

NAVAJO WARS

PLAY BOOK

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Tutorial—New players, please start here!!!

Welcome to the Navajo Wars!

This tutorial has been designed to introduce you to the game in an entertaining and interactive manner. The intent of this tutorial is to get you playing the game as quickly as possible. While we will have you pushing pieces around in no time, this tutorial will, from time to time, instruct you to stop and read a section from the rulebook. Please don't skip these little reading assignments! They are designed to teach you relevant material that will dovetail into the tutorial. Sound like fun? Ok, let's start!

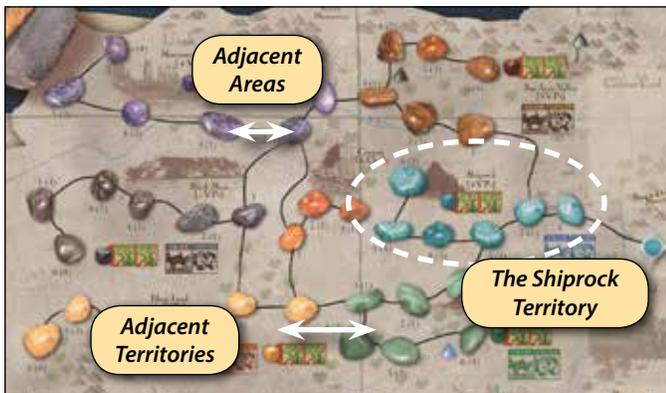
First Things First

The first thing you will want to do is to familiarize yourself with the game's components. Navajo Wars comes with a number of colored wooden cubes: 4 white, 4 brown, 3 black, 3 red, 3 green, 2 yellow, and 1 blue. These cubes are used for a number of game mechanics. For now just put them all into the cloth draw bag and set them aside.

Navajo Wars comes with several types of cards: 40 Operations cards (#s 1-40), 12 Historical Event cards (#s 41-44, 46-49, and 51-54), 3 Transitional Event cards (#s 45, 50, and 55), 24 Cultural Development cards (1a-24a), and one Headman card (used in the 2-player game only). Separate the cards according to their type and set them aside.

Before laying out the game's map, you may want to take a few minutes to carefully punch out the cardboard game pieces (hereafter referred to as "counters"). Separate them according to their type. Section 1 of the rulebook gives a brief overview of the game pieces. Looking over this section may help you as you sort out the game's components.

Ok, now let's take a look at the map: the central area of the map has been divided into seven named geographical regions called "Territories." Each Territory is divided up into a number of spaces known as "Areas." The Areas of each Territory have been artistically depicted as stones which share a common color scheme. Beneath each Area are two numbers that you will refer to often. The general rule is you use the non-parenthesized number unless the rules or charts tell you to do otherwise. Finally, note that Areas are considered to be adjacent to one another if they share a line connection.



Each Territory also contains an "Escape" and a "Caught" box which will be used during Raids. With the exception of Canyon de Chelly, each Territory also has two boxes to place drought counters into as well as a die roll symbol and a Victory Point or VP value. We'll talk more about what these mean and how they are used later on.

There are a lot of other elements to the map: boxes, displays, and tracks. We'll talk about these as we encounter them in this tutorial.

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 1.7.5.2

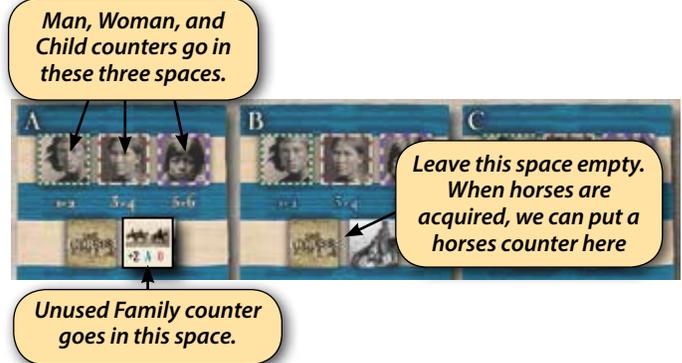
— STOP —

All done? Great! Now we can start setting up the game. This tutorial will use a modified version of the "Rise of the People" scenario (14.1). There's no need to turn to section 14.1; just be aware that this tutorial scenario is based around that scenario.



What you'll want to do now is gather all 12 Family counters together. Note that there are two counters for each Family, labeled from "A" to "F". We'll start to place these on the map. Some of these counters will begin the game in-play in an Area of the map. The others will go into a holding space inside its Family Box—the Population Display consists of the Family Boxes along the bottom of the map.

Place Family A's counter in the Area of the Shiprock Territory which has the "3 (1)" notation beneath it—Shiprock Area #3. Place the counter so that it shows a Ferocity of 0. Place the other Family A counter into its holding space in Family A's Family Box.



Place Family B's 0-Ferocity counter into Area #1 of San Juan Valley. Place the other counter in Family B's Family Box.

Place Family C's 0-Ferocity counter into Area #1 of Canyon de Chelly. Place the other counter into Family C's Family Box.



Place both counters for Families D, E, and F into their holding spaces in their matching Family Boxes. These Families are not in play but may enter play later on.

Next, we need to populate the Families we have in play: Go ahead and place one “man” counter into the matching spaces of the Family A, B, and C Family Boxes. Place the three remaining “man” counters into the Out of Play box on the map. Note that there are two “Out of Play” boxes: one for the player, and one for the enemy. By the way, we refer to the non-player “side” in the game as the “enemy.”

Ok, so all of our Families in play have a man. Now they need, you guessed it, a woman! Place three “woman” counters into the matching spaces of the Family A, B, and C Family Boxes. Place the three remaining “woman” counters into the Out of Play box.

Well, you know how it works: you get a man and a woman together. Sooner or later you have children! Grab three “child” counters and place them into the matching spaces of the Family A, B, and C Family Boxes. Place the remaining three “child” counters into the Out of Play box.

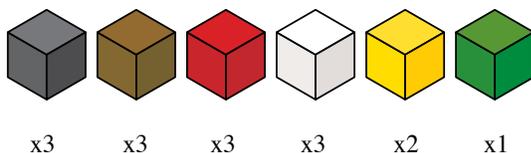


The next thing we need to do is set up the Elder Display. Just above the Population Display on the map is a series of small, square boxes with arrows between them. This is the Elder Display. Unlike the spaces for population counters in Family Boxes which can only hold a single population counter, the spaces in the Elder Display can hold any number of elder counters. Place one elder counter into each of the three left-most spaces of the Elder Display. Place the three remaining elder counters into the Out of Play box.

Now we need to prepare the draw cups for the game: one for intruder counters and one for corn counters. There are a couple ways to do this. One way is to simply lay the counters face-down on the table, alongside the map and scramble them up. The other way is to use opaque containers like a clean, empty mug. Whichever method you choose, the rulebook will refer to these as “draw cups.” (A couple of our loyal playtesters pleaded with me to use the term “corn crib” for the corn counter draw cup. Please feel free to refer to the corn draw cup as the “corn crib!”) Place all ten corn counters into a draw cup (or mix them up face-down on the table). Do the same for all twenty intruder counters.

Now we will prepare the Raid Pool. The Raid Pool will consist of cubes that will be periodically drawn from a cloth bag. For this scenario we will need to gather 3 black, 3 brown, 3 red, 3 white, 2 yellow cubes, and 1 green cube. Place these cubes into the cloth bag that came with the game. Return all other cubes to the game box, we won’t need them for this scenario.

Raid Pool Composition:

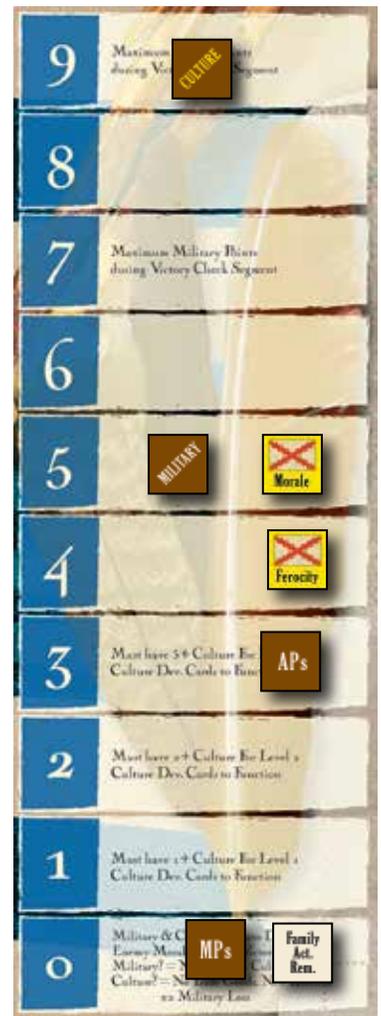


Cultural Development Cards are another important element of the game. There are eight sets of Cultural Development Cards: *Cunning*,

Horsemanship, Masters of the Mesas, Religion, Sharp Traders, Warrior Society, Weaving, and Wisdom of the Ancient Ones. Each set consists of three cards labeled with a Level 1, Level 2, and a Level 3 suffix.

Ordinarily, at the start of a scenario, the player chooses one “set” of Culture cards to guarantee as being available before randomly removing three sets from play. For this tutorial, we will arbitrarily remove *Cunning*, *Sharp Traders*, and *Warrior Society* from play. Place these nine cards back into the box. Place the other fifteen Culture cards near the map for now.

Next, find the “Military,” “Culture,” and “APs” counters. Your tribe will start with 5 Military, 9 Culture, and 3 APs. To show this status, place the Military counter on the 5 space of the General Records Track. Place the Culture counter on the 9 space and the APs counter on the 3 space.



Your enemy is Spain in this scenario, so find the “Morale” and “Ferocity” counters with the Spanish flag. There’s no functional difference between the American, Mexican, and Spanish Morale and Ferocity counters; nationally-specific counters are provided for flavor only. Spain begins with a morale level of 5 and a Ferocity of 4. Place the Morale and Ferocity counters on the General Records Track accordingly.

Find and place six “Trade Goods” and two “Harass” counters off to the side. They are neither in play, nor available. They become available when a *Weaving* or the *Masters of the Mesas* Cultural Development Card makes them available.

Place all eight “Horse” and “Sheep” counters into the Out of Play box. Place the remaining three “Trade Goods,” and two “Harass” counters, along with the single “Firearms” counter into the Out of Play Box.

Now we need to set up the Enemy Instruction Display. I’d like to draw your attention to the right-hand side of the map. The Enemy Instruction Display is the mechanism that will handle the strategic decision making for the enemy. Before starting a scenario, we need to gather the appropriate Instruction counters and set them up on the Enemy Instruction Display.

You may have already noticed but counters specific to the Spanish scenarios are yellow in color. Please gather the fourteen Spanish—i.e. Yellow—Instruction counters. Ordinarily two of these counters will be randomly and blindly removed from the game and

placed back into the box. This makes every game a different sort of challenge! For this tutorial we will arbitrarily remove counters “E” (Raid / Expand) and “G” (Build / Colonize) from the game. Place them back into the box.

The Enemy Instruction Display consists of eighteen square spaces arranged in three vertical columns. We will place one Instruction counter into each space of Active and Standby columns. The Inactive column spaces will remain empty.

Place counters A, B, C, D, F, and H into the Active column in alphabetical order, from top to bottom (“A” at the top and “H” on the bottom). Place counters I, J, K, L, M, and N into the Standby column in alphabetical order, from top to bottom.

Scenario 14.1 calls for the player to select and put into play any one Level 1 Cultural Development Card that has not already been removed from play. Go ahead and place *Horsemanship* Level 1 face-up along the top of the map to show that its persistent effect is in play.

One last task remains before we can start the game: we need to create the deck. Execute the following steps:

Step 1 - Find these nine cards: #08, #15, #21, #24, #26, #32, #36, #40, and #41. Now stack these cards in the following order: 32 (top), 36, 26, 40, 15, 08, 24, 21, and 41 (bottom). This stack of cards will form the top of the Play Deck. Please set this stack aside for a moment while we compile the rest of the deck.

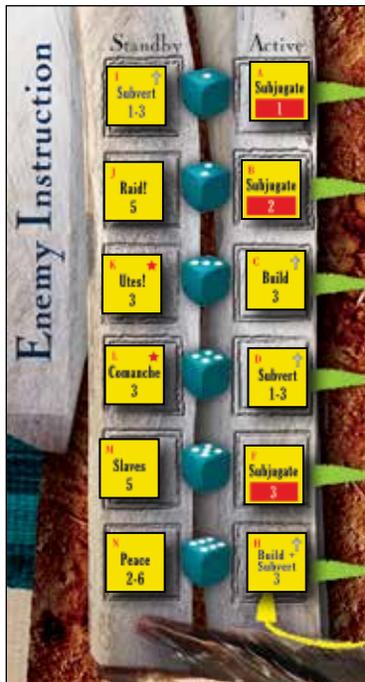
Step 2 - Find cards #43 - 55 and put them back into the box; we won't be using those cards in this tutorial.

Step 3 - Find card #42 *Franciscan Faction Ascendant* and place it face down on the table.

Step 4 - Gather the 32 remaining Operations and Ceremony cards (cards with numbers between 01 and 40) and shuffle them together. Deal eight of these cards face down on top of card #42. Place the remaining 24 cards back into the box; we won't use these cards either. Shuffle the stack of cards containing card #42 so you don't know exactly where card #42 is in that stack. (Card #42 will end this scenario. Shuffling this stack creates uncertainty as to when the scenario will end.)

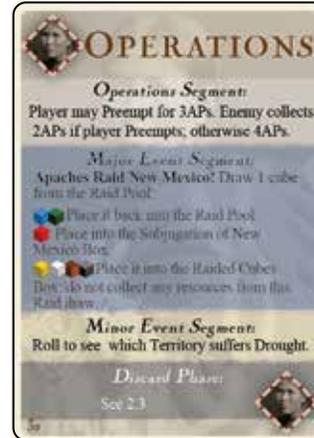
Step 5 - Place the stack we created in Step 1 on top of the stack containing card #42. This will be the Play Deck for this tutorial. Place this deck somewhere near the map.

Ok, the scenario is set up! Go ahead and draw the first card off the top of the Play Deck and place it on the “Current Card” space on the map. Please pause just a moment to read section 2 (“Sequence of Play”) in the rulebook.



— STOP —

You should now have an idea of how this game flows. We've already performed 2.1 by drawing and revealing the topmost card off the Play Deck. Now let's look at what kind of card we're dealing with.



Cards are resolved sequentially from top to bottom. Looking at the top of the card we just drew (card #32), we see the word, “Operations.” This tells us that this is an Operations card. The first thing we will do to resolve this card is to perform the Operations Segment (rule 2.2.1). This card tells us that if we spend 3APs (Action Points), we can Preempt the enemy and go first. Look at the General Records Track on the map: you'll see that we have exactly 3 APs to spend. Let's go ahead and spend those

APs to Preempt. Move the “APs” counter from the 3 to the 0 space on the General Records Track.

Ok! Now we get to “go first.” Now what? When it is your turn to carry out an operation during the Operations Segment, you can do one of three things: Planning (3.1), Take Actions (3.2), and Passage of Time (3.3). We'll start by doing a Take Actions Operation. Please stop here and read section 3.2 in the rulebook (you may, but don't need to read the sub-rules of 3.2—like 3.2.1, 3.2.2, etc).

— STOP —

All set? *Ahééhee!* (That means “thank you” in Navajo. It's pronounced *a-hyeh-heh*.) At this moment we have 3 elders on the Elder Display and 1 Family in Canyon de Chelly so theoretically we could activate 4 families. Well, we only have 3 Families on the map; each family will get a chance to be activated. Please note that the game includes a “Family Act. Rem.” counter that can be used to track how many family activations remain in availability.

Let's start by activating Family A in Shiprock Territory.

Strange men with light skin have been seen on the borders of the *Dinétah*, our sacred land. They ride on large four-legged animals and keep flocks of smaller animals with thick white fur. Our elders think possession of such creatures will be good for us. Let's go on a raid to capture some of these creatures.

Family A has a man, woman, and child counter in its Family Box on the mapsheet, so when it is activated, it gets 6 MPs to spend taking actions. Place the brown “MPs” counter on the 6 space of the General Records Track.

We will spend 2 MPs (slide the MPs counter from 6 to 4) to move the family from Area 3 to Area 2 of Shiprock. Go ahead and move the Family A counter to Area 2 of Shiprock. This is known as the Move to Adjacent Area action. Please pause a moment to read rule 3.2.2.

— STOP —

The rules for moving your families are pretty simple. Now that Family A is closer to Santa Fé, let's go on a Raid on New Mexico. To do this, we will need to spend a number of MPs equal to the Value of all Areas between the Family (exclusive) and Santa Fé (inclusive). In our case here, we'll need to spend 2 MPs—one for Area 1 of Shiprock

and one for Santa Fé itself (slide the MPs counter from 4 to 2).

Note that the family counter doesn't move. Picture it this way, our warriors are conducting this raid. Our women and children are remaining behind.

To resolve the Raid on New Mexico, we will need to draw a single cube from the Raid Pool draw bag. Ordinarily this is done randomly, but for the purposes of this tutorial, draw out a single brown cube.



Family A Raids New Mexico. This cost 2 MPs: 1 for Area #1 of Shiprock and 1 for Santa Fé. The brown cube drawn means horses are stolen!

Now find those charts we set aside earlier. Find the Raid Table and look at the Raid on New Mexico column of the row containing a brown cube. The result tells us that our warriors have made off with some bilagáana (Navajo word for white person; pronounced, bil-ah-gah-nah) horses! Take a horse counter from the Out of Play box on the map and place it into the Resources box. Place the brown cube that you drew (or in this case knowingly fished out of the bag) into the Raided Cubes box (that looks like a bowl) on the map.

Since our warriors have proven themselves in battle (and because the Raid Table says so), we need to increase Family A's ferocity rating. (Remember, that the ferocity rating is the red number on the right of the family counter.) We set this family up with a ferocity of 0. Now it's ferocity will go up +1 to 1. Flip the counter over to show its new ferocity. The more ferocious a family is, the better it will perform in battle. This comes at a cost, however, because as you may have noticed, when the ferocity goes up, the evasion modifier (black number on left side of counter) goes down! Please stop here and read rule 3.2.5 in the rulebook. This will help reinforce what we've just done here.

— STOP —

For Family A's final two MPs, let's put some distance between it and Santa Fé. Now that horses are available, our movement ability is going to be enhanced. To take advantage of the parenthesized Area Value in movement and in raids, a horse counter must be present in the family's Family Box—notice that there is a space for this in each family's box. Go ahead and take the horse we just put in the Resources Box and place it into Family A's Family Box. Let's move from Area 2 back to Area 3 of Shiprock. This now only costs 1 MP since we have a horse in our Family Box (slide the MPs counter from 2 to 1)! Our last MP will be left unused.

Please note that the effect of the *Horsemanship* Cultural Development card that we put on top edge of the map during setup does not give us +1 MP this turn since we didn't have a horse when the Family was activated. *Horsemanship* will give Family A +1 MP the

next time it is activated though (provided of course that it still has a horse in its Family Box).

Ok, on to Family B! Activate Family B and place the MPs counter in the 6 space. For Family B's first action we will choose to Plant Corn. Please stop a moment to read rule 3.2.4 in the rulebook.

— STOP —

All set? Let's continue. Planting corn may not sound all that elegant and important, but it will prove to be a vital part of your tribe's way of life. Corn can not only sustain your population, it can serve to distract raiding enemy columns. To plant corn in Area 1 of San Juan Valley, Family B will spend 5 MPs. Randomly select a corn counter from its draw cup and place it face down in the same Area as Family B. Family B will not spend it's last MP.

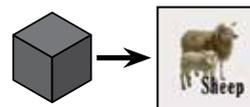


Family B plants corn.

Now to Family C. The elders in this band have seen the *bilagáana* livestock as well and would like to make a raid on New Mexico. But being situated so far away, it looks to be impossible—it's 14 MPs away from Santa Fé by way of the Zuni Mountains! There is, however, one way to accomplish this goal. As you read in 3.2.5 earlier, Family C could execute a long-range raid since it hasn't spent any MPs. By spending all of it's MPs, we will carry out this raid. This time our cube draw will be a black cube. Looking at the Raid Table, we see that we have an important choice to make: to collect a sheep counter, or to collect a horse counter. Let's collect a sheep counter: take one from the Out of Play box and place it into the Resources Box. Flip Family C over to its 1 Ferocity side and place the black cube into the Raided Cubes box.



