

# Navajo Wars Errata & Clarifications

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Answer: It's the most efficient way for the designer and developer. We can access and update from pretty much anywhere with internet access using anything from a smartphone to a computer.

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## Rulebook:

**Table of Contents [Errata]** - The page identifications are off by one. Sorry!

**3.1 Step 5 [Errata]** - “Ute Raid” should be “**Utes!**” and “Comanche Raid” should be “**Comanche**”.

**3.2.1 Find New Water Hole [Clarification]** - Use parenthesized value if Family has a horse (player aid card is correct in mentioning this). Yes, that will make it more expensive. Yes, this is the designer's intent (you try taking a horse into some of these areas... and yeah, there's some springs in places you can't believe).

**3.2.7 Design Note [Errata]** - The design note mistakenly says that the player loses 1 Culture or 1 Military point for each Family in the same Area as a Fort. Actually, the player loses 1 Culture or 1 Military point (total) if at least 1 Family is in the same Area as a Fort. To be clear, if you have 3 Families in the same Area or Areas as Forts, you only lose 1 Culture or 1 Military Point.

**3.2.6 Raid on an Outpost or Fort [Errata]** - Change final paragraph to read: “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 the Raid Result says “Raid Ends” (see Raid on Outpost/Fort Result Column).”

**3.2.8 Tribal Council [Errata]** - Ignore the reference to “APs.” First sentence should read, “This Action costs a Family (which has not yet spent any MPs) all of its MPs.”

**4. Enemy Operations, Step 1 (pg 8) [Clarification]** - For both Condition 1 and Condition 2, when instructed to refer to section 4.2.7 and 4.2.5, refer to the second paragraph of these rules that begins with the phrase, “*During Step 1 of the Enemy Operations Segment...*”

**4. Enemy Operations, Step 2 (pg 8) [Errata]** - change second bullet to read, “Add a number of Enemy APs equal to the number of red cubes in the Subjugation of New Mexico Box.” Black cubes in this box only impact Victory Conditions (see scenario rules, section 14).

**4.1.2 Enemy Instruction Cost [Clarification]** - There are several Instruction counters with a variable cost (like 1-3 or 2-6). In these cases, spend as many Enemy APs as possible up to the maximum amount on the counter. For example, if the Enemy has 10 APs and an Instruction with a 1-3 cost is to be executed, the Enemy will spend 3 APs. If the Enemy had only 1 AP available and an Instruction with a 1-3 cost was to be executed, the Enemy would spend that 1 AP and execute the Instruction.

**4.2.5 Defend & 4.2.7 Peace [Clarification]** - Mexican period instruction counter “I” has Peace and Defend on either sides. The wording of the rules, however could result in an endless loop. So here’s what you do: Flip the counter over once, then resolve the instruction. So if the counter is on the “Peace” side and there’s a Defend counter in the inactive column, simply flip the Peace counter over to its “Defend” side and carry out a Defend instruction even though there’s already a Defend instruction in standby. Basically, the rule about flipping the counter was made because lots of back to back peace/defend instructions were causing a play balance concern. Mexican instruction “I” is the *only* counter that can cause such a back to back occurrence and should not be a big issue in the game.

**4.2.7 Peace [Clarification]** - During Step 1 of the Enemy Operation Segment, if all Outposts are in-play and there are < 3 red cubes in the Subjugation of New Mexico box, there is no additional effect. Do not carry out a Subjugate instruction since no APs have been spent.

**4.2.10 Subjugate [Clarification]** - The rule says to draw cubes one at a time. Why? <chuckle> Well, greedy playtester hands would ~~sometimes~~ often grab a handful and accidentally pull too many. By saying “one at a time” the emphasis is on being careful to draw the correct amount. The greatest temptation to cheat comes with the cube pulls... ;-)

**5.1.3 Outpost Effects on Reactions [Errata]** - Change second sentence to read, “If the Outpost is in an Area with a Value  $\geq$  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).” To be clear: Forts only impact families in the same Area; Outposts impact families in same Area and each Area with a lower Area Value on same Area Track.

