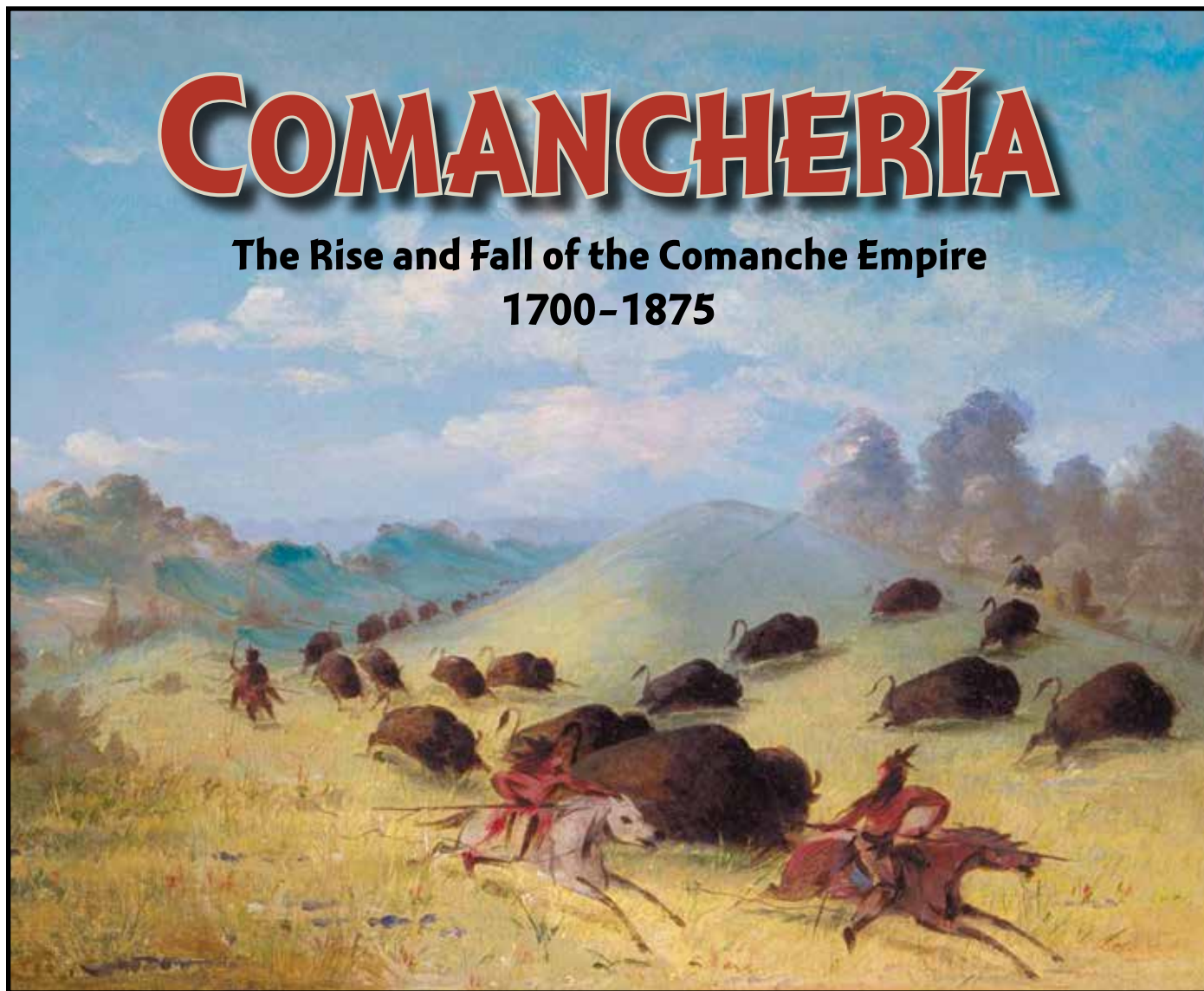


COMANCHERÍA

**The Rise and Fall of the Comanche Empire
1700–1875**



RULES OF PLAY

By Joel Toppen

TABLE OF CONTENTS

1. Introduction.....	2	6. The Enemy.....	16
2. General Rules.....	6	7. Battles	20
3. Sequence of Play.....	9	8. The Reservation	20
4. Player Operations.....	11	9. Scenarios.....	21
5. Player Actions	15		