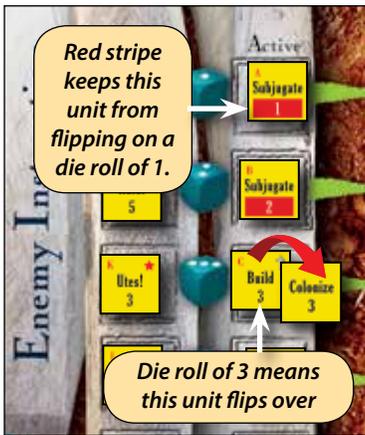
Family C conducts a Long-Range Raid and draws a black cube which is used to collect a sheep.



Long-Range Raid Result

Ok, now that all of our Families have Taken Actions, our half of the Operations Segment is finished. Now to the Enemy's half! Please read rule section 4.0 to 4.1; stop when you get to rule 4.2.

— STOP —



Let's start with Step 1 of the Enemy Operations Segment. This one's easy. There isn't a Peace or Defend Instruction Counter in the Active Column at this time. On to Step 2!

In Step 2 the Enemy collects 2 APs as directed by our current Operations Card (#32), minus 2 for the cubes that are in the Raided Cubes Box. This would ordinarily be zero APs for the enemy but for the rule that states

the enemy always gets at least 1 AP. So go ahead and place a single AP into the Enemy APs Available box (or as an alternative, place an Available Enemy APs counter on the 1 space of the General Records Track).

In Step 3 we will determine whether any enemy Instruction Counters will flip over to reveal an alternate instruction, or swap places with another Instruction Counter. Let's assume we roll a 1 and a 3. Looking at the Active Column of the Enemy Instruction Display, we will flip over the Instruction Counters that are on the 1 and 3 rows. The counter on the 1 row, however, has a stripe across the bottom so it will not flip over. The Build counter on the 3 row, however, will flip over to its Colonize side.

In Step 4 the enemy will spend its available APs to execute instructions on the Active Column of the Enemy Instruction Display. The topmost instruction is a Subjugate counter. Each Instruction Counter has a numeric value on the bottom of it which determines how many enemy APs must be spent for it to be executed. Right now, the topmost instruction carries an AP cost of 1. Spend the enemy's only AP.

Before executing this instruction, please read rule 4.2.10.

— STOP —



Finish each instruction by sliding it to the right to the Inactive Column.

Now let's carry out that instruction. As you read in rule 4.2.10, for each AP spent, a cube must be drawn from the Raid Pool bag. Since 1 AP was spent, 1 cube will be drawn. Ordinarily this would be done randomly, but for this tutorial, find and draw out a brown cube. As rule 4.2.10 states, since we did not draw a red cube, we must place this cube into the Recovery Box on the mapsheet.

It may look like this had no effect on the tribe, but it actually did: there is one less brown cubes in the draw bag and the chances of drawing a more dangerous cube during a raid have just been increased! Finish the instruction by sliding the Instruction Counter we just executed to the right, into the topmost space of the Inactive Column.

With no more APs to spend, we'll wrap up the enemy's Operations Segment by carrying out Step 5: Reset the Enemy Instruction Display. Each Instruction Counter in the Active Column slides up while preserving their order. Once the only empty spaces on this column are on the bottom, each counter in the Inactive Column slides down, left, and up to fill the empty spaces on the active column. When finished, the order on the active column will be: Subjugate (B) (top), Colonize, Subvert (D), Subjugate (F), Build + Subvert (H), and Subjugate (A) (bottom). This concludes the Operations Segment.



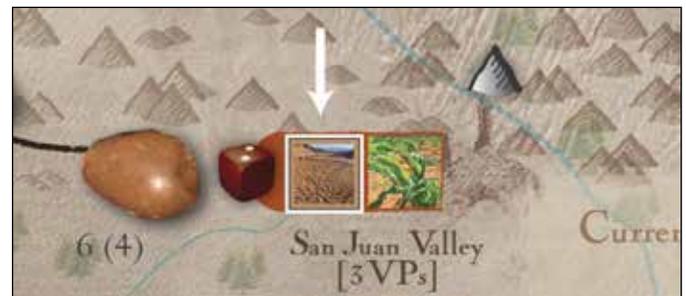
Looking at card #32 again, see this card has a Major Event which must be carried out. This part is easy! Just do what the card says to do. In this case a cube should be randomly drawn from the Raid Pool. For our purposes in this tutorial, find and pull a red cube out of the bag. Looking at the card, we find that we must put this cube into the Subjugation of New Mexico box on the map. The Apaches, instead of raiding the Spanish, have made a raid on the Pueblos of the Río Grande Valley which

indirectly helps the Spanish! Look at the Subjugation of New Mexico Table to see the effect one cube in the Subjugation of New Mexico box has.

The last thing we will do on card #32 is carry out its Minor Event. The card says, "Roll to see which Territory suffers drought." Minor Events are explained in section 7 of the rulebook. Take a moment to read section 7—don't worry, it's a short section. Pay special attention to 7.2.1.

— STOP —

Ok, now let's execute that Minor Event: let's assume you roll a 2. Look at the map. Notice that the San Juan Valley has a 2 dice symbol next to the spaces where drought counters can be placed. Place a drought counter into one of the empty drought spaces in San Juan Valley. Please stop here and read the following entries from the Glossary (section 13): "Arability" and "Drought Spaces."



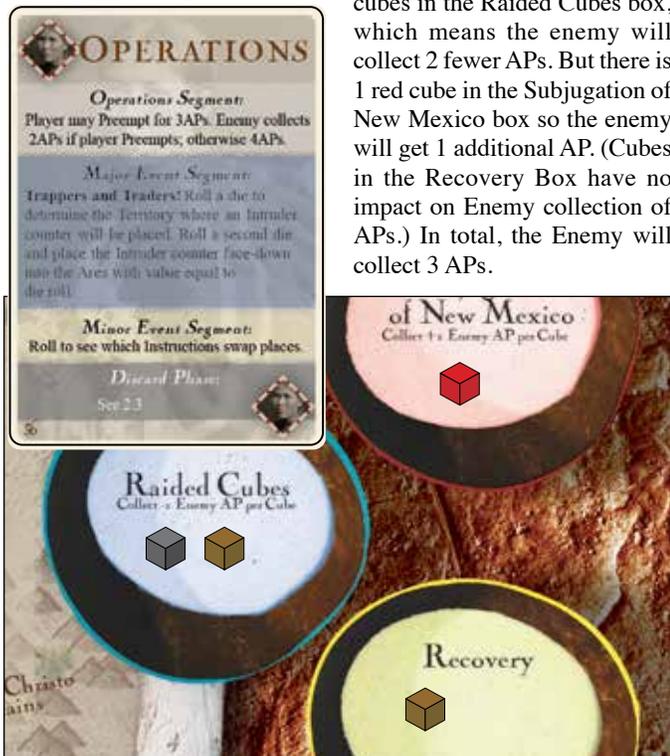
A Drought marker is placed In San Juan Valley.

Now that we've finished the Minor Event Segment, we can conclude the execution of card #32. The Discard Phase will be simple: discard the card.

Draw the next card off the deck. It's card #36, another Operations card. Since you don't have any APs to spend, the Enemy will get to go first. Notice how by Preempting, we gave the enemy back-to-back Operations.

Step 1 of the Enemy Operations Segment still doesn't apply. For Step 2, card #36 states that the Enemy collects 4 APs. There are 2

cubes in the Raided Cubes box, which means the enemy will collect 2 fewer APs. But there is 1 red cube in the Subjugation of New Mexico box so the enemy will get 1 additional AP. (Cubes in the Recovery Box have no impact on Enemy collection of APs.) In total, the Enemy will collect 3 APs.



The red cube in the Subjugation of New Mexico box adds 1 AP while the two cubes in the Raided Cubes Box subtract 2 APs.

For Step 3, let's assume that we roll a 6, 6. Since doubles are rolled, the Peace counter on the Standby Column and the Subjugate counter on the Active Column on the 6 row swap places.

Now for Step 4: The enemy has 3 APs to spend. Spend 2 of them to execute the Subjugate counter on the Active Column. For the purposes of this tutorial, find and draw a red and a black cube from the Raid Pool (ordinarily this is random). The red cube, of course goes into the Subjugation of New Mexico box; the black cube goes into the Recovery box. Slide the Instruction counter to the right.

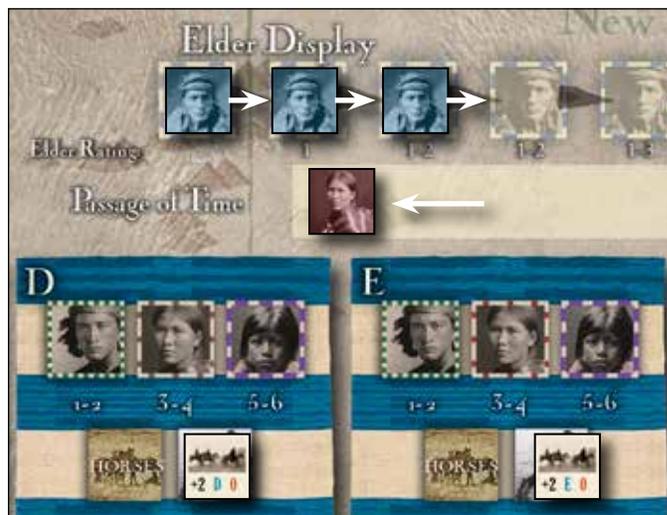
One AP remains to be spent, but the topmost Instruction Counter, a Colonize instruction, costs 3 APs. The enemy will, therefore, save its 1 AP and the enemy's half of the Operations Segment is concluded by resetting the Instruction Counters: all counters on the Active Column slide up, and the Subjugate counter we just executed fills the bottommost space on the Active Column of the Enemy Instruction Display.

Now it's our turn for an operation. In our last Operation Segment, we did a "Take Actions" operation. Let's do a "Planning" operation this time. To prepare for this, please stop here and read section 3.1 before continuing.

— STOP —

As you can now see, the Planning Operation is highly procedural. Let's work through this step by step:

For Step 1 of the Planning operation, we will collect a population counter matching the one pictured on the card we are in the process of resolving. For card #36, we will place a woman population counter into the Passage of Time box on the mapsheet.



A woman population counter is placed in the Passage of Time Box and all Elders slide one box to the right.

In Step 2, we collect 3 APs because we have three elders on the Elder Display. Slide the brown "APs" counter from 0 to 3 on the General Records Track, then each elder counter on the Elder Display slides one box to the right.

Elders slide to the right; +1 AP for each Elder on Elder Display

In Step 3, each of our elders on the Elder Display may carry out a single Elder Action. Since we have more Culture Points (9) than Military Points (5), for our first Elder Action, the right-

most elder will attempt to reduce Culture Points by 1 and increase our Military Points by 1. To succeed, we need to make a die roll. If the result is less than or equal to this elder's Elder Rating (in this case it is a 1-2), the action is a success. Our die roll is a 2, so reduce Culture Points from 9 to 8 and increase Military Points from 5 to 6. We try again with the middle elder who also needs to roll a 1-2, but the die roll is a 5 and fails. For our last and youngest elder (the left-most elder), we will attempt to gain an AP. We get lucky and the die roll is a 1! Slide the APs counter from 3 to 4.



For Step 4, since we have at least one Culture Point, each

of our women counters (we have 3; one in each family in-play) may spend an AP to create a trade goods counter. Let's go ahead and have each of our women spend an AP for this purpose: adjust the APs counter from 4 to 1 and place three trade goods counters into the Resources box. Please note that if we had a fourth woman counter in play, we couldn't buy any more trade goods since there were only three such counters available in the Out of Play box.

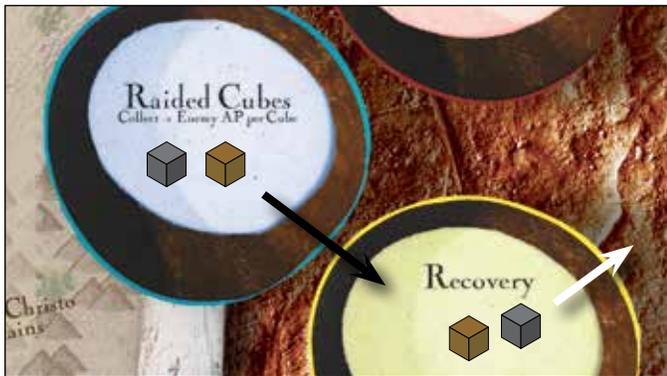
Let's imagine for a moment that we had 6 women in play and 6 APs available during this step. Let's further imagine that only 3 trade goods were in the Out of Play box. One thing we could do is to spend 3 APs to buy 3 trade goods. We could then interrupt step 4 to immediately spend all 3 trade goods, thus making them available again. We could then use our last three women to buy all 3 trade goods all over again. The key thing here is that you can only buy trade goods that are available, and each woman may only spend an AP once in this step.

So, what are trade goods? Please stop here and read section 10 in the rulebook for an overview of these very useful items.

— STOP —

Ok, now let's do Step 5 of the Planning operation. This one will be easy, neither Tribal Diplomacy nor Tribal Warfare is necessary at this time so we will skip both.

In Step 6 we must do something called, "Reset Cubes": Return all cubes in the Recovery box to the Raid Pool draw bag; then shift all cubes from the Raided Cubes box to the Recovery box. This wraps up the Operations Segment.



Cubes are Reset

For the Major Event Segment, the card text states, "Roll a die to determine the Territory where an Intruder counter will be placed. Roll a second die and place the Intruder counter face-down into the Area with value equal to die roll." For this tutorial, let's assume that the die roll to determine the Territory is a 5; the die roll to determine the Area is a 1. Draw a random Intruder Counter from the Intruder draw cup and place it face down (identity hidden) in Area #1 of the Hopi Land Territory. What do Intruder Counters do? You can read about them in the "Intruder Counters" entry in the Glossary.

The charts, by the way, include summaries of all of the core game procedures. They also include helpful summaries of the Intruder counters and their effects.

For card #36, the Minor Event Segment requires we roll a die to determine which counters swap places between the Active and Standby Columns of the Enemy Instruction Display. A 2 is rolled which means the Raid and Subvert counters on the 2 row swap places.

Discard card #36 and draw the next card from the Play Deck.

Card #26, another Operations Card, is drawn. Once again, we don't have enough APs to Preempt so the Enemy will go first. The Enemy will collect 3 APs plus two more for the red cubes in the Subjugation of New Mexico box, for a total of 5 APs. The enemy saved 1 AP from the last card so the enemy now has 6 APs to work with.

Two dice are rolled to see if any Instruction Counters flip or swap. Two 2s are rolled. The Raid and Subvert Instruction Counters swap places again on the 2 row.

The enemy spends 3 APs to execute the Colonize instruction. To find out how this will work, stop here and read rule 4.2.3, 4.2.6, and 4.2.1 in the rulebook (in that order).

— STOP —

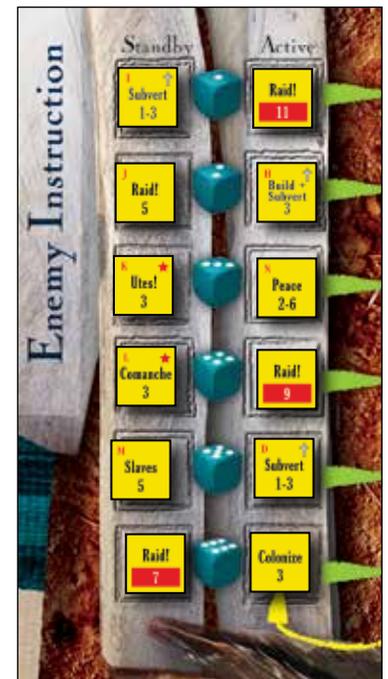
The enemy's *Colonize* instruction turned into an *Expand* instruction. But look at the map: there's no Outpost (Mission or Rancho) counters on the map. This means that a *Build* instruction must be executed instead. And so the enemy's *Colonize* instruction has ended up as a *Build* instruction. Place a Mission counter in Area #1 of the Shiprock Territory, then slide the *Colonize* Instruction Counter to the right on the Enemy Instruction Display.

The enemy still has 3 APs to spend. The topmost instruction now is the *Subvert* instruction. This instruction costs 1 to 3 APs. What this means is the enemy will spend as many APs as it can to execute this instruction, to a maximum of 3 APs. Since the enemy has 3 APs, it will spend all 3 to execute this instruction. But first, you should probably read about this instruction. Please pause here and read rule 4.2.11.

— STOP —

Because there are fewer than 3 cubes in the Subjugation of New Mexico box, we will treat this instruction as though it were a Subjugate instruction. For the purpose of this tutorial, draw a white, a black, and a red cube out of the bag. Place the white and the black cubes into the Recovery box; place the red cube in the Subjugation of New Mexico box.

There are now 3 red cubes in the Subjugation of New Mexico box. Take a look at the Subjugation of New Mexico Table. As you can see, there are some things that happen when the third red cube is placed in the Subjugation of New Mexico box: We can't remove card #41 from the game since it is not in-play—it's still in the deck somewhere. We can, however, flip Instruction counters "A", "B", and "F" over to their Raid side—this is how these striped instructions can flip over. Next, we must Reset Cubes (see Glossary entry if you can't remember how this works). Finally, increase the enemy's morale by shifting the Mo-



rale counter from 5 to 6 on the General Records Track.

The enemy is now out of APs so go ahead and reset the Enemy Instruction Display: All counters on the Active Column slide up. This leaves two empty spaces on the bottom of the Active Column. Now slide the bottommost instruction on the Inactive Column (the Subvert instruction) down, left, and up to fill the topmost empty space on the Active Column. Lastly, the Colonize instruction slides down and to the left to fill the bottommost empty space on the Active Column. The order on the Active Column should be: Raid (top), Build + Subvert, Peace, Raid, Subvert, Colonize (bottom).

Now it's our turn to carry out an Operation. Let's do another Planning operation.

Step 1: Since card #26 has a man icon on it, place a man counter into the Passage of Time box.

Step 2: Collect 3 APs, one for each elder in-play. Increase the APs counter from 1 to 4, then slide each elder counter one box to the right on the Elder Display.

Step 3: The right-most elder will attempt to increase Military Points by 1 and decrease Culture Points by 1. The die roll is a 6, however, and fails. The middle elder tries the same thing and rolls a 3, but needed a 1-2 and fails. Finally, the left-most elder tries and rolls a 2 which is a success. Increase Military Points from 6 to 7 and decrease Culture Points from 8 to 7.

We will skip steps 4 and 5. Step 6 can also be skipped since there are no cubes in either the Raided Cubes box or the Recovery box.



Elders slide to the right and a man counter is added to the Passage of Time Box.

The Major Event for card #26 is nasty and there's not much that we can do about it. Since we don't have any families in either Hopi Land or the Zuni Mountains Territories, we will lose 1 Culture Point. Adjust the Culture Points counter from 7 to 6 on the General Records Track.

For the Minor Event Segment, we will roll a die to determine which instructions swap places. The die roll is a 3 so the Peace and Utes instructions swap places—our scouts report that the Spanish are no longer interested in peace with us; instead, they are stirring up the Utes to raid us!

Discard card #26 and draw the next card.

Card #40, a Ceremony Card, is drawn. This is our first Ceremony card draw. The sequence for drawing this type of card is simple: just carry out the steps as directed by the card.

Step 1 instructs us to carry out the Enemy Way effect on all cards in our hand. We don't have any cards in our hand at this time so we'll skip that. We'll also ignore the call to Reset Cubes since there are no cubes in the Raided Cubes box or the Recovery box.

Step 2 instructs us to either discard this card, or continue on to step 3. We'll continue.