**5.2.4 Evade, Effect first paragraph [Errata]** - Final portion of this paragraph should read, “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, or into any Area of the Canyon de Chelly” Territory).”

★ **5.2.4 Evade [Clarification]** - You cannot ‘jump’ to another territory unless an unmodified ‘6’ or modified result of 7+ is rolled and you jump to the Canyon de Chelly.

**6.2.1. Mexican Independence, Step 3 [Clarification]** - Ferocity stays the same; swap out counters with Mexican period counter.

**6.2.2. Army of the West, Step 3 [Clarification]** - Ferocity stays the same; swap out counters with American period counter.

**6.2.3. Kit Carson, Step 3 - [Addition]** - Add this sentence to the beginning of Step 3: “If the player has Military Points  $>$  Enemy Morale, the player wins a Major Victory.”

**8.2. Victory Check Segment, Step 5 [Errata]** - The last two sentences are fragments of an earlier routine. Change paragraph to simply read: Add 1 Enemy Morale Point for each Outpost counter in-play. Furthermore, ignore Example 2 of 8.2 Step 5. Sorry!

**13. Glossary “Intruder Counters” [Clarification]** - Intruder counters are revealed the instant either: (1) a Family counter enters the same Area as the Intruder counter; or (2) the Intruder counter is placed into the same Area as a Family. (Placement of a Family from an Escape or Caught box can reveal an Intruder if the Family is placed in the same Area as that Intruder counter). *In short, the instant a Family and an Intruder are in the same Area, everything is paused and the Intruder is revealed and resolved.*

**13. Glossary “Canyon de Chelly” [Clarification]** - Outposts cannot ordinarily be built in the Canyon. There *is*, however, one way in which one could be built: during step 1 of the Raid Ends procedure of an Enemy Raid.

## Playbook:

Tutorial, page 2, paragraph beginning “Navajo Wars comes with several types of cards”

**[Clarification]** - The Tutorial says 40 Operations Cards. Actually there are 28 “Operations” and 12 “Ceremony” cards. Sorry for any confusion!

**Tutorial, page 2, illustration of Family Boxes [Errata]** - The wrong counter is depicted. This is the one that will go on the map. The unused counter should be the one with Ferocity 2/3 and Evasion 0/-1.

**Tutorial, page 2, paragraph beginning “Managing the tribe’s population and resources” [Errata]** - Rule 1.7.5.2 does not exist. This paragraph should read as follows:

Managing the tribe’s population and resources are key factors in the game. Please stop here and familiarize yourself with the following paragraphs: Read “Family Counters” and “Population Counters” from 1.6.1, and “Population Display (and Family Boxes)” and “Elder Display” from 1.7.5.

**Tutorial, page 3, left column, top three paragraphs [Errata]** - Since there are a total of 8 man, woman, and child counters, 5 (not 3) of each will go into the Out of Play box.

**Tutorial, pages 12-13 [Errata]** - Ignore references to rules 5.2.4.3, 5.2.2.4, and 5.2.3.3 in the reading assignments. Just read all of 5.2.4, 5.2.2, and 5.2.3 (respectively).

**Tutorial, page 14, right column, top paragraph [Errata]** - The Active Column order at the end should be: “Utes (top), Comanche, Raid cost 3, Build, Build + Subvert, and Raid cost 11 (bottom).”

Tutorial, page 15, Step 11 [Errata] - The second sentence should read, “The black and the yellow cubes from the Raided Cubes box are moved to the Recovery box.” (The illustration is correct.)

**Tutorial, page 15, right column, paragraph beginning “That concludes our operation...” [Errata]** - Change second to last sentence to read, “The Comanche counter swaps places with the Utes counter above it.”

**Tutorial, page 17, left column, second sentence [Errata]** - “Tribal Raid Initiate” should be “Tribal Raid Initiation”.

**14. Scenario Setups, Placing Starting Families In Play [Clarification]** - Only 1 Family may be placed per listed Territory.

