on. White cubes do deny regional control to Indian players.

When White Cubes are attacked, all Indian cubes attack one White cube at a time until it is destroyed or retreats. The Indians may then attack further White Cubes, one at a time. The Indian player may call off attacks at any time.

One or more White cubes roll 2 Brown dice (only when attacked). A White cube is removed if the Indian attack results in 2 or more Hits (weapon symbols) in a single dice roll. Single Hits are ignored.

When destroyed, place the White cube in the Indian Victory Point Box (beginning with box #1, the next in box #2 and so on). White cubes that are not destroyed may advance into the next region along their trail if a Blank had been rolled during its defense. "Wagons" Hits do count against Indian attackers. If both the Indians and the Settlers each roll at least one Treaty symbol, the fight is over, but the defending White cube remains in the trail region it occupies. That particular White cube cannot be attacked again that turn.

12.1.3 Cube Removal

Any time cubes, other than White cubes, are removed from the board; they are placed in the player's **Casualty Box**.

Exception: some Event cards mandate removal of cubes from the game. Cubes removed from the game are permanently set aside and do not go into casualty boxes.

12.1.4 Retreat

Retreat is primarily a means for allowing cubes in an unfavorable engagement to escape rather than be eliminated.

Cubes do not all have to retreat to the same region. Attacking cubes retreat first. Retreating cubes may enter a friendly controlled or vacant space, or even reinforce a contested space and fight again, but retreating cubes may not enter an enemy controlled space.

Each faction must be able to satisfy unique retreat conditions listed below. If retreat is not possible, the battle continues until one side or the other has lost all of its cubes or a Treaty result is obtained.

Note: A faction may retreat 1 cube for each BLANK rolled on a die.

12.1.4.1 NPT/SPT

Indians may retreat to any adjacent friendly-controlled or empty Plains region, Mexico, Canada or the Rockies as indicated by colored arrows.

12.1.4.2 Enemies of NPT/SPT

“Enemies” may retreat to any friendly-controlled Purple region, or any empty region adjacent to a Purple region, Mexico, Canada or the Rockies as indicated by the colored arrows.

12.1.4.3 Cavalry and Settlers

Blue and Brown cubes may retreat first to any adjacent friendly-controlled or contested Plains region (*Note: Cavalry can retreat into purple regions; Settlers never can*). If unavailable, Cavalry and Settlers can retreat into the St. Louis Box or into the Rockies if in an adjacent region. As a last resort, Cavalry and Settlers may retreat into a vacant NPT/SPT controlled region. Cavalry and Settlers cannot retreat into Canada or Mexico. If cubes cannot retreat, they must remain until removed through combat or the engagement ends with a Treaty result.

12.1.4.4 “Wagons”

When a White cube is attacked, if it survives the attack and rolls a blank, that White cube **must** advance west one region on the trail it occupies. The next White cube present may then be attacked. When advancing into an Indian-occupied region, White cubes do not initiate a new engagement.

12.1.6 Select and Remove Losses

Remove losses after each engagement round. The attacker selects his losses from the largest faction represented. The defender then selects his losses from the largest faction represented. If the number of cubes belonging to friendly factions is equal, the loss is chosen by the player controlling the faction. When playing a 3-4 player game, Allied players decide whose cube is lost by flipping a coin.

12.1.7 Engagement Length

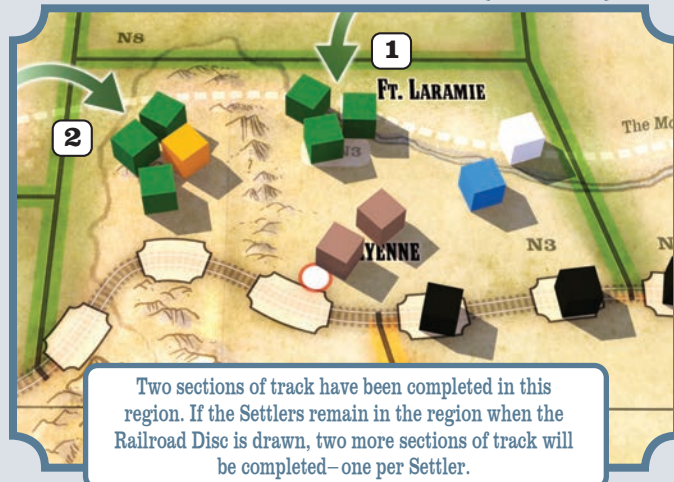
An Engagement ends when all friendly faction cubes, from one side or the other, have been removed or retreated from the region with the exception of Wagons, or a Treaty result occurs.