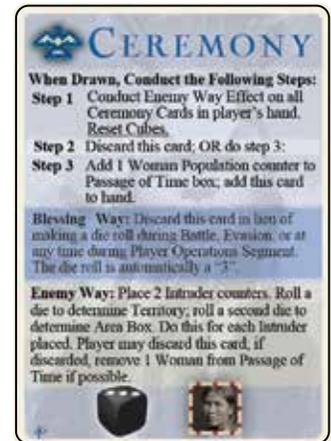
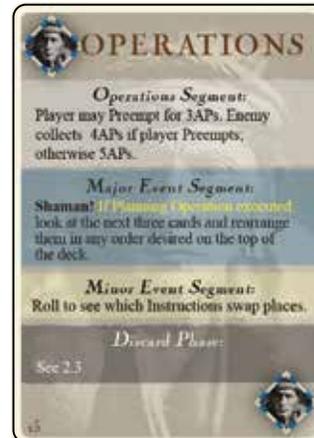
Step 3 instructs us to place a woman counter into the Passage of Time box and to take this card into our hand. Go ahead and take a woman from the Out of Play box and place it into the Passage of Time box. Place card #40 along the bottom edge of the map, face-up as a reminder that it is in our hand.

Now that this card is in our hand we need to be mindful of its two

effects. Each Ceremony card has a Blessing Way and an Enemy Way effect. The Blessing Way effect, as you can see, is the equivalent of making a die roll under the circumstances stipulated on the card. The Enemy Way effect, is almost always bad. It may not sound bad to place Intruder counters on the map—many such counters are good. But the more Intruders you have on the map, the greater the chance of encountering a bad Intruder.

Be careful about holding on to Ceremony Cards. There's no hand limit in the game. You can hold as many as you encounter. It's just that each time you draw another Ceremony Card, the Enemy Way effect on each Ceremony Card in your hand will be triggered—this can be debilitating!

We took card #40 into our hand so go ahead and draw the next card.



Card #15 is revealed. It's always a good idea to look over the whole card before you decide to do anything. On this card, notice how many APs the enemy will get. It's a bunch. It might be good to do some Raids in order to place cubes in the Raided Cubes box as this will slow the enemy down somewhat. On the other hand, the Major Event only occurs if we do a Planning Operation. It's a good event which allows us to peer 3 cards into the future and reorder those 3 cards!

We're already on the fifth card

of the deck. Somewhere in the next 4 cards is an Historical Event card (we know this because ordinarily the deck is formed out of stacks of 9 cards, one of which is an Historical Event Card). It would be nice to know when the *Pueblo Revolt* event will occur.

Let's go ahead and do this: we'll spend 3 APs to Preempt—this will give the enemy one fewer AP to spend. Move the APs counter from 4 to 1. We'll go first with a Planning Operation.

Step 1: Place an elder counter (which matches card #15's icon) into the Passage of Time box.

Step 2: Add 3 APs on the General Records Track (move counter from 1 to 4) and slide each elder on the Elder Display one box to the right.

Step 3: The right-most elder will attempt to add 1 AP. His die roll

is a 4 which is enough. Increase our APs from 4 to 5. The middle elder attempts the same thing and rolls a 1 for a success. Increase our APs from 5 to 6. The left-most elder will attempt to decrease the ferocity of Family C. The die roll is a 2 and succeeds. Flip Family C's counter over to show a Ferocity of 0.

We'll skip step 4, but in step 5 we will attempt Tribal Diplomacy. We'll spend 1 AP to enable the man from Family B to negotiate with the Ute tribe. Adjust our APs from 6 to 5.

Our target is the Utes Instruction Counter. Look at the Tribal Diplomacy Table. Since Family B has an evasion modifier of +2, our attempt at diplomacy will succeed on a die roll of 4 or higher. We can spend up to all of our Trade Goods to increase our chance but I'm feeling lucky so we'll hold on to our Trade Goods—besides, a 1 is always a failure no matter what the modifiers.

Our die roll for diplomacy is a 6 and succeeds! Now we need to determine what counter on the Standby Column the Utes instruction will swap places with. Our next die roll is a 4. Out of the frying pan, into the fire! The counter in row 4 of the Standby Column is the Comanche instruction.

Ugh! Well, that was just about the worst possible result. But remember what Trade Goods can do? We can spend 3 Trade Goods to re-roll the dice during a player operation. Furthermore, we do have that Ceremony Card in our hand. Place all 3 of our Trade Goods back into the Out of Play box. Then discard card #40 from our hand. This is the equivalent of a 3. Then swap the Utes with the Peace counters on the Enemy Instruction Display. I would have preferred to have swapped with the high-cost Raid instead but don't want to chance another die roll. I'd hate to spend 3 trade goods for a re-roll only to end up with the same result!

We can skip step 6 since there are no cubes in either the Raided Cubes box or the Recover box.

Now it's the enemy's turn to act. The enemy collects 7 APs (4 from the card, + 3 from the Subjugation of New Mexico box bonus). Barring the roll of 1,1 in step 3 of the Enemy Operations Segment, the enemy will not be able to act on this card. Drum roll please... The two-die roll is a 1 and a 3. Whew! That was close! The Raid counter on the 1 row has a stripe so it doesn't flip. The Peace counter on the 3 row flips over to its Build side. The enemy lacks the APs to act this turn and saves its 7 APs for next turn.

Since we carried out a Planning operation, we qualify for the Major Event. We get to peek at the next three cards in the deck. We find cards 08, 24, and 21. Doing the math, we know that the fourth card will be #41, the *Pueblo Revolt* Historical event. Let's re-order the cards so that the next card will be #08, followed by #21, then #24. Place these cards back on the top of the deck in the order we specified.

Card #15's Minor Event calls for yet another die roll to see which Instruction counters swap places. The die roll is a 3 which means the Utes and the Build instructions swap places. Those Utes just don't want to go away!

Discard card #15 and draw the next card.

Being that we just rearranged the next three cards, the fact that card #08 is drawn is not a shock! We don't have any cards in our hand and a Reset Cubes instruction does not have any effect. We'll take this card—with its dangerous Enemy Way effect—into our hand and place a child counter into the Passage of Time box.

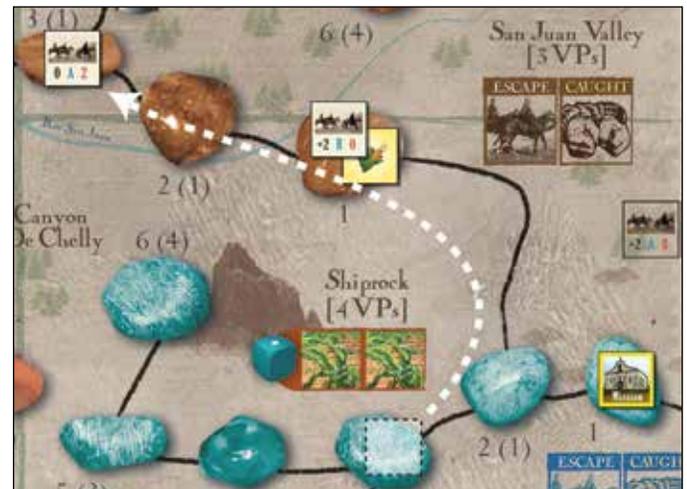
We took card #08 into our hand so go ahead and draw the next card.

Card #21 is revealed. We will spend 2 APs to preempt. Adjust our APs from 5 to 3. We will conduct a Take Actions operation. With 3 elders in the Elder Display and a family in the Canyon de Chelly Territory we could potentially activate 4 families. We only have 3 families on the map. We'll be able to activate each of them.

Activate Family A. Family A will have 7 MPs (due to the Horsemanship Cultural Development Card). Place the MPs counter on the 7 space of the General Records Track.

The first Action Family A will take will be to Raid New Mexico. This costs 3 MPs. Shift the MPs marker from 7 to 4. For the purposes of this tutorial assume that a yellow cube is pulled. Place the cube in the Raided Cubes box. As the Raid Table indicates, a yellow cube means that Family A's ferocity is raised yet again: from 1 to 2. To reflect this change, substitute Family A's counter with the one being held in its Family Box. Place it so that it shows a ferocity rating of 2. Furthermore, a child counter is placed in the Passage of Time box.

Family A will now spend 1 MP to move to Area 2 of Shiprock, 1 MP to move to Area 1 of San Juan Valley, 1 MP to move to Area 2 of San Juan Valley, and its final MP to move to Area 3 of San Juan Valley.



Family A's movement.

Family B now activates. Place the MPs counter on the 6 space. Family B wants to get rid of the Spanish Mission in Shiprock. The only way to do this is to conduct a Raid on an Outpost. We've not done this yet, so stop here and read rule 3.2.6 before continuing.

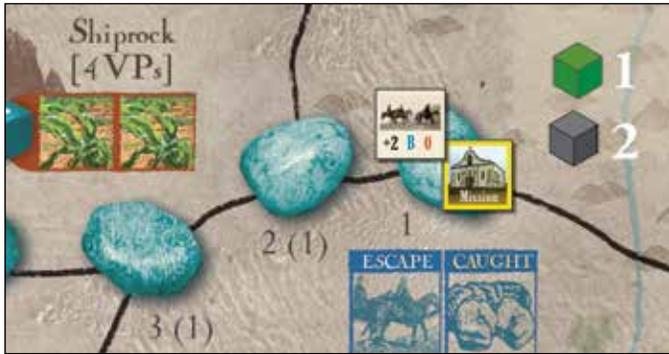
— STOP —

Now let's see what we can do about that Spanish Mission. Family B spends 2 MPs to enter Area 2 of Shiprock. As you may recall from reading 3.2.4 earlier, at the instant a corn counter is left in an Area without any family counter, the corn counter is immediately returned to its draw cup. Return the corn from Area 1 of San Juan Valley to its draw cup.

Family B spends 2 more MPs to enter Area 1 of Shiprock (the ordinary cost of 1 is increased by +1 due to the presence of the Mission outpost). Family B spends 1 more MP to conduct the Raid on Outpost action. For the purposes of this tutorial, let's assume that a green cube is drawn. The Raid Table gives us a choice here: we can fight

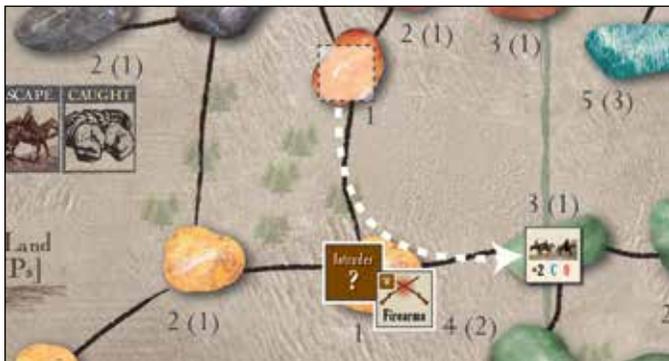
a battle or we can give the Enemy +1 Morale. We have no chance of winning a Battle with Family B so we will reluctantly give the Enemy +1 Morale. Adjust the Morale counter from 6 to 7. Place the green cube back in the bag.

Family B has one final MP remaining and having nothing to lose, carries out another Raid on Outpost action. This time, let's say a black cube is pulled. Place the black cube into the Raided Cubes Box. As the Raid Table states, this inflicts 2 hits on the Outpost. Since a Mission on Area #1 requires 2 hits to destroy, it is removed to the Out of Play box and the Raid ends. Had the Mission been on Area #2 when it was destroyed, it would move to Area #1. Since it is on Area #1, it is removed. In addition, whether the Outpost moves backward or is removed, the player is given +1 Culture Point. Adjust Culture Points from 6 to 7. Finally, increase the Family's ferocity by 1. Family B goes from being a Ferocity 0 family to being a Ferocity 1 family.



Family B raids the Spanish mission. The first cube drawn is green which increases Enemy Morale +1. The second cube drawn is black which destroys the mission and earns +1 Culture Point.

Family C now activates and has 6 MPs to spend. Family C spends its first MP to move into Area 1 of Hopi Land. There is a face-down Intruder counter in this Area. As soon as a family enters such an area, the counter must be revealed and its effects implemented according to the Intruder Counter Effects Table. For the purposes of this tutorial, let's assume we get a really cool result: Firearms! If the Intruder you placed earlier isn't a Firearms counter, replace it with an Intruder counter with Firearms on the reverse and place it into the Resources Box.



Intruder is revealed to be a Firearms counter which is placed in the Resource Box.

Knowing that an Historical Event is coming up soon and wanting to get a family into the high VP territory of Zuni Mountains, we'll spend 3 MPs to move Family C into Area #3 of Zuni Mountains. We will not spend any more MPs for this family.

The enemy now begins its half of the Operations Segment. Because we preempted, the enemy will collect only 2 APs from the card. To this we must add 3 APs for the red cubes in the Subjugation of New Mexico box, and subtract 2 APs for the yellow and white cubes in the Raided Cubes box. The enemy, therefore, collects a total of 3 APs.

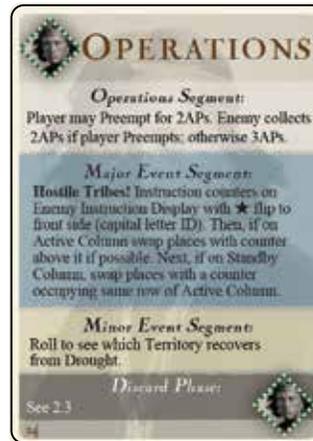
Two dice are rolled: 5 and 6. The Subvert instruction flips over to its Raid side; the Colonize counter flips over to its Build side.

With 10 APs available (7 from the past card, and 3 for this card), the enemy still does not have enough APs to conduct the 11-AP Raid so the Operations Segment ends.

Major Event Segment: The Major Event gives us yet another Firearms counter! Place the Firearms counter from the Out of Play box into the Resources box.

Minor Event Segment: We roll a die to determine which Territory suffers drought. This time the die roll is a 6. Place a drought counter in Black Mesa. There is now one drought counter in each of San Juan Valley and Black Mesa Territories.

Discard card #21 and draw the next card.



Card #24 is drawn. Knowing that the next card must be an Historical event, it is important that we undertake a Passage of Time operation. But seeing a large raid on the horizon, it may be necessary to wait and see the outcome of this raid in case we need to reposition Families as a result of the raid. And so even though we could preempt, we won't.

The enemy will collect 4 APs (3 from the card, 3 from the red cubes, and -2 from the cubes in the Raided Cubes box). The

enemy now has 14 APs to amassed.

Two dice are now rolled. The result is: 4,4 so the Comanche and Raid counter on the 4 row swap places.

The enemy now has enough APs to execute the 11-AP Raid instruction. If you're using Enemy AP counters to track the amount of enemy APs available, flip them over to their Enemy Raid side and place them into the Santa Fé Area on the map. If you're tracking Enemy APs on the General Records Track, spend 11 of those points, collect 11 Enemy Raid counters, and place them in Santa Fé.

The Enemy Raid procedure is, perhaps, the most complex mechanic in this game so we'll walk through this slowly. Please pause a moment to read rule 4.2.8 before we continue.

— STOP —

Let's continue. Please find the Enemy Raid Flowchart. We will reference this flowchart throughout the resolution of this Raid instruction.

Let's start with the Raid Initiation box on the flowchart. As you can see, we need to add some bonus raid counters to the Santa Fé Area. In our case, since Family A has a ferocity of 2 and Family B has a ferocity of 1, we will add 3 more raid counters from the Enemy Out

of Play Box to the Santa Fé Area. That brings our total number of raid counters in Santa Fé to 14.

We're not in the American period of the game and there are no forts on the map (forts only show up in the American period), so we can skip the Forts box on the flowchart.

Let's move on to the Raid Counter Placement box. Read all three paragraphs carefully.

— STOP —

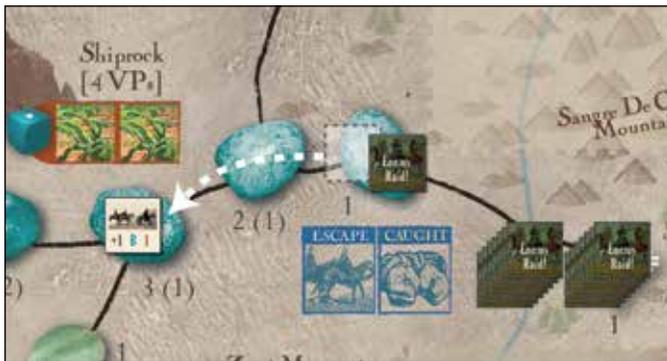
As you can see, at this time we will place 1 raid counter from Santa Fé on to Area 1 of Shiprock. Now follow the arrow to the first question diamond. This statement is not true at this time so we move on to the next box: Player Reaction. Before we go any further, please take a moment to read section 5.1 from the rulebook. If you wish, you may also read section 5.2 before proceeding.

— STOP —

Ready to continue? Ok, a raid counter has been placed on one of our Families. We can only carry out ONE reaction. All reactions have an AP cost except one: Evade. Ambush is not a good idea in Areas with a low Area Value. Negotiation would be a good idea if we had some trade goods and a better evasion modifier. As it is, we would need to roll a 5 or a 6 to succeed. Harassment only slows down a raid and won't help Family B at all. Evasion is our best option. If you haven't already, please read about Evasion in rule 5.2.4 (read through 5.2.4.3).

— STOP —

So Family B is going to attempt an evasion. Right now anything but a 1 will get us out of immediate danger. Let's assume we roll a 2. To this die roll we add Family B's evasion modifier of +1. This sends Family B to Area 3 of Shiprock.



Family B successfully evades!

Back to the flowchart: We were in the Player Reaction box. Now we move to the next question: "Newly-placed Raid counter in same Area as Family?" Thanks to a successful evasion the answer is, no. Continue to the next question: "0 raid counters in Santa Fé; OR 0 Family on Area Tracks?" There's 13 counters in Santa Fé and there are still 3 families on Areas so the answer to this question is, no. And so we return to the Raid Counter Placement box.

The next raid counter will be placed in Area 2 of Shiprock. Again, we can conduct a Reaction. The only Reaction allowed at this time, however, is Harass—Ambush, Evade, and Negation require an Enemy Raid counter in the same Area as a family counter. We won't conduct a reaction this time. There's no raid counter in the same

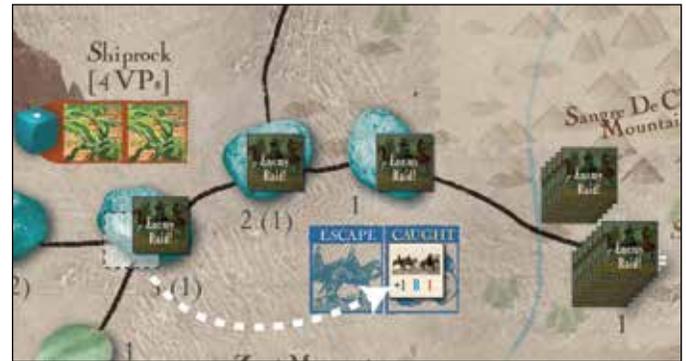
Area as a family and raid counters remain to be placed so we'll come back to the Raid Counter Placement box again.

This time the placement of a raid counter isn't so straightforward. We are faced with a fork in the road so to say. Will the next counter be placed in Area 1 of San Juan Valley or in Area 3 of Shiprock? Look again at the Direction paragraph in the Raid Counter Placement box. Family A is 6 MPs away from the closest raid counter. Family B is only 3 MPs away. The next raid counter will go into Area 3 of Shiprock.

Since we have the APs to spend, this time it may be worthwhile to use the Negotiate reaction. Please pause a moment to read about this in rule 5.2.2 (read through 5.2.2.4).

— STOP —

It costs 1 AP to perform the Negotiate reaction. Adjust our APs from 3 to 2. Family B has an evasion modifier of +1. We need to roll a 5 or a 6 to successfully persuade the soldiers to leave us in peace. Our die roll, however, is a 1 which is always a failure in Negotiation. Uh oh, this is gonna hurt a little. Let's continue to work the flowchart.



Family B Negotiation fails!

This time when asked the question, "Newly-placed Raid counter in same Area as Family?" the answer is yes. Look now at the Raid Resolution box. We have a choice: we can fight a battle (our family has a man and we have at least 1 Military Point), or we can conduct the three steps listed in this box. A battle, even with firearms is pretty risky. The alternate effects are preferable so let's settle for the three steps in the Raid Resolution box:

Step 1: We'll remove the man counter from the family and place it into the Passage of Time box. This will cause the family's ferocity to go to 0 during the Discard Phase (2.3.4).