1. Introduction

1.1. Game Overview

Comanchería is a solitaire game in which you, the player, command the key cultural and political decisions of the Comanche people from the time they moved out onto the southern plains until their climactic showdown with the U.S. Army in the 1875 Red River War. The game is divided into four “Historical Periods:” 1700-1749, 1750-1799, 1800-1849, and 1850-1875. Along the way you will encounter other Tribes and Colonial powers such as Spain, Mexico, and the United States, most of whom will try to push you from your lands. Each Historical Period has a Victory Check Objective. At the end of each Historical Period, the player must have achieved that Historical Period’s Victory Check Objective or the game ends in the player’s defeat.

During each Historical Period, the player must strive not only to meet that Period’s Victory Check Objective, but also keep Military and Culture Points from being depleted. If the player has 0 Military and 0 Culture points, the game immediately ends in the player’s defeat.

Cultural Note: Known by some as the Lords of the Southern Plains, the Comanche call themselves *Numanuzzi* (pronounced nuh-muh-nuh). This word is to Comanche what Diné is to the Navajo. It means, “the people.”

Component List

A complete game of *Comanchería* includes:

- *One 22”x34” mounted map*
- *Two die-cut countersheets*
- *84 Development Cards (21 for each Historical Period)*
- *4 History Cards (1 for each Historical Period)*
- *24 Culture Cards (8 sets of 3 cards)*
- *25 War Cards*
- *1 Rulebook*
- *1 Tutorial*
- *2 Player Aid Cards*

1.2. Important Game Terms

First time players may wish to skip over reading this section and refer back here only when encountering terms that are not understood (including on cards).

Adjacent: Map spaces are “adjacent” if they are connected by a line connection (dashed or solid).

IMPORTANT: Dashed line connections may only be used by Comanche Bands, Rancherías, and War Columns of the North Enemy. Colonial War Columns treat dashed line connections as though they do not exist.

Active Band: A Band is considered “active” if it is in the process of spending MPs (5.1).

Active Enemy: An Enemy is considered “active” if it is in the process of spending Enemy APs (6.2.2).

Action: Shorthand for “Player Action.” See section 5. Also a Key Card Text. See 1.3.4.E.

Allied Tribe: A Tribe counter marked with an “Ally” instruction counter is an Allied Tribe.

Alphabetic Priority: See 2.3.

APs (Action Points): There are two different kinds of Action Points. Both types are tracked on the General Records Track:

Enemy Action Points are spent by the Enemy to execute Instruction counters. Each Enemy Instruction counter has an AP cost. A maximum of 9 Enemy APs may be saved.

Player Action Points are spent by the player to carry out a variety of tasks. A maximum of 9 Player APs may be saved.

Area Value: The numeric value belonging to each round map space (1.3.1.B).

Available: A game piece that has not been removed from the game and is not already in-play is considered to be available.

Battle Ends: Terminate the Battle procedure. See 7.1.

Band: A collection of Comanche warriors represented by a Band counter. See 1.3.2.

Colonial Enemy: The West, South, and East are Colonial Enemies. Square Enemy Spaces belonging to West, South, and East are each assigned a Colonial Enemy counter to designate which Colonial Power (Spain, Mexico, Texas, or USA) is in command of that Enemy.

Colonial Power: Spain, Mexico, Texas, and the USA constitute Colonial Powers in the game. Each Colonial Enemy must be commanded by a scenario or card-designated Colonial Power.

IMPORTANT: When card text on a History or Development card says that a new nation becomes Colonial Enemy in the West, South, or East, replace the Colonial Enemy counter from that Enemy Space with the one indicated in the card’s text. War Columns are unaffected.