12.1.8 Multiple Engagements

Repeat [12.1] for each engagement.

After completing the play for each drawn disc, determine if the game has ended. See [14.0].

ENGAGEMENT EXAMPLE (PART 1)



The NPT player plays a War Party card allowing him to add 2 Green cubes which he does in a region outside our example. The card also allows him to move two groups up to two regions. He moves one group of three NPT cubes (1) into the region shown. He moves a second group of three NPT cubes and one SPT cube from the west (2) into the region shown (he is able to move the SPT cube because they are accompanied by a larger NPT force). There are now seven Indian cubes in the region—one less than the maximum number of Indian cubes a region can hold.

The region into which they have entered contains one Cavalry cube, two Settlers cubes and one Wagon cube.

Having moved into an area occupied by Cavalry and Settlers the Indian player must now attack. He has combined both Indian factions so he rolls the maximum of two Green dice for the NPT and one Orange for the SPT since he has only one of their cubes. After rolling the three dice results are two Weapons (Hits) and one Treaty symbol.



The U.S. player rolls two Brown (Settlers) dice and one Blue (Cavalry) die. The results are two Weapons (Hits) and one Blank (Retreat).



The “Wagons” cube only rolls when it is attacked and it cannot be attacked until all Settlers and Cavalry cubes have been removed from the region. The Black Railroad cubes are ignored.

The attacker—in this case, the Indian player—applies his casualties first (and determines his retreat first if he had rolled a Blank). He chooses his **largest faction**, removes two NPT cubes (3) and places them in his Casualty Box. The single Treaty symbol has no effect.

To satisfy his casualties the U.S. player chooses his **largest faction** and removes two Settlers cubes (4) to his Casualty Box. He uses his Blank result to retreat his Cavalry cube back toward St. Louis (5).

ENGAGEMENT EXAMPLE (PART 2)



Since the Cavalry has wisely chosen to abandon the wagons, the “Wagons” cube no longer has protection and is now vulnerable to Indian attack. Despite the previous Indian losses the Indian player still has the ability to roll three dice, two for the NPT faction and one for the SPT. Unfortunately he rolls only one Weapon (Hit) and two Blanks (Retreat).



To destroy the “Wagons” he needed to roll at least two hits. Since he wants to dominate this region next to the railhead he again chooses to ignore the retreat Blanks.

When attacked, each “Wagons” cube rolls two Settlers dice. In this instance the U.S. player is lucky. He rolls one Weapon (Hit) and one retreat Blank.



The Indian player removes one NPT cube (6) to his Casualty Box and sadly watches the “Wagons” cube use its retreat roll to escape into the next adjacent region along the trail (7).

If a “Wagons” cube survives an attack and rolls a Blank (Retreat) it must advance into the next region along the trail. If both the Indian player and the U.S. player had rolled a Treaty symbol, the engagement would have ended and the “Wagons” cube would have remained in place.

ENGAGEMENT EXAMPLE (PART 3)



13.0 “ENEMIES” SPECIAL ENGAGEMENT SITUATIONS

The “Enemies” were historically in an unenviable situation. Settlers generally viewed Indians and Mexicans as obstacles to settlement. The NPT and SPT were their sworn enemies. The Cavalry tolerated and protected them only to the extent they were useful in weakening the NPT and SPT.