Step 2: We lose 1 Culture Point for each population counter missing from this family. We're just missing 1 population counter from Family B—the one we just removed—so adjust Culture Points from 7 to 6. Next, we roll a die. If the die roll result falls within the range listed beneath a space which is missing a population counter, the enemy will gain +1 Morale. Because only a man is missing from Family B, a 1 or a 2 will result in an enemy Morale gain. For our purposes, let's assume we roll a 4 for no additional effect. Finally, adjust the Enemy Ferocity counter from 4 to 3 on the General Records Track. That's right! Enemy victories result in overconfidence.

Step 3: If there are no more population counters in the family's Family Box, the family counter would be removed. This isn't the case for us. We will, instead, place the family counter into Shiprock's "Caught" box.

Ok, that was ugly, but not too ugly. We move on to the question, "0

Raid counters in Santa Fé; OR 0 Family on Area Tracks?” There are still 11 raid counters in Santa Fé and there are still two families on Area Tracks (Family B is still in-play but is no longer on an Area, and thus, not a target for further punishment). So we move back to the Raid Counter Placement box.

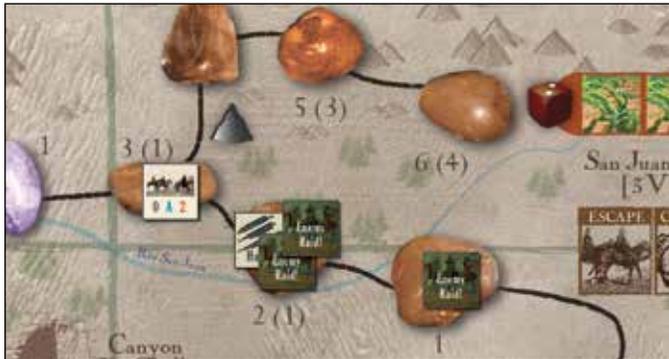
Once again we have to determine which direction the raid will travel: to Area 1 of Zuni Mountains or Area 1 of San Juan Valley. Both families are exactly 6 MPs from the nearest raid counter. To break the tie, something known as Alphabetic Priority (see the Glossary entry) applies. The target will be Family A. Place the next raid counter in Area 1 of San Juan Valley.

For our next opportunity to react we’ll spend 1 AP (adjust from 2 to 1) to place a harass counter in Area 2 of the San Juan Valley Area. If you haven’t read about the Harassment reaction, please pause a moment to read rule 5.2.3 (up through 5.2.3.3).

— STOP —

You may have noticed that we only have two harass counters available to us. The other two harass counters come into availability with the purchase of the *Masters of the Mesas* Level 2 Culture card.

Following the flowchart, we return to the Raid Counter Placement box. This time the path of advance for the enemy raiders is obvious: Area 2 of San Juan Valley. Because of the harass counter in this Area two raid counters must be placed. We’ll skip our chance to react. This will bring us back to the Raid Counter Placement box.



One raid counter is now placed on Family A in Area 3 of San Juan Valley. Family A is unlikely to successfully evade so we’ll stand. With the highest possible ferocity and firearms available, we’ll stand and fight a battle. We’ll spend our last AP, however, to ambush the *bilagáana*. We’ve conducted neither a battle nor an ambush yet so it would be good to read a couple sections. Please read section 5.2.1 (ambush) and section 11 (battles). We’ll pick up things when you’re done.

— STOP —

Ready to shoot down some *bilagáana* bandits? Ok, let’s do this: Adjust our APs from 1 to 0. First, let’s calculate our own die roll modifiers: We get double our ferocity as a modifier for the ambush, but this modifier can never exceed the value of the Area where the ambush takes place (a good reason not to ambush in Area 1!). Since we are in Area 3, we will only get +3 here. We have a horse in our Family Box, so this will give us +1. We will also spend one of the two Firearms counters in the Resource box (we can only spend one of these) for a further +2 modifier. Which Firearms counter should we spend? It doesn’t matter. Just put one in the Out of Play box. Our total modifier is now +6.

The Enemy’s modifier is simple: we just add the Enemy Ferocity that we are tracking on the General Records Track—in this case +3.

Now we roll our die first: it’s a 1 which is modified by +6. Yikes! We could actually lose this battle!!! Fortunately we have a Ceremony Card in our hand with a Blessing Way effect that equates to a die roll of 1. We’ll slap that down in lieu of the enemy’s die roll.

Now we calculate the difference between the two modified die rolls. Subtract the enemy’s modified result of 4 from our modified result of 7. The difference is 3. Now look at the Battle Results Table. The battle occurred in Area 3. Cross-indexing the die roll differential with the column corresponding to the Area where the Battle took place results in an “FV” or Family Victory result.

The Battle Results Table tells us to increase our Family’s Ferocity by +1 if possible. Flip Family A’s family counter over to show it now has a ferocity of 3—Family A has reached it’s maximum ferocity. Next, the enemy loses 1 Morale. Adjust the Morale counter from 7 to 6. The enemy does gain +1 Ferocity, however—they will take our warriors more seriously next time. Adjust the Ferocity counter from 3 to 4. We weren’t battling a tribe so we don’t get to add a Military Point. Place Family A on the Escape box of the San Juan Valley Territory. Finally, because this was an ambush and we scored an FV result, 5.2.1.4 applies: remove all raid counters from all Areas except Santa Fé and place them in the Out of Play box.



Successful Ambush removes the raid counters! Harass counter stays for now. Counters in Santa Fé do not get removed.

Back to the flowchart. We still have raid counters to place and there is still one family on a Raid Track (Family C in Zuni Mountains), so the raid will go on—this represents more of a campaign, a season of warfare, than a single *entrada* (invasion) by the Spanish soldiers and native allies. The next raid counter is placed in Area 1 of Shiprock. We don’t have any more APs to spend so we won’t be able to react until a raid counter enters Family C’s Area.

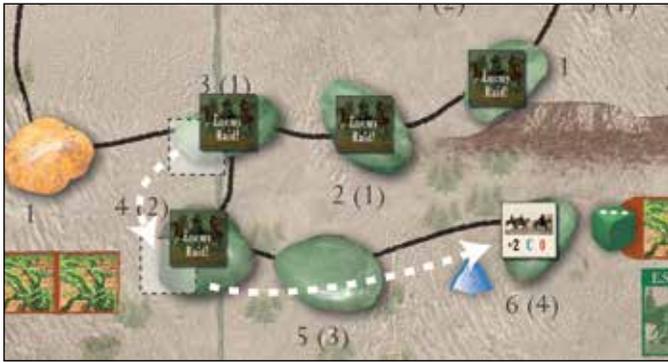
The next enemy raid counter goes in Area 2 of Shiprock, the next in Area 3 of Shiprock. The next raid counter goes into Area 1 of Zuni Mountains. One raid counter goes in Area 2 of Zuni Mountains. The next raid counter goes on top of Family C in Area 3 of Zuni Mountains.

We react to this placement by attempting to evade. Our die roll is a 2. Modified by +2, this is just enough to push Family C to Area 4. But the enemy has 1 raid counter remaining. This is going to go down to the wire! The next raid counter enters Family C’s Area 4 of Zuni Mountains. We will attempt to evade again. Our die roll this

time is a 6! Whew! An unmodified 6 always succeeds in evasion. Furthermore, it offers us the opportunity to choose to jump directly to any Area of Canyon de Chelly. Because I'm certain the next card draw will be an Historical Event, I'll choose to stay in the Zuni Mountains and evade to Area 6.

There are no more raid counters in Santa Fé, so following the flow-chart, we go to the Raid Ends box and perform each step:

Step 1: Had Family C used the 6 evasion die roll to jump to the Canyon de Chelly, we would place a Mission Outpost in Area 1 of Zuni Mountains. Right now only Shiprock and Zuni Mountains have any raid counters placed in them. Family C is obviously in Zuni Mountains so no Mission will be placed in that Territory. Family B is still considered to be in Shiprock even though it is in a Caught box, so no Mission will be placed in Shiprock either.



Step 2: This step exists to deal with oddball cases that only rarely occur. It does not apply at this time.

Step 3: Place all the raid counters on Areas into the Out of Play box. Do the same for the harass counter.

Step 4: Family B is in a Caught box so the enemy gains +1 Morale. Adjust Morale from 6 to 7—if only we'd succeeded at that negotiation attempt, enemy Morale would have sagged to 5; a missed opportunity...

Step 5: We must place Families A and B back into an Area. We can freely adjust their Ferocity. We'll place Family B in Area 6 of Shiprock with a ferocity of 0—which would happen anyways during the Discard Phase since we have no man in this family. Why so far back? I see a Ute Raid coming, and it'll likely hit us before we can do anything about it. This is a defensive posture. Let's place family A in Area 3 of San Juan Valley with a ferocity of 0 (exchange the counter to reflect this change). I'll keep this Family further forward so that we have one Family positioned to deal with any outposts the Spanish seem poised to build. The low ferocity gives this Family an edge in evasion should the Utes target it.

Ok, that concludes the Raid instruction! Slide the Raid counter to the right on the Enemy Instruction Display and spend the next 3 enemy APs to execute the Build + Subvert instruction. The "build" half of this instruction places a Mission in Area 1 of Shiprock. For the "subvert" half, rule 4.2.11 says, "for each AP spent, subtract 1 Culture Point BUT never subtract more Culture Points than Outposts on the map." In our present case there is only 1 Outpost on the map so even though 3 APs were spent, we only lose 1 Culture Point. Adjust our Culture Points from 6 to 5.

Once again, we must reset the Enemy Instruction Display. As before, the Active Column counters slide up. The counters in the Inactive

Column slide down, left, and up. The Active Column order at the end of this should be: Utes (top), Raid cost 9, Raid cost 3, Build, Build + Subvert, and Raid cost 11 (bottom).

Now it's our turn to act. We really need to do a Passage of Time operation. This, like the Planning operation, is highly procedural. Please stop here and read section 3.3 in the rulebook.

— STOP —

Undertaking a Passage of Time operation is how we get those counters in the Passage of Time box into Family Boxes. Our animals also increase in number. The downside is that we must feed our population using the arability of our land, corn counters, and sheep. The other downside is that our elders can die of old age. Let's walk through this step by step:

Step 1A: We'll convert one of the two child counters in the Passage of Time box into an elder counter. We'll also convert one of our two women counters in the Passage of Time box into an elder counter. Place two elders from the Out of Play box into the Passage of Time box and return the child and women counters to the Out of Play box.



We convert 1 child and 1 women into elder counters.

Step 1B: Take one of our two men counters from the Passage of Time box and place it into the open space in Family B's Family box. Place all three elders from the Passage of Time box into the left-most space of the Elder Display.

Step 1C: We have at least 1 Culture Point so we can create a new family. Take a man, woman, and child counter from the Passage of Time box and place them into Family D's Family box. Place Family D's family counter in Area 1 of Canyon de Chelly with a ferocity of 0.

Step 1D: We don't have any empty population spaces in any of our families in-play so we don't lose any Culture Points. We placed three new elders, however, so we gain +3 Culture Points. Adjust our Culture Points from 5 to 8.

Step 2: Take the horse counter out of Family A's box and place it into the Resources box.

Step 3: We have 1 horse and 1 sheep counter. Because we have at least 1 horse, we get to add a horse to the Resources box from the Out of Play box. We have 1 sheep counter so we get to add a sheep counter to the Resources box as well. We now have 2 horses, 2 sheep, and 1 firearms counter in the Resources box.

Step 4: We have no corn to harvest, but this is where we would do this.

Step 5: Now comes the tough part. We have to feed all of our population counters. Right now we have 12 counters in Family Boxes on the Population Display. We have 6 elders on the Elder display. And so we have 18 counters to feed. Each Territory with at least one family will collect food points equal to its arability (3 minus drought



The Arability of each Territory is shown in blue—the four territories can feed a total of 11. Each sheep counter can feed four. In total, we can feed 19 population.

and Ranchos). Please note that congregating families in a single Territory can be disastrous: you can have 3 families in a Territory but only collect a maximum of 3 food points from that Territory. Right now Shiprock, Zuni Mountains, and Canyon de Chelly each have an arability of 3 (total of 9 food points). San Juan Valley has a drought counter so it's arability produces only 2 food points. We have, thus, 11 food points. Fortunately for us we have two sheep counters in the Resources box, each of which produces 4 food points. We must spend both of them to feed all of our counters. Yeah, some of our elders will die in a moment, but if we can, we must feed all of our counters—no starving the old folks! Place the two sheep counters back into the Out of Play box.

Step 6: Well, we have only 2 horses. We have families in 4 Territories, so our horses are considered “fed.” If all of our families were congregated in a single area, not only would most of our population die of starvation, we would lose 1 horse counter. Here’s a tip: if you’re going to lose a bunch of animals in this step, spend them to create a trade goods counter (10.1).

Step 7: We must now dice for all of elders. If we roll within their elder rating, they die. Note that the left-most elders we created earlier are not subject to this. We’ll proceed from right to left. The rightmost elder rolls a 2 and goes to the Out of Play box. The next elder rolls a 3 and also dies. Boy, do I wish I had some Trade Goods for a re-roll! The next elder rolls a 6 and remains in place. Well at least we kept one experienced elder!



Step 8: We must roll to see if a drought counter is removed. Our die roll is a 4. Monument Valley doesn't have a drought counter,

but the adjacent areas, San Juan Valley and Black Mesa do. Since San Juan Valley has a lower die roll symbol, we will remove one drought counter from that Territory.

Step 9: If we had any unspent corn in our Resources box, they would return to the draw cup. We don't so we move on.

Step 10: This step does not apply at this time.

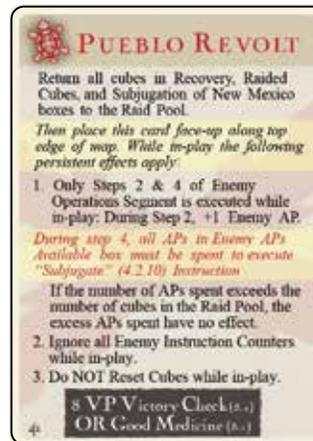
Step 11: There are no cubes in the Recovery box to return to the Raid Pool. The white and the yellow cubes from the Raided Cubes box are moved to the Recovery box.



That concludes our operation. Whew! Now on to the Major Event Segment. Both Instruction Counters with a star are already on their front side. The Utes counter is on the top of the Active Column and does not move. The Comanche counter swaps places with the Build counter adjacent to it. Things are going to get really tense really quick.

The Minor Event is Drought Recovery. Let's assume our die roll is a 3. This Territory (Zuni Mountains) does not have a drought counter. Neither does either adjacent Territories. And so this event passes with no effect.

Discard card #24 and draw the next card.



Yup! As predicted, card #41, *Pueblo Revolt* is drawn. This is an Historical Event. Let's do the Major Event portion first: All cubes in the Recovery, Raided Cubes, and Subjugation of New Mexico boxes are returned to the Raid Pool draw bag. Place this card along the top edge of map as a reminder of the effects stated on it.

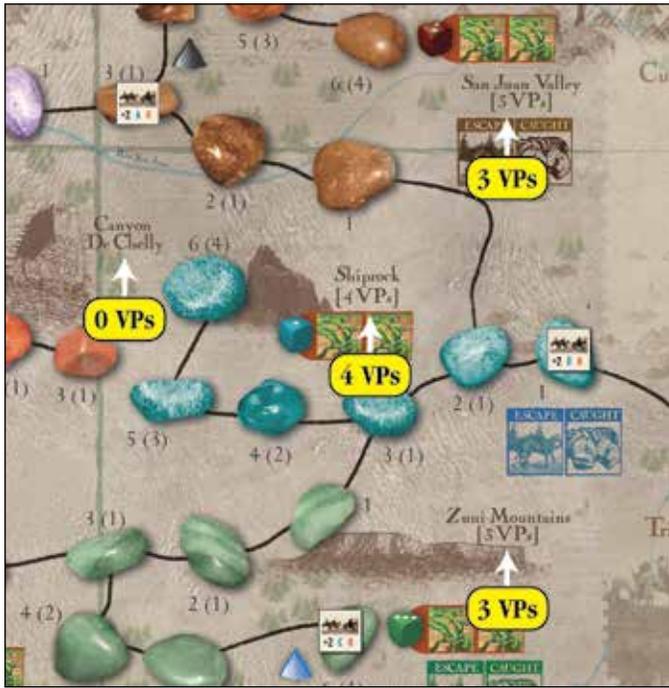
In a nutshell, the *Pueblo Revolt* event gives the enemy +1 AP each Operations Segment. Furthermore, the enemy will ignore

the Enemy Instruction Display and will spend all APs to carry out a Subjugate instruction until all 3 red cubes are back in the Subjugation of New Mexico box. Finally, all calls to Reset Cubes are ignored while this event is in-play.

After carrying out the Major Event, we now must make a choice: to perform a Victory Check, or to do something known as Good Medicine. Please stop here and read all of section 8 in the rulebook.

— STOP —

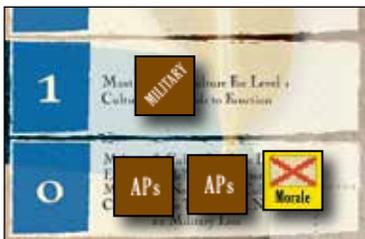
At this point we have a choice: we can take the Good Medicine option, or we can carry out a Victory Check Procedure. Good Medicine should only be done in the most dire of circumstances. Since we're positioned well for a Victory Check, let's carry out that procedure. Let's walk through this procedure step by step:



We occupy Territories worth a total of 10 VPs. Card #41's VP value is 8. $10 - 8 = 2$. Since this is a positive number, we gain +1 Military Point.

Step 1: Right now we have a family in each of Shiprock (VP value of 4), San Juan Valley (VP value of 3), Zuni Mountains (VP value of 3), and Canyon de Chelly (VP value of 0—it doesn't pay to hang out here!). Our total VP value is 10. The VP value on card #41 is 8. We subtract the card's VPs from our VPs. The difference is 2. Since it is a positive value, we gain 1 Military Point. Adjust our Military Points from 7 to 8. Note that if we had three families in Shiprock and one family in Canyon de Chelly, our VP value would be only 4. The difference between the card's VP value and our VPs would be -4 and we would lose 4 Military Points—this would be an occasion when I would welcome Good Medicine!

Note also that if you're called on to lose Military Points and you have 0 Military Points, you lose TWO Culture Points for each Military Point loss you're called on to lose. If both Military Points and Culture Points end up at 0, you lose the game! It can be a slippery slope to catastrophic defeat.

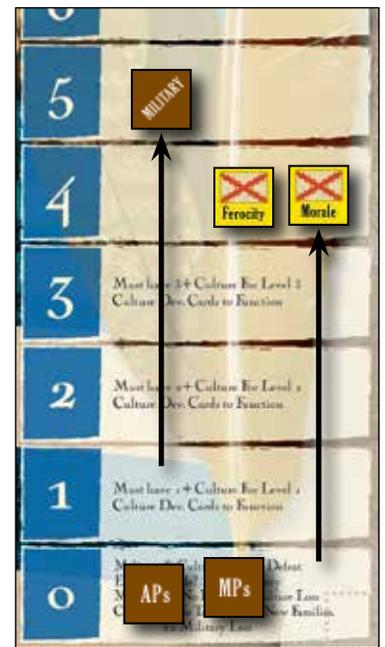


Point counter on the 1 space of the General Records Track. Next, we place the Enemy Morale counter on the 0 space.

Step 2: The rule says to subtract the number of Enemy Morale Points from the number of Military Points and place the Military Point counter accordingly. Right now the Enemy has 7 Morale and we have 8 Military Points. Place our Military

Step 3: If we have 0 Military and 0 Culture points at this moment, we lose. We don't so we continue.

Step 4: At this point we increase our Military Points by the number of man counters in Family Boxes. We have 4 such man counters right now so move the Military Points counter from 1 to 5. Please note that the Military Points cannot be increased above 7 during this step. Now, for each box upward that the Military Points counter moves, the enemy Morale counter moves up a box. Our Military Points counter moved upward 4 times so the Enemy Morale counter goes up 4 times—from 0 to 4.



Note that if at the beginning of this step our Military Points counter was on the 7 space, the Morale counter would not move at all!

Step 5: There is a Mission counter on the map so the enemy gains +1 Morale. Adjust the Morale counter from 4 to 5. Note that this counter cannot go above the Military Points counter by a factor greater than the number of Outposts on the map (in this case there is only 1 Outpost on the map so the highest the Military counter could go above our Military Points counter is 1).