Design Note: Ongoing operations in *Comanchería* are less efficient during the transition of regime.

Comanche Controlled: A map Territory (1.3.1.A) is Comanche Controlled if there is at least one Comanche Band or Ranchería in one or more of that Territory’s map spaces and there are no Enemy Spaces in that Territory.

Countermeasure Action (Key card text; appears only on War Cards): A “Countermeasure Action” is a special Action that may be performed by an active Band during a Take Actions Operation.

Culture Points: The measure of Comanche cultural independence. See 2.11.

Development Cards: Cards revealed from a deck which impart a number of game effects. See 1.3.4.

DRM: Abbreviation for “die roll modifier.”

Empty Space: An empty space is a space which does not contain any game piece.

Enemy: The term “Enemy” in the game refers to the four non-player entities that work against the player throughout the game: North, South, East, and West.

Enemy Connection: See 1.3.1.C.

Enemy Space: Square-shaped map spaces are Enemy Spaces. Round map spaces containing a Tribe or Settlement counter are Enemy Spaces. Peace Spaces (see below), however, are not Enemy Spaces. In other words, a space that qualifies for both Enemy Space and Peace Space status is treated only as a Peace Space.

Enemy Piece: Settlement and Tribe counters, as well as War Columns, are Enemy Pieces.

Fractions (rounding fractions): See Half, Halve, Halving.

Free: When something is said to be “free” no APs are spent.

Half, Halve, Halving (i.e., rounding fractions): When told to “halve” a number or use “half” of a number, always round down unless the rule or card says to do otherwise.

Headman, Headmen: Both “Paraibo” (civil chief) and “Mahimiana” (war chief) counters are defined as headmen (see also 2.6).

Headman Action: During the Planning Operation (4.3), a Paraibo with a medicine rating of at least 1 may carry out one or more headman actions.

Historical Period: The length of time between the placing of a History Card into play and a Victory Check (2.10).

If Discarded during Passage of Time (Key card text): The effects that follow occur if this card is discarded during Step 13 of the Passage of Time procedure (including such cards forcibly discarded from the player’s hand).

In-Play, Into Play: A game piece is considered “in-play” if it is a counter in a Ranchería Resources box, or a map space. **Exception:** Hexagonal Ranchería counters are only in-play while in a map space (Ranchería counters are out of play if in a Ranchería Resources box). Development cards are in-play if face-up in a Development card space on the map. A War card is in-play if in the War Event space on the map. A History card is in-play if it is in the History Card space on the map. Culture Cards that are in-play are placed in a player-designated area near the game board.

Military Points: The measure of Comanche political independence. See 2.11.

Medicine: Each headman has a numeric rating, tracked with a counter on that headman’s Medicine track.

Out of Play: A game piece is considered “out of play” if it does not qualify for “in-play” status. Pieces that are “out of play” are typically held in the Out of Play box on the map. Pieces that are “out of play” may return to play, while pieces that have been removed from the game (see definition below) may not.

Peace Space: A space marked with either a “Peace” or “Ally” Instruction counter is a Peace Space (which trumps Enemy Space status). If a square space is a Peace Space, all Settlements belonging to that Enemy are also Peace Spaces.

Play from hand (Key card text): When a card is played from hand, it is discarded unless the card text says otherwise. Unless the card text says otherwise, cards may be played from hand at any time except during Passage of Time. See also 1.3.4.B.

Pop Points (Population Points): Some Resource counters have a pop point value which is used to create and/or strengthen Bands during Passage of Time (4.4).

Possession/Possessed: Resource and Mahimiana counters may be possessed by a Band counter. Place each Band counter on top of the counters in its possession.

IMPORTANT: Once a Band takes possession of counters, it may only relinquish possession during step 1 of the Operation Cleanup Phase (3.4), or in the case of Resources, by spending.

Random Selection/Random Map Space: See 2.2.