**14.4 “The Fearing Time” Scenario Setup Instructions [Errata]** - Change the “Set Up Enemy Pieces” paragraph to read: “Next, place one Rancho Outpost counter into Area 3 of Shiprock, and Area 2 of San Juan Valley. Place all remaining Rancho Outpost counters, both Fort

counters, all Enemy AP counters, and Tribal Raid counters in the Enemy Out of Play box.” The Forts come into play via card #51.

**14.5.1 “The Rope Thrower” Scenario Setup Instructions [Errata]** - In the Place Active Event paragraph, the card number for *Death of Henry Linn Dodge* should be #52, not #51.

**14.6 “The Navajo Wars” scenario, Step 9 [Errata]** - Remove all cubes from the Raided Cubes and Recovery boxes before reconstituting the Raid Pool.

**14.6 “The Navajo Wars” scenario, Step 9 [Addition]** - Any Intruder Counters that were removed from play are placed back into the Intruder Draw Cup. Intruder counters that are out of the draw cup but still in-play remain where they are -- do not place these counters into the draw cup (Example: Intruder Firearms that are in the Resources Box, Intruder Mission counter that is in an Area).

★ **14.6 “The Navajo Wars” scenario, Step 14 [Addition]** - Re-enable all exhausted Cultural Development Cards.

**14.6 “The Navajo Wars” scenario, Step 15 [Errata]** - In addition, set ENEMY APs to 0.

**16.1 winning and Losing [Errata]** - There is no “non-Headman” card. Change last sentence to read, “If tied, the non-Headman player wins (i.e. the player not holding the Headman card at the end of the game wins).”

**16.5.3.A Player Operations Segment [Errata]** - Ignore the two examples, the rule is correct.

**Bibliography [Addition]** - Something I wish I had included in the Playbook is a bibliography. The following books were key resources that I used to guide my design:

- Acrey, Bill P. *Navajo History to 1846: the Land and the People*. Shiprock, NM: Dept. of Curriculum Materials Development, Central Consolidated School District No. 22, 2000. Print.
- Dunlay, Thomas W. *Kit Carson & the Indians*. Lincoln (Neb.): University of Nebraska, 2000. Print.
- Locke, Raymond Friday. *The Book of the Navajo*. Los Angeles: Mankind Pub., 1992. Print.
- McNitt, Frank. *Navajo Wars: Military Campaigns, Slave Raids, and Reprisals*. Albuquerque: University of New Mexico, 1990. Print.
- Robinson, Jacob S., and Carl L. Cannon. *A Journal of the Santa Fe Expedition under Colonel Doniphan*. Princeton: Princeton UP, 1932. Print.
- Sides, Hampton. *Blood and Thunder: an Epic of the American West*. New York: Doubleday, 2006. Print.

## Cards:

**Card Event Conflicts [Clarification]** - If two events (Major and/or Minor) conflict with one another, the *first card in-play* takes precedence. Example: If *Pueblo Revolt* is in-play and a Minor Event says to swap counters on the Enemy Instruction Display, the Minor Event is ignored per *Pueblo Revolt*.

**Ceremony Cards Enemy Way [Clarification]** - When carrying out the Enemy Way effect on a Ceremony card, after executing the stated penalty, the player may choose to discard the card and remove the stated population counter from the Passage of Time box. Discarding the card does NOT cancel out the stated Enemy Way effect's penalty. For example, on card #08 if the Enemy Way effect is triggered, I must remove a Man from play. After this, I can discard the card to get it out of my hand but if I do this I lose a child counter from Passage of Time. Also note that if there was no child counter in Passage of Time, I could still discard the card from my hand.

**Operations Cards 31, 32, 33, and 34 [Clarification]** - The Major Event, "Apaches Raid New Mexico" has pictures of the cubes with instructions on what to do with them. For those with trouble identifying the colors, here is the card text to help you: Blue/Green Cube = Place it back into the Raid Pool. Red Cube = Place into the Subjugation of New Mexico box. Every other color = Place it into the Raided Cubes box; do not collect any resources from this Raid draw.