Step 6: We have 4 women in Family Boxes so we get to add 4 Culture Points, stopping however at 9. Place our Culture Points counter on the 9 space.

Step 7: There are no forts in play so this step does not apply.



Step 8: We can now spend Culture Points to buy an available Culture card. Go ahead and by Weaving Level 1—note that you cannot buy Level 2 unless Level 1 is already in play. This card costs 1 Culture Point so adjust our Culture Points from 9 to 8. As part of this card's effect, place one of the trade goods counters set aside when we set up the game into the Resources Box.

Step 9: At this point we would lose any APs we had saved. Yup, an Historical Event card can wreck a good plan! Also, return all cubes in the Recovery and Raided Cubes boxes to the Raid Pool bag. The event already did this for us so we can move along.

Step 10: If we had any population counters in the Passage of Time box we would lose half (rounded up) of them. It's a good thing we did a Passage of Time operation before this card came up!

There's one last thing that I'd like to walk you through in this tutorial. We didn't have a Tribal Raid (caused by Utes or Comanche instructions) occur. Let's pretend like one occurs right now. Take a moment to read rule 4.2.4 (rule 4.2.12 is the same) and then we'll walk through this.

— STOP —

Ready? Ok, find the Tribal Raid Flowchart. Tribal Raids are not as complex as Enemy Raids. They function somewhat differently

owing to the different systems of warfare that were used by the First Nations.

Start with the Tribal Raid Initiate box on the flowchart. Right now there are four families on the map so place 4 Tribal Raid counters into the Tribal Raid box on the map.

There are no forts on the map so we can bypass the Forts box on the flowchart. The next box on the flowchart says to roll a die to determine a target area. Note that Canyon de Chelly doesn't have a die roll symbol. That means it's immune to Tribal Raids and to drought. Our die roll is a 5 which targets Hopi Land. Place a Tribal Raid counter from the Tribal Raid box into the Area of Hopi Land with the lowest value and no previously-placed Tribal Raid counter—in this case, Area 1.

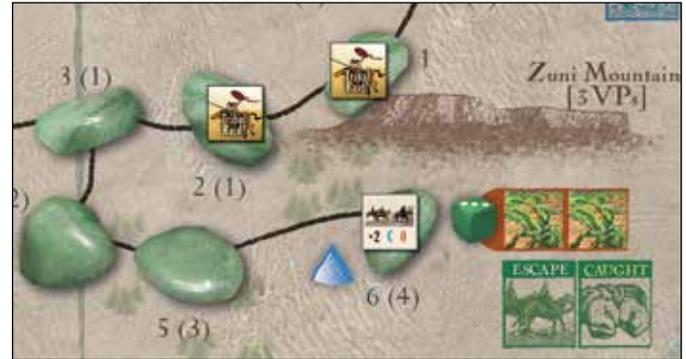
Following the flowchart arrows, we are asked whether there is a family in the same Territory as the counter we just placed. There isn't so we follow the "No" line. We are now asked whether Tribal Raid counters remain to be placed. There are, so we roll again to determine a target area.

This time the die roll is a 3 which targets Zuni Mountains. The Tribal Raid counter is placed in Area 1 of the Zuni Mountains. Family C is in this Territory so we are given the opportunity to evade with one family in the targeted Territory. Family C is on Area 6 already, but if we roll a 6, we can jump to the refuge of the Canyon de Chelly. Our die roll is, however, a 4 and there is no effect.

Following the flowchart, we end up in the Conduct Raid box. Another die roll is made. Let's assume the raiding tribe is the Ute tribe. We won't spend any counters from the Resources box. There is only 1 Tribal Raid counter in the Territory so there won't be any net modifier to the Conduct Raid die roll. The die roll is a 5 and in following the flowchart, we are asked whether an unmodified 1 is rolled. The answer is No, so we are then asked, whether a family is in an Area with a Value \leq modified die roll, or if an unmodified 6 was rolled. The answer is No on both counts. Since there are still two Tribal Raid counters in the Tribal Raid box, we need to roll again to determine a target area.

This time the die roll is a 4. A Tribal Raid counter is placed in Area 1 of Monument Valley. There are no Families here and 1 Tribal Raid counter remains to be placed so we roll to target an area again.

The die roll is a 3 again. Place the Tribal Raid counter in Area 2 of the Zuni Mountains. Family C rolls to evade. The die roll is a 2 and there is no effect. This time the Conduct Raid die roll will be modified by +1 since there are two Tribal Raid counters in the Territory. The die roll is, however, a 1 which is an automatic failure. Whew!



The placement of Tribal Raid counters.

With no more Tribal Raid counters to place, the Tribal Raid comes to an end. Remove all Tribal Raid counters from Areas and place them into the Out of Play box.

At this point you should be well equipped to continue to play the game on your own. You've already read a good portion of the rulebook, but since we didn't get into everything, you'll want to read the following: Section 1 (if you didn't read this section when sorting the pieces, you may want to read it as it contains some important details). You'll want to also read rules 3.2.1, 3.2.3, 3.2.7, 3.2.8, 4.2.5, 4.2.7, 4.2.9, and sections 6, 9, and 12.

If you want to continue to play this scenario to a conclusion, the victory conditions can be found in 14.1.2 here in the Playbook. We hope you enjoy this game every bit as much as we have enjoyed bringing it to you!

— Joel Toppen, Designer & Mike Bertucelli, Developer

14. Scenarios



14.1 “Rise of the People”

This scenario covers the history of the Diné from the arrival of the Spanish in 1598 until the mid 1700s.

Period: This scenario will take the player through the first half of the Spanish Period of the game and is recommended for first-time players.

Difficulty: This is the easiest scenario.

14.1.1. Scenario setup instructions

Carry out the following setup instructions in order from top to bottom:



Place Starting Families In Play: A, B, C (any Ferocity) in any Area of Shiprock, San Juan Valley, and Canyon de Chelly. Place a man, woman, and child counter in each Family’s Family Box. Place all remaining Family Counters into the holding spaces of each Family Box.

Place Starting Elders In Play: Place 1 elder counter into each of the 3 leftmost boxes of the Elder Display.

Prepare Draw Cups: Place all Corn counters into a clean empty container from which they can be drawn during play. Do the same with the Intruder counters.

Prepare Raid Pool: Prepare the Raid Pool by placing 3 black, 3 brown, 3 red, 3 white, 2 yellow, and 1 green cube into the draw bag; return all other cubes to the game box.

Prepare Cultural Development Cards: Select 1 set of 3 Cultural Development Cards to be available for use in the game. Collect the remaining 7 Level 1 Cultural Development Cards and shuffle them. Draw three Cultural Development Cards and set them along with the Level 2 and 3 cards from their “set” back into the box. These nine cards will not be used in this game. This will leave the player with five sets of three Cultural Development Cards for use in the game (including the set selected at the part of this step).

General Records Track

- Military Points: 5
- Enemy Ferocity: 4
- Culture Points: 9
- Diné APs: 3
- Morale: 5

Remove Trade Goods & Harass Counters: Set 6 Trade Goods and 2 Harass counters off to the side. They are neither in play, nor available. They become available when a *Weaving* or the *Masters of the Mesas* Cultural Development Card is purchased.

Set Up Resources: Place all remaining Population counters, ani-

mals, Trade Goods, Harass counters, and the Firearms counter in the Out of Play Box.

Set Up Enemy Instruction Display: Place all Spanish (yellow) Instruction counters into a cup and randomly draw 2 of them out. Place the 2 drawn counters back in the box; they will not be used this game. Next, place all remaining Spanish Instruction counters face-up (capital letter id) on to the Active and Standby columns of the Enemy Instruction Display in alphabetical order, from top to bottom, filling the Active Column first.

Set Up Enemy Pieces: Next, place all Mission Outpost counters, Enemy AP counters, and Tribal Raid counters in the Enemy Out of Play box.

Collect Starting Cultural Development Card: The player may freely collect one available Level 1 Cultural Development Card face-up along the bottom edge of the map, signifying that its effects are in play for the rest of the game (note that this is Free and does NOT cost any Culture Points).

14.1.2. Victory Conditions

If the game does not end in defeat beforehand, determine victory or defeat after card #42 *Franciscan Faction Ascendant* is drawn and resolved:

For each black cube in Subjugation of New Mexico box, add +1 Enemy Morale. Next, subtract the number of Enemy Morale from Military Points and compare the difference on the table below.

3 or higher:	Major Victory
1 or 2	Minor Victory
0, -1, or -2	Minor Defeat
-3 or less	Major Defeat

14.1.3 Prepare the Deck

This scenario uses a smaller deck and as such, a truncated deck preparation. To prepare the deck for this scenario, follow these steps:

1. Shuffle all Operations & Ceremony Cards together.
2. Deal two stacks of 8 cards. The remaining cards are set aside and not used.
3. Place Historical Event Card #41 in one stack and place card #42 in the other. Shuffle both stacks—but don’t combine.
4. Next, place the 9-card stack containing card #41 on top of the card #42 stack. This forms the 18-card deck.

Historical Notes:

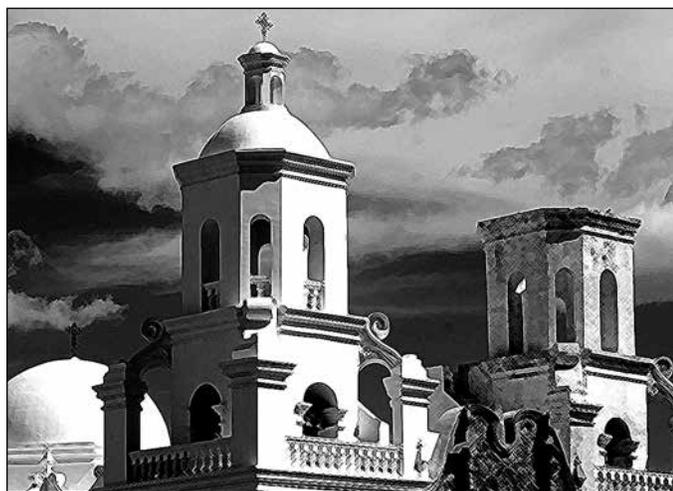
In one respect, the Diné had one thing in common with the Spanish: They were relative newcomers to the region. Compared with the Pueblo tribes of the American Southwest, the Navajo were newcomers, arriving sometime in the 1300s A.D. When Juan de Oñate marched a column of Spanish Colonists north of the Rio Grande in 1598 for the purpose of adding new lands to the domain of the King of Spain, the Navajo were not even the most powerful tribe in the region. Theirs, when compared with the Pueblo tribes, was a more primitive existence. They were semi-nomadic farmers and hunter-gatherers. Their pottery and weaving skills had been learned from the more sophisticated Pueblo tribes.

The arrival of the Spanish changed everything. Not only for the Diné! The Spanish arrival set into motion a string of events that would lead to a meteoric rise in power for some tribes, and the ultimate subjugation of all the tribes on the continent.

One thing above all propelled the Spanish northward from their colony of New Spain (Mexico): gold. Fantastic rumors of cities of gold had reached Spanish ears. This, and a desire to spread the Catholic faith to the “savages” combined to form a lethal combination of religious zeal, imperialism, and greed.

The first Tribes to be encountered by the Spanish were the city-dwelling Pueblo tribes. By languages they are the Keres, Tewa, Tiwa, and Towa in the east (along the Rio Grande) and the Zuni and Hopi off to the west (western New Mexico and north-central Arizona). The Spanish set about almost immediately to subjugate these town-dwelling natives, forcibly converting them to Christianity and economically enslaving them. The benefit that the Pueblos brought to the Spanish were significant: they taught the Spanish how to survive in the harsh, arid land. They taught them what plants could be sown and harvested and what plants and herbs could be used medicinally. The benefit the Spanish imparted to the Pueblos was negligible and imperfect “protection” from the Navajo, Apache, Ute, and Comanche raiders.

Ultimately, in 1680, the Pueblos carried out a successful uprising against the Spanish, ejecting them from the region for a decade. In their hasty retreat, the Spanish left behind a good deal of livestock that would alter the balance of power in North America.



14.2 “Los Dueños Del Mundo”—“The Lords of the Earth”

This scenario covers the history of the Diné from the arrival of the Spanish in 1598 until Mexico became an independent country in 1821.

Period: This scenario will take the player through the entirety of the Spanish Period of the game.

Difficulty: This is the easiest scenario which covers an entire historical period.

14.2.1. Scenario setup instructions

Carry out the setup instructions from 14.1.1.

14.2.2. Victory Conditions

If the game does not end before hand, determine victory or defeat after card #45 *Mexican Independence* is resolved:

For each black cube in Subjugation of New Mexico box, add +1 Enemy Morale. Next, subtract the number of Enemy Morale from Military Points and compare the difference on the table below.

3 or higher	Major Victory
1 or 2	Minor Victory
0, -1, or -2	Minor Defeat
-3 or less	Major Defeat

14.2.3 Prepare the Deck

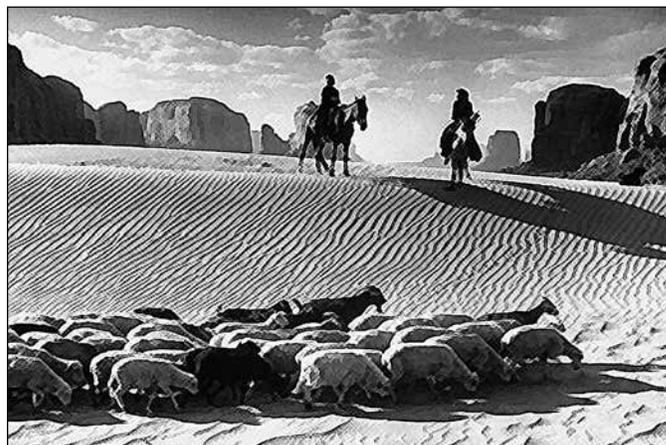
To prepare the deck for this scenario, follow the steps below in numerical order:

1. Shuffle all Operations & Ceremony Cards together.
2. Find cards #41 through #45 and arrange in numerical order from left to right (with #41 on the far left and #45 on the far right). Cards 41-44 are Historical Event cards, card #45 is a Transitional Event.
3. Flip these 5 cards over so they are face-down and deal 8 Operation/Ceremony cards (face-down) to each.
4. Individually shuffle all five 9-card stacks—but don’t combine.
5. Starting with the left stack (the stack containing card #41), place each stack on top of the other—moving from left to right.

So the final 45-card deck will have the 9-card set containing card #41 on top, and the 9-card set containing card #45 on the bottom. And within each set the cards are shuffled.

Historical Notes

This period saw the Diné rise to their peak of power in the region. While the Spanish did manage to inflict a few stinging blows here and there, for the most part, the Diné inflicted a good deal of damage on the Spanish settlements of New Mexico. The Spanish were only ever able to penetrate the outer perimeter of the *Dinétaah* (Navajo Land).



14.3 “A Broken Country”

This scenario covers the history of the Diné from the time of Mexican Independence in 1821 until the arrival of the American “Army of the West” during the Mexican War, 1846.

Period: This scenario will take the player through the entirety of the Mexican Period of the game.

Difficulty: This scenario is rated medium difficulty.

14.3.1. Scenario setup instructions

Carry out the following setup instructions in order from top to bottom:

Place Active Event: Place card #45, *Mexican Independence* face-up along the top edge of the map. It is in-play.



Place Starting Families In Play: A, B, C, & D (any Ferocity) in any Area of Shiprock, San Juan Valley, Zuni Mountains, and Hopi Land. Place a man, woman, and child counter in each Family's Family Box. Place all remaining Family Counters into the holding spaces of each Family Box.

Place Starting Elders In Play: Place 1 elder counter into each of the 3 leftmost boxes of the Elder Display.

Place Drought Counters: Place 1 drought counter into each Territory.

Subjugation of New Mexico: Place all 3 red cubes in the Subjugation of New Mexico box.

Prepare Draw Cups: Place all Corn counters into a clean empty container from which they can be drawn during play. Do the same with the Intruder counters.

Prepare Raid Pool: Prepare the Raid Pool by placing 3 black, 4 brown, 4 white, 2 yellow, and 3 green cubes into the draw bag; return all other cubes to the game box.

Prepare Cultural Development Cards: Select 1 set of 3 Cultural Development Cards to be available for use in the game. Collect the remaining 7 Level 1 Cultural Development Cards and shuffle them. Draw three Cultural Development Cards and set them along with the Level 2 and 3 cards from their "set" back into the box. These nine cards will not be used in this game. This will leave the player with five sets of three Cultural Development Cards for use in the game.

Prepare Game Tracks

- Military Points: 7
- Enemy Ferocity: 4
- Culture Points: 12
- Diné APs: 3
- Enemy Morale: 7

Remove Trade Goods & Harass Counters: Set 6 Trade Goods and 2 Harass counters off to the side. They are neither in play, nor available. They become available when a *Weaving* or the *Masters of the Mesas* Level 2 Cultural Development Card is purchased.

Set Up Resources: Place 3 Horse and 3 Sheep counters into the Resources Box. Place all remaining Population counters, animals, Trade Goods, Harass counters, and the Firearms counter in the Out of Play Box.

Set Up Enemy Instruction Display: Place all Mexican (green) Instruction counters into a cup and randomly draw 2 of them out. Place the 2 drawn counters back in the box; they will not be used this game. Next, place all remaining Mexican Instruction counters face-up (capital letter id) on to the Active and Standby columns of the Enemy Instruction Display in alphabetical order, from top to bottom, filling the Active Column first.

Set Up Enemy Pieces: Next, place all Rancho Outpost counters, Enemy AP counters, and Tribal Raid counters in the Enemy Out of Play box.

Collect Starting Cultural Development Cards: The player may purchase up to 4 available Cultural Development Cards one at a time. Place purchased cards face-up along the top edge of the map, signifying that its effects are in play for the rest of the game.

14.3.2. Victory Conditions

If the game does not end before hand, determine victory or defeat after card #50 *Army of the West* is resolved:

For each black cube in Subjugation of New Mexico box, add +1 Enemy Morale. Next, subtract the number of Enemy Morale from Military Points and compare the difference on the table below.

3 or higher	Major Victory
1 or 2	Minor Victory
0, -1, or -2	Minor Defeat
-3 or less	Major Defeat

14.3.3 Prepare the Deck

To prepare the deck for this scenario, follow the steps below in numerical order:

1. Shuffle all Operations & Ceremony Cards together.
2. Find cards #46 through #50 and arrange in numerical order from left to right (with #46 on the far left and #50 on the far right). Cards 46-49 are Historical Event cards, card #50 is a Transitional Event.
3. Flip these 5 cards over so they are face-down and deal 8 Operations/Ceremony cards (face-down) to each.
4. Individually shuffle all five 9-card stacks—but don't combine.
5. Starting with the left stack (the stack containing card #46), place each stack on top of the other—moving from left to right.

So the final 45-card deck will have the 9-card set containing card #46 on top, and the 9-card set containing card #50 on the bottom. And within each set the cards are shuffled.

Historical Notes:

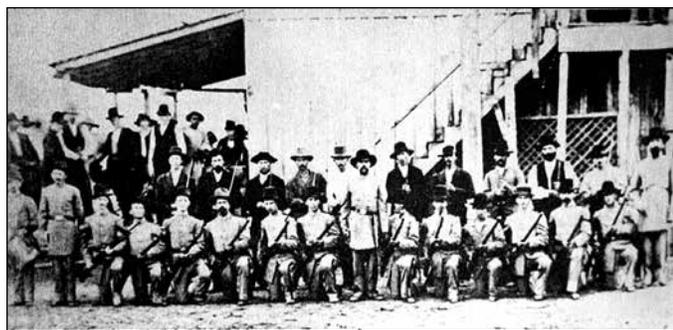
Initially the prospects looked good for the Diné. The Mexican government expressed a desire to live in peace alongside the Navajo. The Diné were quickly disabused of this when several Navajo headmen were massacred at Jemez after being invited for a peace talk with the governor in Santa Fé.

The cycle of violence that characterized the Navajo Wars would continue. A Navajo raid would prompt a counter-raid which would then spark a counter-counter-raid. And on it went. The Mexican government, like its Spanish predecessor, could not muster enough resources to fight a decisive war against the Navajo. Neither could the Diné inflict a decisive blow against the Mexicans.