Remove/Removed from game: When told to remove a game piece from the game, put that game piece back into the box. Game pieces removed from the game are out of play for the remainder of the game.

Remove from Play: When told to remove a game piece from play, place it into the Out of Play box.

Reservation, The: The Reservation comes into being during the 4th Historical Period of the game. The Reservation is a special map space. See section 8 for more details.

Resources: Resource counters (see 2.7).

Rounding Fractions: (See Half, Halve, Halving).

Spend/Spent: When a Resource is “spent” it is returned to stock (see definition below). When something that is tracked on the General Records Track is spent (like APs, Culture, and Military Points), the marker used to track this commodity is adjusted proportionally on the General Records Track. When an Enemy APs counter from the Success Check Draw Cup is spent, it is returned to the draw cup.

Spend...AP(s) to take into hand (Key card text): During a Planning Operation, as a Headman Action, if the player spends this number of APs, the card may be taken into the player’s hand.

Stacking: The term “stacking” refers to the limitation on the number of pieces allowed in a map space. See 2.4.

Stock: The term “stock” refers to the supply of available game pieces in the Out of Play box or Available Resources box. To take a game piece from “stock” is to take that game piece from the supply of available pieces that are not yet in-play. To return a piece to “stock” is to place that piece back into the Available Resource box or Out of Play box.

Target Space: The space in which an Action is being attempted is known as the Target Space.

Unpossessed: In-play Resource and/or Mahimiana counters which are not stacked under a Band counter are unpossessed.

Victory Check Objective: This portion of the current Historical Period’s History Card which must be accomplished at the end of that Historical Period to avoid player defeat. See 1.3.5, and 2.10.

Wagon Train Space: Round map spaces which are connected to a line connection with a wagon train symbol constitute Wagon Train Spaces (Llano Estacado #1, Upper Arkansas #s 3, 4, 5, and 6).

War Column: A “War” or “Raid” Instruction counter stacked with a War Column strength counter in a map space collectively constitute a War Column.

War Ends: When this phrase is encountered: remove the affected War Column counters from whatever map space they are currently situated. Return the Instruction counter into the top-most empty space on its column of the Enemy Instruction Display (if all spaces on its column are occupied, place the Instruction counter into the Success Check Draw Cup). Return its War Column strength counter to stock.

War Space: A space containing a War Column constitutes a War Space.

While in play (Key card text): The condition that follows prevails so long as this card is in-play.

When revealed (Key card text): The text that follows must be carried out as soon as the card is flipped face-up (put into play), and before another card is drawn.

1.3. Game Components

1.3.1. Map

A. Territories: There are six territories in the game. Each territory consists of six round map spaces. Each territory contains the face of a six-sided dice. This die roll face is used for several game purposes. Note that the color of the die is the same as the color of the six spaces that comprise each territory. For those who have difficulty distinguishing colors, the name of the territory also appears inside each space that makes up that territory.

B. Map Spaces: Broadly speaking, there are three different types of map spaces in the game: round map spaces, the hexagonal Palo Duro Canyon map space, and square Enemy Spaces.

- **Round map spaces** belong to one of the six Territories and possess a numerical Area Value (from 1 to 6) that is used for several game purposes.
- **Palo Duro Canyon** is a special map space which belongs to no territory and has no Area Value.
- **Square Enemy Spaces** represent the colonial Settlements (West, South, and East), and powerful potentially hostile northern Tribes (North). Note that the East has two square spaces. Square spaces do not belong to any territory and have no Area Value.

C. Line Connections: Line connections link spaces to one another. There are three different types of line connections:

- **Solid Line Connections:** No special rules.
- **Dashed line Connections:** Colonial Enemy War Columns (not North Enemy) cannot move across dashed line connections.
- **Enemy Connections:** Yellow, green, and blue colored connections between map spaces constitute Enemy Connections. Enemy Subjugate (6.3.9) and Settle (6.3.8) Instructions may only take place across Enemy Connections.