**Warrior Society Level 2 [Clarification]** - When rolling for evasion, if the *unmodified* die roll = the Area's Value, the evasion is successful.

**Pueblo Revolt (card #41) [Clarification]** - The card text says to "Ignore all Enemy Instruction Counters while in-play." This means you ignore Instruction Counters for *all purposes*. Note that this means that Instruction counters cannot swap while this event is in-play -- they are ignored!

**Franciscan Faction Ascendant (card #42) [Clarification]** - If all Outposts are already in play, there is no additional effect (i.e. the two "Build" instructions don't turn into "Subvert" instructions). You're in big enough trouble with that many Outposts in play that early on...

**Horsemanship Level 2 [Errata]** - "Families with a Horse counter" is printed twice by mistake.

**Sharp Traders Level 3 [Errata]** - Benefit should say, "(Player must have at least 3 Culture Points to use this Benefit)"

**Religion Level 2 [Errata]** - Benefit should say, "If player has 2 or more Culture Points..."

**Religion Level 3 [Errata]** - A space is needed between "...and draw..."

**Religion Level 2 & 3 [Errata]** - Level 2 card should say, "Requires Religion Level 1"; Level 3 card should say, "Requires Religion Level 2".

**Masters of the Mesas Level 2 & 3 [Errata]** - Level 2 card should say, “Requires Masters of the Mesas Level 1”; Level 3 card should say, “Requires Masters of the Mesas Level 2”.

## Counters:

“Comanche!” should just say “Comanche”

“Utes!” should just say “Ute”

## Enemy Raid Flowchart:

**Raid Resolution box [Errata]** - Replace the line that begins with “3” with the following: “Place Family on the “Caught” Box of the Territory it occupies. If in Canyon de Chelly, remove all remaining population counters from that Family to Passage of Time and place Family on the “Caught” Box of any other Territory.”

**Designer’s Note:** Sorry this got left out. Basically, if you have a Family that gets caught in Canyon de Chelly by a Raid counter, the effect is a bit more severe. In addition to the normal effects, any remaining Population counters are removed from the Family and placed into Passage of Time. The Family’s counter may then be placed into any Caught Box (Canyon de Chelly doesn’t have one) where it can impact Raid Ends effects before it is removed during line #5 of Raid Ends.

**Evade Player Reaction [Clarification]** - If the modified die roll is a 7 or higher, place in Area 6 or into any Area of the Canyon de Chelly Territory.

**Raid Ends Box [Errata]** - In line #2, “execute” is misspelled.

**Raid Ends Box, Line #1 [Clarification]** - Line #1 reads, “If no Raid counter was ever placed in an Area containing a Family counter, conduct a “Build” Instruction (4.2.1).” In this case, however, if all Outpost counters for the current period are in-play, there is no additional effect; (do not treat as Subvert).

## Tribal Raid Flowchart:

**Raid Ends box [Errata]** - Line 2 should read, All Families on “Caught” and “Escape” Boxes are placed in their Territory with any Ferocity desired.

**Raid Resolution [Clarification]** - If an unmodified Conduct Raid die roll of “6” is rolled, each family in the territory is subject to the terms of the Raid Resolution box.

## Three-Fold Player Aid Card:

**Passage of Time Summary, Step 1 [Errata]** - Step 1 Adjust Population (E) should say "Remove remaining Population counters from Passage of Time."

**Take Actions Summary, Move to Adjacent Area [Clarification]** - Fort adds +1 MP for each Area in Territory per rulebook. Outposts add +1 if in same Area or Area with higher Value.

**Intruder Counter Effects [Clarification]** - After being revealed, Intruder Counters are returned to the draw cup unless the Intruder Counter Effects chart says otherwise.

**Battle Spoils [Errata]** - Firearms gained on this table go to the [Resources Box](#), not Passage of Time.

## Map:

**Subjugation of New Mexico box [Errata]** - Only add the number of red cubes to Enemy APs collected during step 2 of the Enemy Operation Sequence. Black cubes placed into the Subjugation of New Mexico box impact Victory Conditions (see scenario rules in section 14).