This period saw a great deal of slave raids on both sides. New Mexican raiders would steal Navajo children to sell as slaves in the markets of Taos and Santa Fé. Sometimes they would be given as gifts to a newly-wed couple. The Diné would raid New Mexico and steal New Mexican children. Ultimately, however, it appears that the Diné got the worst of it in this nasty business.

It was in this period that one of the greatest Navajo Headmen rose to prominence: Narbona. Narbona led the Navajo war against the New Mexican settlement of Cebolleta which lay at the base of Tsoodzil, or blue bead mountain (Mount Taylor). In 1835 Narbona oversaw the massacre of a large column of New Mexican soldiers who were crossing the Chuska Mountains (modern-day Arizona-New Mexico border, north of Window Rock).

Ironically, the ferocity of the Navajo War against New Mexico contributed directly to the success of General Kearny's "Army of the West." Caught between the Navajo to the west and the Americans to the east, New Mexico was conquered by the Americans without a fight.



14.4 “The Fearing Time”

This scenario covers the history of the Diné from the time of the arrival of the Americans in 1846 until the climactic Navajo Campaign by Colonel Christopher “Kit” Carson in 1863-1864.

Period: This scenario will take the player through the entirety of the American Period of the game.

Difficulty: This is the most difficult scenario.

14.4.1. Scenario setup instructions

Carry out the following setup instructions in order presented.

Place Active Event: Place card #50, *Army of the West* face-up along the top edge of the map. It is in-play.



Place Starting Families In Play: A, B, C, D, & E (Ferocity 0) in any Area of Shiprock, San Juan Valley, Zuni Mountains, Hopi Land, and Canyon de Chelly.

Place a man, woman, and child counter in each Family's Family Box. Place all remaining Family Counters into the holding spaces of each Family Box.

Place Starting Elders In Play: Place 1 elder counter into each of the 3 leftmost boxes of the Elder Display.

Place Drought Counters: Place 1 drought counter into each Territory.

Subjugation of New Mexico: Place all 3 red cubes in the Subjugation of New Mexico box.

Prepare Draw Cups: Place all Corn counters into a clean empty container from which they can be drawn during play. Do the same with the Intruder counters.

Prepare Raid Pool: Prepare the Raid Pool by placing 3 black, 4 brown, 4 white, 2 yellow, 1 green, and 1 blue cubes into the draw bag; return all other cubes to the game box.

Prepare Cultural Development Cards: Select 1 set of 3 Cultural Development Cards to be available for use in the game. Collect the remaining 7 Level 1 Cultural Development Cards and shuffle them. Draw three Cultural Development Cards and set them along with the Level 2 and 3 cards from their “set” back into the box. These nine cards will not be used in this game. This will leave the player with five sets of three Cultural Development Cards for use in the game.

Prepare Game Tracks:

- Military Points: 5
- Enemy Ferocity: 5
- Culture Points: 5
- Diné APs: 3
- Enemy Morale: 3

Remove Trade Goods & Harass Counters: Set 6 Trade Goods and 2 Harass counters off to the side. They are neither in play, nor available. They become available when a *Weaving* or the *Masters of the Mesas* Level 2 Cultural Development Card is purchased.

Set Up Resources: Place 4 Horse and 4 Sheep counters into the Resources Box. Place all remaining Population counters, animals, Trade Goods, Harass counters, and the Firearms counter in the Out of Play Box.

Set Up Enemy Instruction Display: Place all American (blue) Instruction counters into a cup and randomly draw 2 of them out. Place the 2 drawn counters back in the box; they will not be used this game. Next, place all remaining American Instruction counters face-up (capital letter id) on to the Active and Standby columns of the Enemy Instruction Display in alphabetical order, from top to bottom, filling the Active Column first.

Set Up Enemy Pieces: Next, place a Fort in Area 1 of Hopi Land and Zuni Mountains Territories. Place one Rancho Outpost counter into Area 3 of Shiprock, and Area 2 of San Juan Valley. Place all remaining Rancho Outpost counters, Enemy AP counters, and Tribal Raid counters in the Enemy Out of Play box.

Collect Starting Cultural Development Cards: The player may freely collect and put into play 8 available Cultural Development Cards. The player collects these for free, but must meet all other requirements of each Cultural Development Card in order to collect (i.e. the player cannot collect Horsemanship Level 3 unless he's collected Horsemanship Level 2, etc).

14.4.2. Victory Conditions

If the game does not end before hand, determine victory or defeat after card #55 *Kit Carson* is resolved:

For each black cube in Subjugation of New Mexico box, add +1 Enemy Morale. Next, subtract the number of Enemy Morale from Military Points and compare the difference on the table below.

Military Pts > Enemy Morale Major Victory

1+ Military Pt and
Military Pts = Enemy Morale Minor Victory

1+ Military Pt and
Military Pts < Enemy Morale Minor Defeat [Historical]

0 Military Pts and 0 Enemy Morale . . . Minor Defeat

0 Military Pts and 1+ Enemy Morale . . Major Defeat

14.4.3 Prepare the Deck

To prepare the deck for this scenario, follow the steps below in numerical order.

1. Shuffle all Operations & Ceremony Cards together.
2. Find cards #51 through #55 and arrange in numerical order from left to right (with #51 on the far left and #55 on the far right). Cards 51-54 are Historical Event cards, card #55 is a Transitional Event.
3. Flip these 5 cards over so they are face-down and deal 8 Operations/ Ceremony cards to each.
4. Individually shuffle all five 9-card stacks—but don't combine.
5. Starting with the left stack (the stack containing card #51), place each stack on top of the other—moving from left to right.

So the final 45-card deck will have the 9-card set containing card

#51 on top, and the 9-card set containing card #55 on the bottom. And within each set the cards are shuffled.

Historical Notes

The Diné initially saw the Americans, “the new men” as friends and allies. They had, after all, quickly defeated the perennial enemy of the Diné: the New Mexicans. Things quickly soured. The Navajo could not grasp the American’s concept of war. The Americans insisted that the Navajo cease their raids upon the ranchos of New Mexico. This puzzled the Diné.

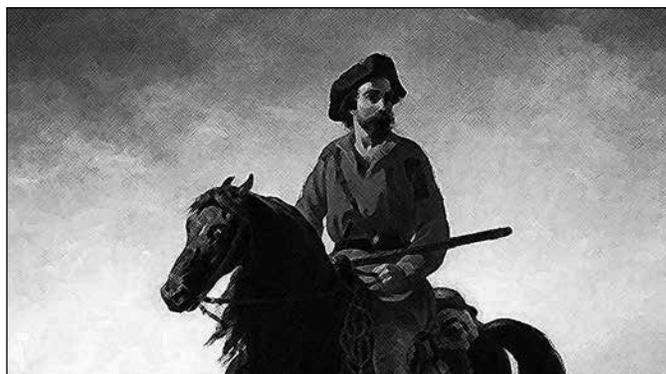
The Americans for their part set out to do two things: (1) Protect the New Mexicans from the Navajo (and other First Nations tribes) and (2) protect the Navajo from the New Mexicans. They failed terribly on all counts. Following the doctrine of Manifest Destiny, the Americans simply could not see the Diné as their equals.

Consequently, when conflict erupted between the Navajo and the New Mexicans, the Navajo were usually blamed and the New Mexicans acquitted.

To help maintain the peace, two forts were constructed in the heart of the *Dinétaah*: Fort Fauntleroy (later renamed Fort Wingate, located just off of I-40 about 20 miles east of Gallup, NM) and Fort Defiance (located just north of present-day Window Rock, AZ).

When the American Civil War erupted, New Mexico was plunged into chaos. Officers and soldiers alike left to fight on both sides. New Mexicans were called upon to take up the slack and maintain the peace with the native tribes. This was like having the fox guard the henhouse. The Mescalero Apache and Navajo in particular took the opportunity to strike back against the Americans.

After the failed Confederate invasion of New Mexico, General James Carleton charged Colonel Kit Carson to subjugate the Mescalero Apache and the Navajo. This he did. With shocking brutality, the “Indian fighter” compelled the Navajo and Mescaleros to come to a reservation at a place called, “Bosque Redondo” (the round forest) on the Texas - Mexico border or be exterminated. Diné made their last stand at the Canyon de Chelly...



14.5 “The Rope Thrower”

This scenario covers the final years of the Navajo Wars, specifically, it covers the last years leading up to Kit Carson’s campaign in 1863-64.

Period: This scenario will take the player through the final half of the American Period of the game.

Difficulty: This is a short, but very difficult scenario.

14.5.1. Scenario Setup Instructions

Carry out the following setup instructions in the order presented:

Place Active Event: Place cards #50 *Army of the West*, #51 *Death of Henry Linn Dodge*, #53 *Manuelito’s War*, and #54 *The American Civil War* face-up along the bottom edge of the map. They are in-play.



Place Starting Families In Play: A, B, C, D, & E (Ferocity of 0) in any Area of Shiprock, San Juan Valley, Zuni Mountains, Hopi Land, and Canyon de Chelly. Place all remaining Family Counters into the holding spaces of each Family Box. Next, place any two counters into each Family’s Family Box. To determine which population counter is not placed, roll a die for each family and consult the numeric values placed over the population counter spaces. Place the Manuelito counter with any on-map Family.

Starting Elders: Place 1 elder counter into each of the 3 leftmost boxes of the Elder Display.

Drought Counters: Place 1 drought counter into each Territory.

Subjugation of New Mexico: No cubes.

Prepare Draw Cups: Place all Corn counters into a clean empty container from which they can be drawn during play. Do the same with the Intruder counters.

Raid Pool: Prepare the Raid Pool by placing 3 red, 3 black, 4 brown, 4 white, 2 yellow, 1 green, and 1 blue cubes into the draw bag; return all other cubes to the game box.

Prepare Cultural Development Cards: Select 1 set of 3 Cultural Development Cards to be available for use in the game. Collect the remaining 7 Level 1 Cultural Development Cards and shuffle them. Draw three Cultural Development Cards and set them along with the Level 2 and 3 cards from their “set” back into the box. These nine cards will not be used in this game. This will leave the player with five sets of three Cultural Development Cards for possible use in the game.

Prepare Game Tracks:

- Military Points: 5
- Enemy Ferocity: 5
- Culture Points: 5
- Diné APs: 0
- Enemy Morale: 5

**Remove Trade Goods & Harass Counters:**

Set 6 Trade Goods and 2 Harass counters off to the side. They are neither in play, nor available. They become available when a

Weaving or the *Masters of the Mesas* Level 2 Cultural Development Card is purchased.

Set Up Resources: Place 4 Horse, 4 Sheep counters, and 1 Firearms counter into the Resources Box. Place all remaining population and animal counters in the Out of Play Box.

Set Up Enemy Instruction Display: Place all American (blue) Instruction counters into a cup. Draw counters randomly from this cup one at a time and place into an empty space on the Enemy Instruction Display. Fill Active column first from top to bottom, then the Standby column from top to bottom.

Set Up Enemy Pieces: Place a Fort in Area #1 of Zuni Mountains and Hopi Land. Place one Rancho Outpost counter into Area #1 of Shiprock and San Juan Valley. Place all remaining Rancho Outpost counters, Enemy AP counters, and Tribal Raid counters in the Enemy Out of Play box.

Collect Starting Cultural Development Cards: The player may freely collect and put into play four of the five remaining “sets” of Cultural Development Cards. Return the one of the five “sets” to the box; these three cards will not be used in the game.

14.5.2. Victory Conditions

Same as 14.4.2.

14.5.3 Prepare the Deck

Like scenario 14.1, this scenario uses a small deck with a truncated deck preparation. To prepare the deck for this scenario, follow the steps below in numerical order.

1. Shuffle all Operations Cards (no Ceremony Cards).
2. Deal 3 Operations Cards face-down to form the bottom of the deck.
3. Shuffle Transitional Event Card #55 *Rope Thrower: Kit Carson* into these 3 cards.
4. Deal 5 more Operations Cards face-down on top of the deck. DO NOT LOOK AT REMAINING OPERATIONS CARDS; PUT THEM BACK INTO THE BOX!
5. Shuffle all 12 Ceremony Cards.
6. Draw 1 Ceremony Card and add 1 population counter to the Passage of Time Box as directed by Ceremony Card step 3. If the player has no cards in his hand, he may take the card into his hand as directed by the Ceremony Card step 3, otherwise discard the card. If there are < 3 population counters in the Passage of Time box, repeat this step. Ignore Enemy Way Effects.

Historical Notes

When the American Civil War erupted, its ripple effects impacted the whole country, including the far western territories. In New Mexico, the military situation was thrown into disarray. Officers resigned their commissions to join the South, or were recalled to the east to fight for the North. The security situation for the Department of New Mexico was precarious. This was not wholly unnoticed by the Apache and the Navajo bands.

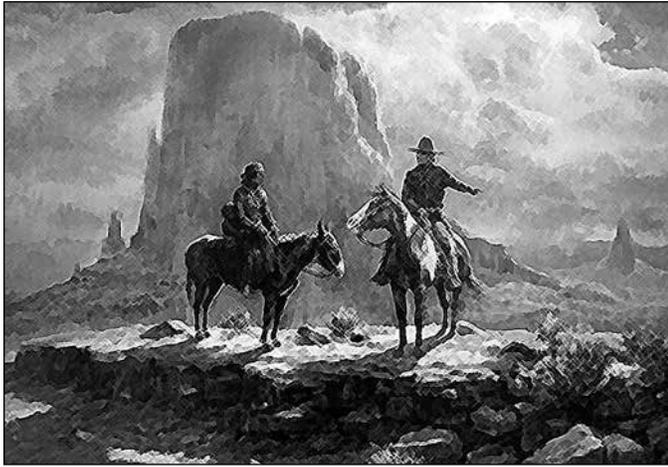
To shore up the Department, an ill-advised decision was made: to rely on New Mexican militia to keep the peace between the colonists and the native tribes. This was unfortunate as the New Mexicans harbored a deep-seated hatred towards tribes like the Navajo. Abusing their position of strength, New Mexican slave raids on the Navajo intensified. The boiling point was reached on September 22, 1861 when a peaceful horserace between U.S. soldiers at Fort Defiance turned ugly. Following a questionable outcome of the race (it appears that the soldiers cheated), tempers flared between the Navajos and the soldiers. Suddenly, without warning the soldiers opened fire. Thirty men, women, and children were massacred. The final Navajo War was soon underway.

The Confederate invasion of New Mexico in 1862, combining as it did with Navajo and Apache raids, was very unsettling to the government of the United States. Following General Sibley’s Pyrrhic victory at Valverde and Glorietta Pass, newly appointed commander of Department of New Mexico General James H. Carleton set about to subjugate the Apache and Navajo once and for all.

Carleton’s weapon was none other than the legendary scout, Christopher “Kit” Carson. Carson began his task by rounding up the Mes-calero Apache bands and compelling them to move to a newly-built fort along the Pecos River in eastern New Mexico: Fort Sumner (this place is also known as the Bosque Redondo, “the round forest”). The Navajo campaign would prove more challenging.

Kit Cason’s Navajo Campaign was unlike any which the Diné had experienced before. For the first time ever, total war was waged against them. The Diné were given an ultimatum: “Leave your homeland and come to the Bosque Redondo, or die.” Carson’s tactics were every bit as brutal as the ignored ultimatum suggested. It was a campaign of terror. Carson’s men systematically burned crops and slaughtered livestock. Few Navajo were encountered, however, which greatly demoralized Carson and his men.

The impact of Carson’s campaign was hidden from him until the winter of 1863. About to break off the campaign, Carson made one last raid: this time, into the forbidding haunt of the Diné: Canyon de Chelly. Here, hundreds of starving Navajo make a brief but ineffectual stand before surrendering. As the year of 1863 drew to a close, the Diné began surrendering en masse, eager to escape the nightmare with their lives. Those that surrendered were force-marched 450 miles to Fort Sumner. Exact details are impossible to determine, but at least 200 (some accounts say as high as 500) people died on the Long Walk.



14.6 “The Navajo Wars”

This scenario covers the history of the Diné from the arrival of the Spanish in 1598 until the subjugation of the people in 1864.

Period: This is a campaign that links the 14.2, 14.3, and 14.4 scenarios together to form a complete narrative.

Difficulty: This is a very difficult scenario owing to the length of the scenario, there are many opportunities for things to go awry for the player.

14.6.1. Scenario setup instructions: Carry out the setup instructions from 14.1.1.

14.6.2. Victory Conditions: Same as 14.4.2

14.6.3. Prepare the Deck: Same as 14.2.3

14.6.4. Special Rules: If the player achieves an Automatic Victory as per 12.2 during the Spanish and/or Mexican periods of the game conduct the following steps:

Step 1 – Remove all counters from Passage of Time box to Out of Play box.

Step 2 – Add population counters to in-play Family until each in-play Family has a man, woman, and child.

Step 3 – Each in-play family counter may be repositioned into any area of any Territories (preserve Ferocity). If less than 5 family counters in-play, add a man, woman, and child to ONE out-of-play Family and place it’s family counter into any area of any Territory with a Ferocity of 0.

Step 4 – Remove all elder counters from Elder Display (if any), then place 1 elder counter into each of the 3 leftmost boxes of the Elder Display.

Step 5 – Remove all Outposts to Out of Play box. Return all Intruder and Corn counters regardless of location to their draw cups—this includes such counters in the Resources box or those removed from play!

Step 6 – Remove any horses from Family boxes to Resources box. Add 1 of each animal counter to the Resources box.

Step 7 – Place 1 drought counter in each Territory which has no drought counters.

Step 8 – Remove all Instruction counters on Instruction Display from the game. Remove Enemy Morale and Ferocity counters for

the period in which auto-victory occurred from the game.

Step 9 – Remove all non-red cubes from the Raid Pool bag, then add cubes to Raid Pool as directed in “Prepare Raid Pool” in 14.3.1 (if auto-victory in Spanish period) or 14.4.1 (if auto-victory in Mexican period). Next conduct “Set Up Enemy Instruction Display” sections of 14.3.1 (if auto-victory in Spanish period) or 14.4.1 (if auto-victory in Mexican period). Place all Rancho counters in Enemy Out of Play box (if they’re not there already).

Step 10 – Discard all Ceremony Cards from hand. Remove any Transitional Event still in-play from the game (if any); remove all Historical Event Cards still in-play or in still in deck from the game. Next, take the Transitional Event from the deck and place it face-up along the top edge of the map. It is in-play. Create the deck for the upcoming period of the game (14.3.3 if auto-victory in Spanish period; 14.4.3 if auto-victory in Mexican period).

Step 11 – If the player achieved an Automatic Victory during the Spanish Period, set the Enemy Ferocity counter on the “4” space of the General Records Track; otherwise, set it on the “5” space.

Step 12 – Place the Military Points counter on the General Records Track so that it equals the number of Family counters in-play. If auto-victory in Spanish Period, place the Mexican Enemy Morale counter in the same space as Military Points, otherwise place the American counter in the “3” space.

Step 13 – For each black cube in the Subjugation of New Mexico box, decrease Military Points by 1.

Step 14 – Player may freely collect any one available Cultural Development Card he would otherwise be able to purchase during a Victory Check Segment

Step 15 – Place the Culture Points counter on the “9” space and the player “APs” counter into the “3” space of the General Records Track.

Step 16 – Resume sequence of play.

15. Optional Rules

15.1 Mmmm Horseflesh!

Horse counters may be spent during Passage of Time to feed Population. Each horse counter feeds 1 population counter. Nope, it’s not very efficient, but it can be useful so that a sheep counter is not wasted to feed one counter!

15.2 Ride ‘em till they drop!

When activated, a family can add +1 MP by spending *one* (and only one) horse counter from the Resources box.

15.3 Horse Trading!

Two animal counters of the same type may be spent to collect 1 available animal of the other type. Two sheep, for example, could be spent to collect 1 horse counter. Or two horse counters spent for one sheep counter.

16. Two-Player Semi-Cooperative Variant

This variant enables two players to play the game in a semi-cooperative manner. It is strongly recommended that both players be familiar with the standard rules of the game before playing the semi-cooperative variant.

16.1 Winning and Losing

In this variant, two players will play the game together in a semi-cooperative manner. If 12.1 applies at any point during the game, both players lose! At the end of a scenario when the victory conditions table is consulted, if the result is not Minor Victory or Major Victory, both players lose.