D. Development Card Spaces: There are three Development Card spaces along the top edge of the map. One Development Card is drawn into each such space during Passage of Time (4.4).

***Player Note:** A space has also been provided on the map to hold the Development Card deck.*

E. War Event Space: During each War Column Phase, any card in this space is discarded and if there is a War Column in-play, one new War Card is drawn into this space and its War Event applied (3.1).

F. History Card Space: There is a single space on the map into which the current Historical Period’s History Card is placed during setup, as well as during Victory Checks (2.10).

1.3.2. Counters

The square, round, and hexagonal cardboard game pieces are referred to as “counters.” The number of counters provided in the game is a strict limitation by design. The player is not permitted to create additional counters.



Band counters: Band counters represent collections of Comanche warriors. Band counters contain two values: strength (left) and Movement Points (MPs; right). Band counters can be in one of two states: unfinished (front side up with 4 to 6 MPs) or Finished (MP rating of “F”).

If told to reduce a Band’s strength, replace the higher-strength Band with an available Band of the next lower strength. If no such Band is available (as in the case of a 3-strength Band when all 2-strength Bands are in-play), then replace with a 1-strength Band. If no 1-strength Band is available, the Band is reduced to 0-strength. Any Band reduced to 0-strength is removed from play. The player may not voluntarily remove a Band from play.



Colonial Enemy Space markers: These flag-bearing markers are placed in the square Enemy Spaces to designate which Colonial Power is in command of that Enemy.

General Records Track counters: The “APs”, “MPs”, “Enemy APs”, “Culture Points”, and “Military Points” counters are used on the General Records Track to mark how many of these points the player and enemy have.

Headman counters: There are two counters for each Mahimiana and one counter for each Paraibo:

Mahimiana counters: One counter is used to track the headman’s location on the map; the other is used to track his medicine rating on his Medicine Track.

Paraibo counters: one counter is used to track his medicine rating on his Medicine Track.

Instruction counters: Instruction counters govern the behavior of the Enemy in the game. See 6.2 for more details on how these game pieces function.

Operations Track counters: The “Operations” and “Passage of Time” counters are used on the Operations Track.



Rancheria counters: Rancheria counters function like bases from which Bands may operate. Players of *Navajo Wars* will find that Rancherias function much like Family counters in that game. See 2.5.2. for more details.



Ravaged counters: Ravaged counters are placed on Settlement and Tribe counters during certain Player Actions (5.2.3). Ravaged counters may eliminate the Settlement or Tribe counter they are stacked with during a Passage of Time operation (4.4).

IMPORTANT: Whenever a Settlement or Tribe counter is removed from play, all Ravaged counters with it are removed to stock.

Resource counters: Resource counters are game pieces which the player will seek to acquire to fuel his efforts towards achieving victory. See 2.7.



Settlement counters: Settlements represent European colonists settling either in or on the borders of *Comancheria*.



Success Check counters: Success Check counters are drawn from a draw cup during Success Checks. Players of *Navajo Wars* will find that these counters function much like the cubes in that game. See 2.9 for more details.



Tribe counters: Tribe counters are used to represent other Tribes of the North American plains (Apaches, Wichitas, Tonkawas, Pawnee, Cheyenne, et al). In the game, Tribe counters are obstacles to Comanche control of territories (see 1.2 “Comanche Controlled”). On the other hand Tribes can be made into Allies and can also be sources of useful resources through Trade (5.2.4).



War Column Strength counters: Numeric counters used in conjunction with Instruction counters designate the strength of the War Column. War Column strength counters for the West, South, and East have a colonial flag to match the current Colonial Enemy. War Column strength counters have a strength rating in the bottom-center, and a Battle DRM in the bottom-right of the counter.

1.3.3. Culture Cards



There are 24 Culture Cards in the game. Culture Cards are divided into 8 sets of 3 cards each.

A. Bringing Into Play: Culture Cards are brought into play either by scenario setup rules or by purchasing them during Passage of Time (4.4). In-play Culture Cards should be placed face-up on the table in a designated area near the game

board. They should be clearly separated from the other Culture Cards which are not yet in-play.