- In all variations of the game, whenever a group of Settlers cubes (without Cavalry escort) enters a region containing only Purple “Enemies” cubes, the “Enemies” cubes voluntarily retreat from the region, ending the engagement. And vice versa, if Purple cubes move into a region occupied solely by Settlers cubes, the Settlers cubes voluntarily retreat to an adjacent friendly region.
- “Enemies” will not attack “Wagons” cubes.
- In all variations of the game, so long as one or more Cavalry cubes is in a region, Settlers and “Enemies” may co-mingle since the Cavalry is keeping the peace. In a game where the Cavalry and Settlers are controlled by competing players, it is possible that the Cavalry player may move all Blue cubes out of a region, leaving Settlers alone with the “Enemies”. This would force the Settlers to retreat since they cannot be alone with “Enemies” cubes.
- In all variations of the game, “Enemies” and Settlers will not fight together during an engagement against the NPT and/or SPT, even when Cavalry is part of the engaging group. Either the “Enemies” or the Settlers may combine with the Cavalry, but not both. This would mean that either the Settlers or the “Enemies” would have to sit out the fight and if all cubes belonging to the two engaged allied factions retreat or are destroyed, the faction that stayed out of the fight would be forced to retreat, and if it cannot retreat, be removed to that faction’s Ready Box.

14.0 END OF GAME DETERMINATION

After completing the play for each drawn disc, determine if the game will be ending. If all discs have been drawn but the game has not ended, replace the draw discs back in the draw bag and begin drawing discs again.

The game ends when one of the following occurs:

- The game ends at the end of the last disc draw once a player plays the last remaining faction card of that deck.
- The game ends when the last Black cube has been placed in the last empty RR space and the last disc is drawn.

14.1 Victory Determination

When a game is determined to have ended, refer to the Victory Point Schedule on the final page of the rulebook. There, players will find victory determination for two, three and four player games.

15.0 VARIATIONS

15.1 Solitaire Game

See Solitaire Rule Booklet.

15.2 Two Player Game

One player controls both the NPT and SPT. The other Player controls the Settlers, the U.S. Cavalry and the “Enemies”.

15.3 Three Player Game

In a three player game, two players will act as allies. In one option, each ally plays one of the U.S. factions while the third player plays both Indian factions. Alternatively, two players act as Indian allies while the third player plays both U.S. factions and the Enemies.

Control of Purple regions earn each faction points. This means the Settlers may enter Purple regions and the NPT, SPT and Cavalry players earn points for Purple regions without the restrictions found in the VP Schedule.

If two players control the Indian factions, double the points for regions each controls including Purple regions. The Railroad bonus and “Wagons” points are awarded to each player.

Should a region contain both factions, the faction having more cubes controls the region. If the forces are tied, no one controls the region. Losses always come from the largest friendly group present. If these groups are tied, flip a coin to determine who takes the casualty. If two players control the U.S. factions, the same rules apply.

15.4 Four Player Game

One player plays the NPT faction, one player the SPT faction, one player the Settlers faction and one player the Cavalry & “Enemies” faction. Purple regions do count for control – each is one point. Wagons count as Settlers cubes when determining region control.

Settlers and “Enemies” cubes are not forced to retreat when occupying the same region and Settlers may enter and control Purple regions. “Wagons” cubes can control a region and not just negate control. The railroad bonus and “Wagons” points are awarded to both relevant players.

If the forces are tied, no one controls the region. Losses always come from the largest friendly group present. If these groups are tied when losses are called for, flip a coin or roll a die to determine who takes the casualty.

Wagon points are awarded based on routes taken:

- Each time Wagons are placed, one takes the Northern route and one takes the Southern route.
- Wagon cubes exiting off the Northern Route into the Rockies awards one point per cube to the Cavalry player.
- Wagons cubes exiting off the Southern Route into the Rockies

awards one point per cube to the Settlers player.

15.4.1 Game Control/Regional Control in a 3-4 player Game

First determine whether the Indians or the U.S. have won the game. Then determine which friendly faction won. Control can either be achieved when only one player’s cubes are present and none of the other two or three players’ cubes are present, or when one player’s cubes outnumber competing friendly cubes. As in a two player game, an empty region is always controlled by its original faction (NPT or SPT)

15.4.1.1 Control Example 1

One White wagon train cube and one Orange SPT cube occupy an SPT region. The White cube has no effect. The Orange cube controls the region except in the case of a 4-player game in which case the White cube ties the Orange cube, so no one has control.

15.4.1.2 Control Example 2

Two SPT and two NPT cubes occupy the same region. No one controls it.