But while both players can lose; only one player can win! During the course of the game, both players will have the opportunity to score Influence Points (or IPs). At the end of the game, provided the players have collectively achieved at least a Minor Victory, the player with the most IPs wins the game. If tied, the player holding the non-Headman card at the end of the game wins.

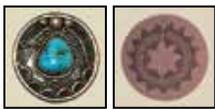
16.2 The Headman

At any given time, one of the two players will be in possession of the Headman card. The player in possession of the Headman card is known as the “Headman player.” The player without the Headman card is known as the “Non-Headman player.”

Except where noted otherwise, the Headman player will have the final say over all of the players’ decision-making.

Whenever the Headman card is passed to the other non-Headman player, the player’s roles immediately swap.

16.3 Influence & Influence Counters



Both players choose a stock of Influence counters which they will use to mark influence over elders and families. One player is given influence counters with turquoise jewelry; the other is given influence counters with a red basket.

A player is said to have Influence over an elder if the elder counter has that player’s Influence counter stacked on top of it. A player is said to have Influence over a family if its Family box has one of that player’s Influence counters inside it.

Elder counters must always have one (and only one) Influence counter stacked on top of it during the game; one from either player. Exception: During the Passage of Time Operation, Influence will be removed from all in-play elders temporarily.

Family boxes may have one (and only one) Influence counter from either player inside it (any convenient space can do so long as the Influence counter is visible at all times); OR can be left without any Influence counter—in which the Family is said to have no Influence.

16.3.1 Placing Influence on an Elder: When given the opportunity to place Influence on an elder, the player removes his opponent’s Influence counter from the elder (if any), then places one Influence counter of his own on top of the elder counter. When elders are stacked in the same space of the Elder Display, be sure that each elder counter has the correct Influence counter on top of it.

16.3.2 Placing Influence on a Family: When given the opportunity to place Influence on a family, the player removes his opponent’s Influence counter from the family’s Family Box (if any), then places one Influence counter of his own inside the Family Box.

16.4 Scenario Setup Modifications

To set up a scenario conduct the following procedure:

Step 1 - Choose a Headman: Each player chooses a set of Influence counters. Next roll a single die. On a 1-3, the player with the turquoise counters is the Headman; on the 4-6, the other player is the Headman. Give the Headman card to the Headman player.

Step 2 - Set Up Scenario as per section 14, but skip the “Prepare Cultural Development Cards” and “Collect Starting Cultural Development Card(s)” sections of the setup. These will be executed in step 6 below.

Step 3 - Place Influence on elders: The Headman player places Influence on enough elder counters on the Elder Display so as to give him Influence over a majority of elders. He may choose to place Influence on any elder counters.

EXAMPLE 1: There are three elders on the Elder Display. The Headman player places an Influence counter on each of two elders.

EXAMPLE 2: There are four elders on the Elder Display. The Headman player places an Influence counter on each of three elders.

When the Headman player has finished, the non-Headman player then places Influence counters on any elder counters on the Elder Display which are not already marked with an Influence counter.

EXAMPLE 1: There are three elders on the Elder Display. The Headman player places an Influence counter on each of two elders. The non-Headman player places an Influence counter on the remaining elder counter.

EXAMPLE 2: There is only one elder on the Elder Display. The Headman player places an Influence counter on that elder. The non-Headman player does not get to place an Influence counter!

Step 4 - Place Influence on families: Each player will place a number of Influence counters equal to the number of elders with which they have Influence on un-influenced Families on the map. Place these Influence counters one at a time, starting with the Headman player and alternating with the non-Headman player until they are all placed.

EXAMPLE: The Headman player has influence over 2 elders. He will be able to put 2 influence counters into Family Boxes. He places the first influence counter over Family A. The Non-headman player has influence over 1 elder so only 1 influence counter may be placed in a Family Box. The Non-headman player could place influence over Family A, which would remove the Headman player’s influence over Family A. This being the beginning of the game, however, the Non-headman player chooses not to antagonize his opponent, and instead, places influence over Family B. The Headman player now gets to place his second influence counter, but seeing a chance to take advantage of his opponent, places his influence counter in Family B’s Family Box, removing his opponent’s influence counter. Family C, the only other Family counter on the map, remains with No Influence.

Step 5 - Adjust family counter ferocity: The Non-headman player may modify the starting Ferocity (to any desired value) of each family over which he has influence.

Step 6 - Cultural Development Cards: The Headman player carries out the “Prepare Cultural Development Cards” section of the scenario setup. The non-Headman player carries out the “Collect Starting Cultural Development Card(s) of the scenario setup.

16.5 Sequence of Play Modifications

The sequence of play (section 2 of the rulebook) is modified in this variant:

16.5.1 Card Draw Phase: No change.

16.5.2 [NEW] Determine Headman Phase: If the player with Headman card has Influence over a majority of the elders on the Elder Display, he retains possession of it and the phase ends.

- If the player with the Headman card does not have Influence over a majority of the elders on the Elder Display but his opponent does, he passes the Headman card to the other player who then becomes the Headman player.
- If there is at least 1 elder on the Elder Display but neither player has Influence over a majority of the elders, the Headman player must roll a die on the “Headman Enemy Way Table” (reverse side of Headman card). If after this die roll either player has Influence over a majority of the elders, pass the Headman card to that player; otherwise, the Non-headman player may place 1 Influence counter on an elder and take possession of the Headman card.
- If there are no elders on the Elder Display, place 3 elders into the left-most box of the Elder Display. Take the counters from the Passage of Time box first, then from Out of Play. The Non-headman player places Influence over two elders; the Headman player places Influence on one elder and passes the Headman card to the other player.

16.5.3 Card Resolution Phase: Modified as follows:

A. Player Operations Segment – During the Player Operations segment, one player will be declared to be the “executing player.” With the exception of 16.6.1, the executing player has full control over all game pieces on the map for the duration of the Player Operations Segment. (Note that cards held in hand do not meet this qualification; held cards are always under full control of the player holding them.)

The Headman player decides whether to Preempt and go first.

If the Headman player decides to Preempt, he will determine what Operation to execute, but the Non-Headman player will be the executing player on the chosen Operation.

If the Headman player chooses not to Preempt, the Non-headman player will determine what Operation to execute. The Headman player will be the executing player on the chosen Operation.

EXAMPLE 1: Jim is the Headman player. Charles is the Non-headman player. During the Operations Segment, Jim decides not to Preempt. Jim decides that the players should Take Actions. Charles, however, gets to carry out the Operation.

EXAMPLE 2: Jim is the Headman player. Charles is the Non-headman player. During the Operations Segment, Jim decides to spend the players’ APs to Preempt. Charles, however, decides that the players should carry out a Passage of Time Operation. This was NOT what Jim wanted to do! Jim does, however, get to execute the Operation.

B. Enemy Operations Segment - Unchanged, but see the “Two-Player Influence and Effects Table.”

C. Major Event Segment - There are two changes to the Major Events.

(1) Ceremony Cards are handled slightly differently in the two-player variant:

- Each player maintains their own separate hand of Ceremony cards and ALWAYS have full control over the use or non-use of those cards.
- The Headman player decides how to execute each step of a Ceremony card. During resolution of Ceremony cards, only cards in the Headman player’s hand are subject to an “Enemy Way” effect triggered—ignore all cards in Non-headman player’s hand. If Step 3 of the Ceremony card is executed, the Headman player takes the Ceremony card into his hand.
- “Resolving Enemy Way” effect: When the Enemy Way effect on card in the Headman player’s hand must be resolved, ignore the text on the card and instead apply the following:
 - Step 1** - The non-Headman player may discard any and all cards from his hand.
 - Step 2** - The Headman player rolls a die and modifies by +1 for each IP he has on the General Records Track, and +1 for each card the headman player discarded in Step 1 (above).
 - Step 3** - Reference the modified die roll from Step 2 on the table found on the back of the Headman card. Apply the results.
 - Step 4** - Headman player may discard the Ceremony card from his hand.

(2) Shaman events (cards 14, 15, and 16) have a new twist: The Headman player has the option to show his opponent the upcoming 3 cards. He does not have to reveal them to his opponent.

D. Minor Event Segment - No change.

E. Victory Check Segment - The Headman player decides whether or not to use “Good Medicine” (8.1). If Victory Check Procedure executed, the Headman player decides whether or not to purchase a Cultural Development Card (8.2. Step 8); but the Non-headman player chooses which card is purchased.

16.5.4 Discard Phase: No change.

16.6 Player Operations:

There are a few small modifications to the Operations available to the players:

16.6.1 Planning: Players with Influence on elders choose which Elder Action to execute. The executing player of the Operation determines the order in which Elder Actions are executed.

In the 2-player game an additional Elder Action is available to the players:

- **Place Influence.** If successful, this Elder Action allows the executing player to place his Influence on a Family (see 16.3.2).

Important: This rule also governs Major Events that allow for additional Elder Actions.

16.6.2 Take Actions: See the “Two-Player Influence and Effects Table.”

16.6.3 Passage of Time: There are two new and important addition to this Operation:

- A.** Before starting any Passage of Time steps, if the amount of Enemy Morale is higher than the number of Military Points on the General Records Track, a player with at least 1 IP scored on the General Records Track (see 16.7) may spend 1 IP to increase Military Points by +1.
- B.** After completing all Passage of Time steps, remove all Influence counters from all elders on Elder Display. Next, the Non-head-

man player places Influence on enough elder counters on the Elder Display so as to give him Influence over a majority of elders. He may choose to place Influence on any elder counters. When the Headman player has finished, the non-Headman player then places Influence counters on any elder counters on the Elder Display which are not already marked with an Influence counter. Finally, the Headman card is passed to the other player. If there are no elders on the Elder Display, end the Operation (rule 16.5.2 (bullet 2) will apply in the upcoming Determine Headman Phase).

2-Player Influence and Effects

Influence on Family	Action / Reaction conducted by Family	Effect:
Headman Player Influence	Brown, black, yellow, or white cube drawn from Raid Pool during Raid on NM	The Headman player may remove the Influence counter from that Family and add 1 IP on the General Records Track.
	Outpost/Fort destroyed during Raid	
	Successful: Tribal Warfare, Tribal Diplomacy, Negotiation, and/or Ambush	
	Battle result of FV or MFV	Remove the Headman player's Influence from that Family.
	Blue, green, or red cube drawn from Raid Pool during Raid on NM OR during Raid on Outpost	
	Unsuccessful: Tribal Warfare, Tribal Diplomacy, Negotiation, and/or Ambush	
1 or more Population counters removed from Family Box during an Enemy/Tribal Raid, resolution of Intruder counter, or Major Event.		
Battle result of TTD, EV, or MEV		
No Influence	Brown, black, yellow, or white cube drawn from Raid Pool during Raid on NM	No effect.
	Outpost/Fort destroyed during Raid	
	Successful: Tribal Warfare, Tribal Diplomacy, Negotiation, and/or Ambush	
	Battle result of FV or MFV	The Non-Headman player may place one of his Influence counters on that Family. If not possible due to Family counter being removed from play (last adult removed from Family Box), the Non-Headman player may place one of his Influence counters on any Elder in the Elder Display
	Blue, green, or red cube drawn from Raid Pool during Raid on NM OR during Raid on Outpost	
	Unsuccessful: Tribal Warfare, Tribal Diplomacy, Negotiation, and/or Ambush	
1 or more Population counters removed from Family Box during an Enemy/Tribal Raid, resolution of Intruder counter, or Major Event.		
Battle result of TTD, EV, or MEV		
Non Headman Influence	Brown, black, yellow, or white cube drawn from Raid Pool during Raid on NM	The Non-Headman player may remove the Influence counter from that Family and add 1 Influence Point on the General Records Track.
	Outpost/Fort destroyed during Raid	
	Successful: Tribal Warfare, Tribal Diplomacy, Negotiation, and/or Ambush	
	Battle result of FV or MFV	The Non-Headman player may place one of his Influence counters on any Elder in the Elder Display.
	Blue, green, or red cube drawn from Raid Pool during Raid on NM OR during Raid on Outpost	
	Unsuccessful: Tribal Warfare, Tribal Diplomacy, Negotiation, and/or Ambush	
1 or more Population counters removed from Family Box during an Enemy/Tribal Raid, resolution of Intruder counter, or Major Event.		
Battle result of TTD, EV, or MEV		

16.7 Scoring Influence Points (IPs)

In addition to winning either a Major or Minor Victory according to normal scenario rules, acquiring Influence Points (IPs) is the goal of both players in this variant. IPs are gained according to circumstances on the the "Two-Player Influence and Effects Table."



16.7.1 The "Influence" counter: One counter is used to track the IPs score on the General Records Track. The counter has two sides, one side for each player. The side that is face-up shows that player's score—only one player can have one or more IP; the other player will have 0 IPs.

16.7.2 Adding IPs: When a player gains an IP, he will adjust the score as follows:

- If the IPs counter has his side face-up, he increases its value by 1 on the General Records Track.
EXAMPLE: The IP counter is on the Turquoise side on the "1" space of the General Records Track. When the Turquoise player scores 1 IP, the counter is moved up to the "2" space.
- If the IPs counter has his opponent's side face-up, he decreases its value, OR, if on the "0" space, flips it over to his own side and increases its value by 1.
EXAMPLE: The IP counter is on the Turquoise side on the "1" space of the General Records Track. When the Red Basket player

scores 1 IP, the counter is moved back to the "0" space. The next time the Red Basket player scores an IP, the counter is flipped over to its Red Basket side and moved up to the "1" space.

DESIGN NOTE: Think of it this way, if your opponent is in the lead, scoring an IP means you subtract a point from your opponent. If you both are tied (at 0) or you are in the lead, scoring an IP means you add a point yourself.

16.8 Special Rules concerning Card #55:

Kit Carson: "Rope Thrower" - Rule 6.2.3 is modified as follows:

During Step 3: The player with the most IPs decides which option to undertake; if both players have 0 IPs, Headman Player chooses.

During Step 4:

- Do not use “2-Player Influence and Effects” table. Before resolving each Tribal Raid, starting with the Headman player, both players “bid” how many counters to spend to counteract the effects of the Tribal Raid.
- The player bidding the lowest number of counters spends that many counters to try to save Family counter(s) in the targeted Territory. Give the Headman card to the player winning the bid.
- Each Family counter placed in the Territory’s Caught box gives the Non-headman player 1 IP.
- Each Family counter remaining on the map in the targeted Territory following the Raid gives the Headman player 1 IP.

Designer’s Notes

Why the Navajo? Back in 2008 I had a conversation with Charles Lee, a Navajo teenager who enjoyed playing wargames with me after church on Sunday afternoons. We were discussing the game *Gerónimo* by Avalon Hill. The crux of the conversation had to do with a man who I had only the vaguest knowledge of: Kit Carson. What I learned was that while many Americans look upon Kit Carson as a folk hero of the Old American West, most Navajo despise him. Charles encouraged me to read up on the topic. Some time later, I found a book entitled, *Blood and Thunder* by Hampton Sides. For many reasons the reading of this book had a profound impact on my life.

I had lived among the Navajo for most of my life but unfortunately did not know much about their history. Sides’ book opened my eyes not just to the history of the Navajo and of Kit Carson, it set me down a path that would enable me to see something disturbing about myself. Having lived most of my life in a place where white people like myself are in the minority (I was one of but a handful of people of European descent in my high school graduating class), with many non-white friends (most of my friends are Navajo or Hispanic), I would not have categorized myself as bigoted. What I discovered about myself was a form of arrogance: a cultural arrogance. It was a Eurocentric arrogance that was so deep-seated, I didn’t realize it was there.

When you’re confronted with something unpleasant about yourself you have a choice: you can accept it and continue to live that way; you can pretend that it doesn’t exist (denial); or you can deal with it and change. I made the decision to deal with this issue.

I started to make a conscious effort to look at things through the eyes of the Navajo, to try to see and understand life from their point of view. As I began to try and look at the life and history of the Diné through their eyes, I began to see just what a valiant and epic struggle took place on the very land I walk across every day! As a gamer, I also saw potential for a conflict simulation—one which my friend Charles Lee would enjoy playing.

Very quickly I ruled out a multiplayer format. The reason for this is simple: it would be very culturally insensitive to have as the goal for one of the players, the destruction of the Diné. Instead, I wanted the game to tell a story. I wanted the game to tell the story of the Navajo struggle to maintain their way of life. More than that, I wanted to tell the story from the native perspective. To do this, a solitaire game format was adopted. Later on, I developed a way to play the game competitively using the Two-Player Variant (semi-cooperatively), but from the start, the vision for the game was to be a solitaire game.

So why pick the Navajo? This is the people I live among, work with, and have ministered to as a pastor. It is my intention to design more games which focus on an individual tribe or confederation of tribes. But for the first game in this series, I wanted to honor the people I’ve come to know and love the most.

The Map

The map has the appearance of a point-to-point map familiar to many gamers. Actually, it is more of an area map. Early on, I wanted to make a hybrid map that used area movement principles for the Navajo but point-to-point movement for the non-native enemies. After several attempts, I hit upon a different approach, one which could reflect terrain of varying levels of difficulty. The map I settled on for the final design can be alternately visualized as a circle divided up into six “pie” slices with a “bullseye” in the center. Each “slice” is a Territory and is adjacent to two other Territories as well as the center “bullseye”—Canyon de Chelly. The spaces inside each Territory, called Areas, represent segments of that area of varying difficulty of terrain. Each Territory (except the Canyon) has six such Areas. The decision to use this number was based on the desire to use a six-sided die for all die rolling in the game. Forcing the player to travel through several Areas before moving to an adjacent Territory proved to be a simple way to model very complex topography and terrain.

The Map Territories have been named after prominent landmarks in that region. Shiprock, for example, represents the territory east of the Chuska mountains (which run north-south along the present-day Arizona-New Mexico border); west of the Río Grande; south of the San Juan River (which runs along the present-day Colorado-New Mexico border), and north of the pine-forested Zuni Mountains.

Families

Contrary to most Europeans’ understanding of the indigenous peoples of North America, the Navajo (as other tribes) did not have any centralized form of government, nor were they led by a “chief.” The Navajo had no central political authority. They were a loose confederation of semi-nomadic family units led by an elder or headman. Some writers refer to these family units as “bands,” “rancherias,” or “outfits.” The earliest iterations of the game used Sides’ terminology of “outfit.” This proved difficult to digest for players unfamiliar with the history so the term “family” was adopted.

One of the things I wanted to do with this game was model the spectrum of Navajo population. Several population models were tested before settling on the one you now find in the game. I wanted each age group and sex to function in a unique way with each bringing their special strengths and weaknesses to the table:

Elders are in many ways the most valuable population piece in the game. At the same time they are the most fragile and the least versatile of the population pieces. They may die during Passage of Time Operations. Their counters cannot be converted into any other age group.

Adults—men and women—are very important as well. Family counters cannot exist on the map in the game without them. Men enable a family to raid and fight battles. Women are the only piece in the game that can create valuable trade goods counters. Adults are somewhat versatile in that they can be converted into elder counters. Women elders were and still are very widely respected among the Diné.

Children are also extraordinarily valuable. They are also very

vulnerable later in the game as they become the targets of Slave Raids. The chief value of children lies in their versatility. In fact, this is their only function: they can be converted into either any other population piece.

Operations Cards

The length of history that I sought to cover in this game combined left me with a couple of early design choices: I could try to model time in a conventional way with each “turn” representing a given amount of years or months; or I could use a more unconventional method whereby time is abstracted with each “turn” representing an imprecise time period. I chose the latter course. The reasons for this owe as much to playability as to the intermittent nature of the conflict between the Diné and the colonial powers in New Mexico.

The key mechanic to the model of time in the game is the use of the Operations Cards. Playing through an entire deck of Operations Cards constitutes the passage of anywhere from 223 years (Spanish Period), to twenty years (Mexican and American Periods). This ultimately works well as the latter years of the Navajo Wars saw the greatest concentration of conflict. During the Spanish period, for example, there were periods of peace which lasted as long as fifty years!

To give flavor to the game, I chose to give each Operations Card a Major Event as well as a Minor Event. These are somewhat generic occurrences which happened repeatedly during the course of the Navajo Wars. More on these below.

To drive the population model of the game, I divided the Operations Card deck into four “suits” which correspond to the four age groups in the Diné population. Left unimpeded by hostile enemy actions, the Diné population should experience realistic amounts of growth. Intense periods of conflict will check that growth and even lead to decline—as happened historically. Originally, the Operations Cards alone drove the population model. But after many months of testing, I felt that the game’s playing time was still too long. This led to the development of the Ceremony cards.