B. Requirement: Each Culture Card belongs to a “set” of 3 cards: a Level 1, a Level 2, and a Level 3 card. In order to purchase a card, the player must have already purchased the prior “Level” card in that set.

To put it simply: You can always purchase a Level 1 card during Passage of Time. You cannot purchase a Level 2 card unless you have already purchased the Level 1 card in that set. You must have already purchased Levels 1 and 2 in order to purchase the Level 3 card in that set.

C. Cost: Each Culture Card has a cost (usually in Culture Points) which must be paid during the appropriate step of Passage of Time (4.4) in order to bring the card into play.

D. Effect: Each in-play Culture card has a persistent effect.

- Many cards have the word “Action” as its effect. This means the player may perform this Action during a Take Actions Operation (4.1).
- Some cards have the phrase “Headman Action” as its effect. This means the player may perform this Headman Action during the appropriate step of Planning (4.3).

IMPORTANT: A Culture Card’s effect will only function so long as the player has Culture Points $\geq$ the card’s Level. If the player’s Culture Points are $<$ a Culture Card’s level, the card’s effect is suspended (it is not removed from play; it just stops functioning until Culture Points are sufficiently increased).

1.3.4. Development Cards

A deck of cards is used in *Comancheria* to model historical events, culture, tactics, and technological advances.

Historical Note: *War on the southern plains between 1700 and 1875 saw cutting-edge technology such as the Colt-Walker revolver put into use for the first time.*

A. In-Play Cards: When the game is set up (section 9), and during Passage of Time (4.4), Development cards will be drawn from the deck and revealed face-up into the Development Card spaces (1.3.1.D). Face-up cards are considered to be “in-play.” This is important because many cards have an ongoing effect while in play.

B. Player Hand: Some Development Cards may be brought into the player’s hand. This can only happen during a Planning Operation (4.3). There is no limit as to how many cards may be held in hand. See 1.3.4.E, “Play from hand” below.

C. Contradictions: Card text supersedes game rules: if a card text effect is in conflict with a rule, card text prevails. If two cards’ text conflict with one another, the card effect in play last supersedes the card effect put into play earlier. **Exception:** Card text of an in-play History Card supersedes game rules and any other card text (regardless of the order in which they came into play).

D. Overlapping Card Effects: It is possible to have multiple cards in-play which each have the same effect. All card effects of in-play Development cards with the same name (COMANCHEROS cards #33 and #34 for example) are cumulative. If more than

one in-play card has an effect that takes place during the same card-specified time, execute the card occupying the left-most Development Card space first.

E. Key Card Terms: The following terms are used on Development Cards:

- **While in-play:** The condition that follows prevails so long as this card is in-play.
- **When revealed:** The text that follows must be carried out as soon as the card is flipped face-up (put into play), and before another card is drawn.
- **Spend...AP(s) to take into hand:** During a Planning Operation, as a Headman Action, if the player spends this number of APs, the card may be taken into the player's hand. Reduce the number of APs on the General Records Track (and yes, you must have the APs in order to spend them).
- **Play from hand:** When a card is played from hand, it is discarded unless the card text says otherwise. Unless the card text says otherwise, cards may be played from hand at any time except during Passage of Time.
- **If Discarded during Passage of Time:** The effects that follow occur if this card is discarded during Step 13 of the Passage of Time procedure (including such cards forcibly discarded from the player's hand).
- **Action:** The player may perform this Action during a Take Actions Operation (4.1).

1.3.5. History Cards

There are four "History Cards" in the game, one for each Historical Period. Each History Card has two sides. When put into play, always resolve the side of the card which says "When revealed" first.

Each History Card contains:

- **Enemy Action Table:** Governs which Enemies will execute Instruction counters. Also determines which Colonial power commands each Enemy.
- **Victory Check Objective:** Must be achieved or the player will lose the game during a Victory Check.
- **Card text:** Modifies rules as long as the card is in-play.