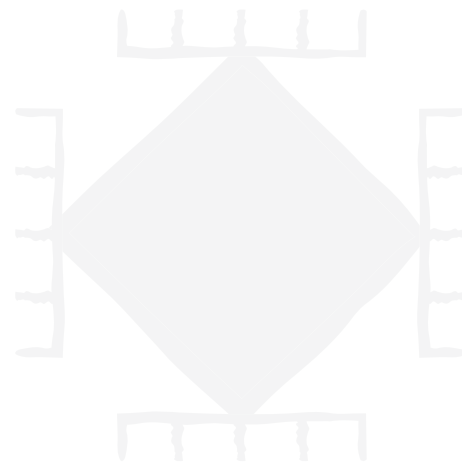
15.4.1.3 Control Example 3

Two Purple cubes occupy an NPT region with one Blue cube. Because the Purple cubes outnumber the Blue cube they negate control. No one controls this region.

15.4.1.4 Control Example 4

(When a game involves separate Settlers and Cavalry players)

The Settlers player has three cubes in a region. There are also two Cavalry cubes and one “Enemies” cube in the same region. The Settlers player currently controls the region, The Cavalry player would have to place two new Blue cubes in the region to control it. Placing only one Blue cube would simply tie the Settlers resulting in no control of the region. Purple “Enemies” cubes cannot control a region. They only negate control if they are the majority faction.



SEQUENCE OF PLAY

(If Green, Orange, Blue or Brown disc is drawn)

I. Player chooses and plays from 1 to 3 Event and War Party, Engagement or Migration cards from their respective hand.

a. 1 to 2 Event cards may be played.

(Event cards may be played before and/or after War Party, Engagement or Migration cards).

- Place or remove cubes as instructed.
- If played before War Party, Engagement or Migration cards, do not resolve engagements until all movement ends.
- If played after movement takes place resolve engagements immediately.

b. 1 and only one 1 War Party, Engagement or Migration card must be played per turn. *(If none available an additional Event card is used instead. See [9.2], third bullet).*

- Place cubes as instructed.
- Move up to the number of faction groups up to the number of regions indicated on the card.
- Resolve any engagements.

II. Replace as many cards as played.

III. Draw another disc if any are available *(If White, Black, or Purple disc is drawn, no cards are played).*

- When the White disc is drawn the Settlers player places 2 White cubes in St. Louis. White cubes all move ahead (west) one region including those in St. Louis. White cubes never create engagements when entering enemy controlled regions.
- When the Black disc is drawn the Settlers player places Black railroad cubes based on the number of Brown cubes present to indicate RR progress if possible *(six cubes are allowed, three per railhead)*. Black cubes never move or create engagements when placed.
- When the Purple disc is drawn, the Cavalry Player places one Purple cube in any one Purple region, Canada or Mexico. Cavalry player may then move some, none, or all of the cubes in any one Purple-controlled region or eligible area up to two regions. Any engagements created are resolved.

VICTORY POINT SCHEDULE

Indian Player(s)

- 3 Points for stopping the joining of the two Railroads at the time any one player runs out of cards.
- 2 Bonus Points for eliminating of Custer's force on the turn it is placed. ****** *(if Indian allies are being played by separate players, both players earn 2 Points)*
- 1 Point for the elimination of each "Wagon" cube.
- 1 Point for the elimination of every two Cavalry cubes (rounded down) in each battle. **Cumulative with Custer Bonus above.****
- 1 Point per controlled Purple region IF the NPT player controls at least 3 Purple regions in the north and/or the SPT player controls at least 3 Purple regions in the south. Control of less than three regions in either area yields no points. *(if Indian allies are being played by separate players, both players earn 1 Point per controlled purple region)*
- 1 Point for each controlled NPT/SPT region.
- 3 Points if U.S. player controls more Purple regions than the Indian player.

U.S. Player(s)

- 3 Points for joining of the two Railroads by filling all RR spaces with Black cubes before any one player runs out of cards.
- 1 Point for each "Wagons" cube that reaches the Rockies or is left in a Plains region. *(although in most cases "Wagons" cubes cannot control a region they can deny the Indian player control of the region they occupy)*
- 1 Point per controlled NPT/SPT region. Purple regions yield no points.

Pointless Regions: St. Louis, Sacramento, Canada, Mexico and the Rockies.

Ties: In the case of a tie, the player who controls the most Purple territories is the winner. If control of Purple regions is equal, the player with the least number of cubes in their Casualty Box is the winner.

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Forgive me if I have forgotten your name—there have been so many Playtesters!



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