Ceremony Cards

By removing 12 of the 40 Operations Cards and converting them into Ceremony cards, I sped up gameplay considerably. At the same time, the Ceremony Cards introduced a new sort of tension: to accept the card’s benefit while risking the card’s dangerous “Enemy Way” effect, or to decline any benefit from the card. Originally 12 of the Operations Cards had a die roll face and could be taken into hand and later discarded in lieu of a die roll. Moving this feature to the Ceremony Cards enabled us to preserve this fun luck-tempering mechanic.

The terms “Blessing Way” and “Enemy Way” are the names of two Navajo ceremonies. The Blessing Way ceremony deals primarily with the establishment or restoration of harmony or peace. The Enemy Way ceremony is a preventive ceremony that was primarily used for warriors returning from war. In the game, the Blessing Way effect of a Ceremony card is positive and beneficial. It usually results in population increase. In this way it does, to a degree, parallel the desired effect of the ceremony which bears the same name. The Enemy Way effect of a Ceremony card, however, is negative and harmful. The actual ceremony is conducted to ward off evil spirits. It may be helpful to visualize the “Enemy Way” title as the ceremony which is conducted after something bad—the Enemy Way effect—has happened.

Major Events

The Major Event portion of Operations Cards represents occurrences that happened repeatedly over the time period represented by the game:

Firearms Acquired (cards 01 and 21) – Firearms in numbers meaningful enough and with ammunition sufficient for a measurable military advantage were in short supply. Spain, aware of its precarious position in New Mexico, forbade the sale of firearms to non-allied natives and only provided arms of inferior quality to trusted allied tribes. Nevertheless, firearms were acquired by the Navajo and upon occasion, those arms proved sufficient to give the Diné warriors an edge in a battle.

Apache War in New Mexico (cards 02, 03, and 04) – This event could have been titled a number of different ways. It basically represents the impact of tribes other than the Navajo waging war on the colonial power in New Mexico.

Bad Harvest (cards 05, 06, and 07) – Nearly all of the tribes in the region of the Diné practiced at least some form of agriculture. Corn, beans, and squash were staples of the Diné. A bad harvest would force the Diné to make up the deficit elsewhere—usually through their livestock. This, in turn, would lead to an increase in raiding on New Mexico to replenish their flocks.

People of the Planted Fields (cards 11, 12 and 13) – The name “Navajo” means “people of the planted fields.” This event represents the opposite of Bad Harvest when good winter snowfall and seasonal rainfall leads to a great autumn harvest.

Shaman (cards 14, 15, and 16) – As with other indigenous tribes, the counsel of the Diné medicine men and women was (and remains) highly respected. This event, however, represents more than than wise counsel. It represents skillful use of the Navajo intelligence network. It may seem strange to think in those terms but the use of espionage was widespread among indigenous tribes in the American Southwest. This is a very powerful event since it not only provides intel to the player, it also allows the player to orchestrate the sequencing of cards. But because this event does not occur unless the player executes a Planning Operation in the Diné Operations Segment, circumstances may lead the player to execute a different Operation in which case the event would not occur.

Influential Elders (card 17) – As with the Shaman event, this event represents a time when very respected and wise headmen guide the actions of the Diné bands. This is a very powerful event—especially if the player has several elders on the Elder Display! Elder Actions can put the tribe in a powerful position.

Hostile Tribes (cards 22, 23, and 24) – Had the Spanish never invaded New Mexico, the Diné would still have had enemies. The Diné were, after all, invaders themselves! The various pueblo tribes had been in the region for a long time, centuries before the Athapaskan tribes (the Navajo and Apache) arrived in the thirteenth century A.D. Besides the Pueblo tribes, the Diné warred with the Ute and Comanche tribes continuously during the period represented by the game. When the Comanche formed a strategic alliance with the Spanish in 1786, warfare with the Comanches subsided though it never wholly ended. The Diné also warred from time to time with their Athapaskan cousins, the Apaches. Occasional war parties from the Paiute as well as from Californian and Arizonan tribes would make raids on the Diné. In game terms, I’ve simplified things by having an instruction counter for the Ute and the Comanche. These were the most implacable of Diné non-European foes. The

Comanche instruction counter only appears during the Spanish Period since Comanche raids on the Navajo greatly subsided after the Comanche-Spanish alliance—the Spanish-held New Mexico colony served as a buffer between *Comanchería* and the *Diné*tah.

Pueblo War in the West (cards 25, 26, and 27) – The Hopi and Zuni tribes are pueblo tribes which settled much further to the west than the pueblos of the Río Grande valley. These two tribes waged intermittent war with the Diné. This event is a nasty one and is sure to cause some measure of disruption for the player. The removal of a Family from an affected area represents the impact of a lengthy period of intermittent warfare between that Navajo band and either the Zuni or Hopi.

Apaches Raid New Mexico (cards 31, 32, 33, and 34) – This event represents hostile acts against New Mexico by tribes other than the Navajo. Though the title of the event says “Apaches” the event could also represent raids by the Ute, or Comanche tribes.

Trappers and Traders (cards 35, 36, and 37) – During the era of the “mountain men,” adventurers like Jim Bridger and Kit Carson roamed the plains and mountains west of the Mississippi in search of fur pelts and adventure. Contact with these men and the Diné was usually peaceful and beneficial, for the trappers and traders were willing to sell goods that the Diné desired such as firearms and metal tools. In the game, this event places Intruder counters that must be uncovered. Many of the Intruder counters are beneficial when revealed, though some are not, and others are downright deadly! The “Missions” placed by Intruders represent either aggressive Franciscan expansion (Spanish/Mexican periods) or Mormon expansion (American Period) into the *Diné*tah.

Minor Events

The Minor Event portion of each Operations Card is used to manage the “land” model of the game as well as handle some maintenance for the “artificial intelligence” of the game. Essentially, the land of the American Southwest was becoming less and less arable during the time period covered by the game. The Minor Events for drought and drought recovery handle this. The reset cubes Minor Event is an important maintenance function for the “AI” of the game. Likewise, the “Roll to see which Instructions swap places” Minor Event serves an important role in the operation of the game’s “AI.”

Historical Event Cards

Each period of the game has four Historical Event Cards. Each of these events is something I found to be of special importance during that period of history. The function of the Historical Event Cards is to create “checkpoints” for the player.

Victory Check Procedure – Integral to each Historical Event Card is the Victory Check Procedure (section 8 of rulebook). This procedure may seem somewhat convoluted at first. But it is essential to the game’s historical model. It is a difficult thing to stay true to historical realities and give the player realistic, achievable victory goals. Knowledge that somewhere in the next few cards I’m going to face a Victory Check drives my decision-making. It makes things that were important to the Navajo people important to the player. It also creates a lot of tension! Make no mistake, Victory Checks will make you or break you as the player!

Good Medicine – This is a luck-tempering mechanic. (Yeah, another one...) Playtests showed that sometimes the luck of the draw (or lack thereof) could lead to an unsatisfactory gameplay experience. “Good Medicine” tempers this bad luck but with a cost. Removal

of black cubes permanently from the game is a BIG deal and should NOT be taken lightly! But if it means saving you from a catastrophic defeat early in the game, you may have to do it. Just be aware that the later you are in a given period of the game, the more expensive this option becomes. If you undertake Good Medicine early in a game, you may be unable to undertake it again!

The Historical Events

Pueblo Revolt (card 41) – In 1680, Spanish abuse of the indigenous tribes of New Mexico orchestrated a brilliant uprising that ousted the Spanish from New Mexico for over a decade. The revolt was successful primarily through the brilliant use of an extensive intelligence network set up by Pueblo leaders. The mastermind of the operation was a Tewa medicine man named Popé. Popé managed to covertly secure the alliance with nearly all of the 46 Pueblo towns! The Northern Tiwa, Tewa, Towa, Tano, and Keres-speaking people of the Río Grande Valley along with the Pecos Pueblo (located 50 miles east of the Río Grande), the Zuni (120 miles west of the Río Grande), and the Hopi (200 miles west of the Río Grande) joined in Popé’s war. That this was done covertly, under the noses of the excellent Spanish-Inquisition-era counterintelligence is quite remarkable! The revolt was planned for August 9, 1680 but when Spanish counterintelligence uncovered the plot, Popé did the sensible thing and ordered the operation to begin immediately. Despite the last-minute warning that something was afoot, the Spanish were, by and large, taken by surprise. Pueblo warriors overran Spanish outposts and settlements. After a brief siege, Santa Fé was evacuated and the Spanish soldiers, priests, and colonists retreated to El Paso Del Norte (modern-day Ciudad Juárez, Chihuahua, Mexico). It would take more than a decade before the Spanish returned to re-establish their colony in New Mexico. The Spanish were only able to do so due to a collapse of the Pueblo alliance.

In game terms, this event causes the Enemy AI to turn all of its attention away from the Diné. This gives the player a couple of decisions to make: if the player chooses to raid New Mexico or Spanish outposts, the effect will be to speed up Spanish re-conquest of the Pueblos (cubes are removed from the Raid Pool). It may be better to focus on Planning in order to build-up APs and increase population, then take a Passage of Time Operation. The downside to the latter approach is that the player may need animals which are acquired much faster through raiding. In any event, once the reconquest of New Mexico is complete (all 3 red cubes in the Subjugation of New Mexico Box), the player will have the Enemy’s complete and undivided attention!

Franciscan Faction Ascendant (card 42) – There was a fairly continuous power struggle in the colony of New Mexico between the secular government and the Franciscan priests. The governors tended to view the expansion and administration of the colony as a means of bringing glory to Spain; the priests saw the colony as a means of bringing glory to God. Both sides abused the indigenous people over whom they ruled. When the priests got the upper hand, the focus turned to converting the natives and expanding the power of the church. In game terms this means fewer raids but more cultural attacks.

Viceroy De Gálvez (card 43) – Famous for his victory at Pensacola in 1781 during the American Revolution, Bernardo de Gálvez y Madrid was made viceroy to New Spain in 1785. It is De Gálvez’ Indian policy during his term as viceroy which is of primary interest to the Navajo Wars. It was De Gálvez who reversed Spain’s position on the sale of firearms to native tribes. De Gálvez advocated providing firearms of inferior quality to tribes friendly to Spain in the

hopes of encouraging native tribes to destroy one another, making them easier to rule. He further advocated the liberal distribution of spiritous liquors to native people in the hopes of creating dependency and demoralizing the native culture. In the game, this event will immediately attack the player's culture if there are any Outposts on the map. The event will also cause the Ute and Comanche instructions to become active threats to the player.

Settlers Colonize New Mexico (card 44) – As Spain's grip on New Mexico became more secure, further colonization was encouraged. In game terms this will lead to the expansion of existing Outposts (or the building of one if none exist), and the setting up of future cultural attacks on the Diné.

Santa Fé Massacre (card 46) – Shortly after Mexico achieved independence in 1821, the new government in Santa Fé extended a peace offer to the Diné. It was requested that all the Navajo headmen travel to Santa Fé for peace talks. It proved to be a treacherous trap! Twenty-four Diné headmen were murdered in cold blood at the Jemez pueblo. In game terms this event could turn out differently. The new nation of Mexico was only a month old. The event explores what may have happened if peace talks had succeeded while allowing for the historical outcome to occur.

Dinéanaii (Enemy Navajo) (card 47) – The Dinéanaii were Navajos who lived near the Mexican settlements near what is today Mount Taylor (Tsoodził, or blue bead mountain to the Diné). These Navajo bands made something of an alliance with the New Mexicans. They scouted for them on raids, and even mounted raids themselves against their kinsmen. In the game, this event will cause a good deal of disruption, impacting the most important territory of the map.

When the Land is Sick (card 48) – In 1818 a tremendously disruptive drought struck the American Southwest. It lasted through most of the 1820s. Navajo bands were compelled to move in search of better grazing. This is also, essentially, what the player must do.

Narbona's War (card 49) – Narbona was a great warrior and headman. In the early 1800s he led numerous raids against Spanish and Mexican settlements near Mount Taylor. In 1835 he gathered 250 warriors to meet a column of over a thousand Mexican soldiers. Near what is today known as Narbona Pass or Washington Pass in the Chuska Mountains, the Mexican column was cut to pieces. It was one of the greatest victories of the Diné. Tragically, Narbona would be killed by American soldiers near this very place in August of 1849. The commander of the American column was a Colonel John Washington. The pass was renamed "Washington Pass" by the Americans, though to the Diné, it will forever be called "Narbona Pass."

Forts Defiance & Fautleroy (card 51) – Two notable forts were established on Navajo land by the Americans. Their purpose was 3-fold: First, they served to help the Americans keep an eye on the Navajo in an effort to keep the peace in the region. Second, they enabled the Americans to establish a measure of protection for the Navajo from the New Mexicans. Third, they were an ever-present reminder of American military power.

- **Fort Defiance** was established in 1851 near the mouth of Canyon Bonito. Built by Captain Electus Backus out of logs and adobe structures, the fort occupied prime Diné grazing ground. It became a primary base for operations against the Navajo and Apaches. On the night of April 29, 1860, the fort came under attack by about 2,000 warriors led by Manuelito. The fort was not overrun and the Diné warriors suffered heavy casualties, but it was a near-run

thing. The fort was later abandoned when the Civil War began. After the Battle of Valverde (April 20-21, 1862), Fort Defiance was reoccupied and renamed "Fort Canby" (after the Union General who fought at Valverde). After the American Civil War, the fort was renamed "Fort Defiance." Located just a few miles north of Window Rock, Arizona (the capital of the Navajo Nation), Fort Defiance remains to this day as a town rich in Navajo culture.

- **Fort Fautleroy** was established in 1860 as an intermediate post between Santa Fé and Fort Defiance. When the American Civil War erupted and General Thomas Fautleroy, the fort's namesake, joined the South, the fort was renamed "Fort Lyon" (after the Union General). In 1862 after the Battle of Valverde, the fort was renamed "Fort Wingate" (after Major Benjamin Wingate, 5th U.S. Infantry who was wounded in the battle). The fort's site was also moved a few miles to its present site, about 20 miles southeast of Gallup, New Mexico—the designer's hometown. Fort Wingate was used to monitor the Navajo until the First World War. During World War II, Fort Wingate was converted into a munition storage facility. Fort Wingate was closed in 1993 though environmental cleanup and land transfer to the surrounding community continues to the present day (see Wikipedia).

Death of Henry Linn Dodge (card 52) – Henry Linn Dodge was, perhaps, the best Indian agent the Navajo had. Dodge was a great friend of the Diné who worked tirelessly for their benefit. Dodge's tragic death (he is thought to have been killed by Apaches while out hunting) set into motion a sequence of events that would culminate in Kit Carson's campaign and the expulsion of the Diné to the Bosque Redondo.

Manuelito's War (card 53) – Manuelito is, perhaps, the most famous of the Diné warrior headmen—more so than his father-in-law, Narbona. Manuelito was present at Narbona's victory at Narbona Pass in 1835. He led numerous raids against New Mexicans and Americans. Most notably, he led the famous attack on Fort Defiance in 1860. That same year his band ambushed a column of New Mexican volunteers in the Chuska Mountains, killing all but ten. Manuelito was one of the last to surrender to the Americans. His band held out against Americans, Utes, and Zunis until September of 1866. Manuelito was one of the signatories of the 1868 treaty with the Americans which ended the Long Walk. After the Bosque Redondo, Manuelito became a great benefactor for his people. In 1872 he was appointed as the head of the Navajo Police. Manuelito met with two US Presidents: Grant in 1876 and Hayes in 1880. Tragically, both of his sons died in boarding school in Pennsylvania in 1883. Manuelito died in 1893.

The American Civil War (card 54) – As noted in the scenario historical notes above (14.4 and 14.5), the American Civil War caused a good deal of disruption in New Mexico and obliquely played a role in the Navajo Wars.

Transitional Event Cards

Transitional Event Cards are like Historical Event Cards in that they must be prepared for. Transitional Event Cards terminate a period of the game. Usually, a Transitional Event heralds the end of a scenario. The exception is the campaign game (14.6) where Transitional Events "transition" the game into the next historical period. The player should be aware that "Good Medicine" is not an option with Transitional Events. Transitional Events are somewhat procedural so rules section 6 should be consulted.

Cultural Developments - To give the game a “civilization” feel, I decided early on to include cultural developments. Playtesters took to nicknaming these, “techs.” Essentially, cultural developments give the player lasting advantages but at a cost: you have to spend your valuable Culture Points to acquire them. The background of these “techs” may be of interest:

Weaving - The Diné are famous for their weaving skills. In the game, this development provides access to more Trade Goods counters. Late in the game, Trade Goods can be a most valuable commodity.

Horsemanship - The Diné are also well-known for their equestrian skills. Though they never approached the skill of the Comanche, the Navajo were and are very good riders and breeders of horses. The Horsemanship development provides horse-equipped families with greater mobility (levels 1 and 2). Though expensive to purchase, level 3 gives the player a big edge in battles. Purchased early enough, it will likely pay for itself over the course of a game.

Religion - This cultural development went through a number of iterations. The final form it has taken models a number of elements from the Navajo religion: Level 1 gives you +1 Culture Point during a Passage of Time Operation. This represents the elaborate stories and legends which are traditionally told during the winter to pass the time. Level 2 can be used to look at one Intruder without triggering them. This represents the counsel of spiritual leaders. The more sophisticated the religion, the more the leaders are respected and their counsel heeded. Level 3 allows for a redraw of a cube during a raid. Both levels 2 and 3 are “recharged” by undergoing Passage of Time, thus keeping to the theme of winter story telling, counsels, and gatherings.

Masters of the Mesas - Knowledge of the land is the essential aspect behind this particular cultural development. The better your people know the land and its resources, the better equipped they will be to survive the Navajo Wars.

Sharp Traders - The image of Native Americans as being easy to swindle should be discarded. Most tribes were just as skillful in commerce as any Europeans. In fact, a thriving and extensive inter-tribal trade was taking place west of the Mississippi River long before the Spanish arrived. This particular cultural development portrays a very shrewd management of economic resources which enhance the tribe’s military and political position.

Cunning - The lack of this development should not be seen as a lack of cunning on the part of the Diné. Rather, the presence of this de-

velopment should be seen as a level of cunning that goes beyond the norm. All three levels of this cultural development can be very useful to the player, making up, perhaps, for a lack of horsemanship.

Warrior Society - This is an ahistorical cultural development. The Diné did not establish an elaborate warrior society as did other tribes such as did the Sioux and the Comanche. The option to do so has, however, been provided. Just remember that those who live by the sword must continue to live by the sword or they will die by the sword.

Wisdom of the Ancient Ones - Elders are central to the game. This particular set of cultural development cards enhances the abilities of the player’s elders yet further. This particular development represents a stronger level of leadership by the the headmen of the tribe.

So what Cultural Developments did the Navajo “buy” historically? I would say they collected (in this order): Weaving 1, Horsemanship 1, Weaving 2, Religion 1, Masters of the Mesas 1, Horsemanship 2, Masters of the Mesas 2, and Masters of the Mesas 3.

The Artificial Intelligence (AI)

In many ways, designing a solitaire game is much like writing a computer program. I began designing the AI very early in the design process. I started by setting some basic goals I wanted the AI to achieve: First, I wanted an AI that would behave dynamically without being arbitrarily random. I wanted an AI that would modify its tactics, adjust its strategy, and thus compel the player to do likewise. I wanted the AI to “feel” as though it were really thinking; to “feel” as though it was adjusting its gameplay in response to the player’s actions. The outcome of this was the Instruction Display. It turned out to be simple for the player to operate which was a second goal: I wanted an AI that would not require too much of the player’s “brain power” to handle. I’ve played solitaire games where as the player, I felt as though I was spending more brain power driving the AI than I was playing my side of the game. I don’t enjoy those games as much as I would if the AI were easier to manage. The Instruction Display fulfilled that goal.

The Instructions themselves were designed to produce an enemy behavior that matched as closely as possible the historical behavior of the colonial powers in New Mexico. I won’t go so far, however, as to claim perfection here. Players may enjoy experimenting with the Instructions, adjusting their costs, etc. There’s a lot of room for variation in this aspect of the game. I’ll be interested to see how many variants emerge for Enemy Instructions.



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