IMPORTANT: Key Card Terms from 1.3.4.E also apply to History Cards.



Only one History Card may be in-play at any time. Place the History Card into the History Card space on the map. A new History Card will be put into play during a Victory Check (2.10).

IMPORTANT: Card text of an in-play History Card supersedes game rules and any card text.

1.3.6. War Cards



There are 25 "War Cards" in the game. These 25 cards constitute the game's War Deck. These cards govern the movement of Enemy War Columns (see 3.1) as well as special conditions that apply while a War Card is face-up in the War Event box on the map.

A. War Column Movement: The top portion of each War Card regulates which Enemy War Column will move and how many spaces it will move. See 3.1 step 1.

B. War Event: The bottom portion of each War Card is only resolved or in-effect while it is face-up in the War Event box on the map. See 3.1 step 3.

C. Key Card Terms: Key Card Terms from 1.3.4.E also apply to War Cards. In addition, several War Cards contain the term, "Countermeasure Action." A "Countermeasure Action" is a special Action that may be performed by an active Band during a Take Actions Operation.

Just to be absolutely clear: The War Event portion of each War Card only applies while that card is face-up in the War Events box on the map.

The Contradictions rule from 1.3.4.C also applies to War Cards.

2. General Rules

2.1. Procedures

When a rule has a **procedure**, each **step** must be completed in sequential order (step 1 must be fully completed before step 2, etc.). When the phrase, "terminate this procedure" is encountered, any remaining steps in the procedure are not carried out.

2.2. Random Selection, Random Map Spaces

When instructed to use "random selection," assign equal odds amongst the choices and then roll a die. For example, if you need to use random selection to choose one of four spaces, assign die roll results of 1, 2, 3, and 4 to specific spaces and re-roll on a 5 or a 6.

When instructed to select a random map space, first roll a die to determine which territory will be selected (each eligible territory has a die roll symbol), then make another die roll and compare to the area values in that territory to determine which map space is chosen.

Example: The first die roll is a "3" which identifies the Territory "Llano Estacado." The second die roll is a "5" which identifies round map space #5 in the Llano Estacado Territory.

2.3. Alphabetic Priority

When instructed to use alphabetic priority to make a selection, choose the appropriate game piece which has an alphabetical identifier which is closest to “A”.

Example: A game piece with a “B” would be chosen before “C”, etc.

2.4. Stacking

Stacking limits may be temporarily violated during a Band’s activation, but will be enforced during the Operation Cleanup Phase (3.4).

- A round map space may contain: 1 Ranchería, or 1 Settlement, or 1 Tribe, or 1 Band counter.
- Palo Duro Canyon may contain: 1 Ranchería, or 1 Band counter.
- A square Enemy Space may contain: 1 Band counter.

Stacking limits do not apply to: Resource, Ravaged, Peace, Ally, Colonial Enemy Space, face-down Success Check (“?”) counters, nor to War Columns. Contents of Ranchería Resources boxes do not impact stacking.

Enforcement: In each space where stacking limits are exceeded, remove Band counters to stock until the space is no longer in violation. Possessed resources return to stock. Possessed Mahimiana counters return to the Resources box of affiliated Ranchería (no change in medicine rating).

In spaces where Band and Ranchería counters coexist, such Bands are absorbed by the Ranchería. See 3.4, step 1.

2.5. Rancherías

Rancherías represent concentrations of Comanche population.

IMPORTANT: The term “Ranchería” refers to both hexagonal counters and their matching segment on the Ranchería Display.

Historical Note: The term “Ranchería” is the word the Spanish used to describe native villages and encampments.

Note for Navajo Wars players: Please do not confuse “Ranchería” with “Rancho.” The latter are New Mexican outposts on Navajo land in Navajo Wars; the former are Native American villages.

2.5.1. Ranchería Display

The Ranchería Display is divided into five alphabetized rows, one for each Ranchería (from “A” to “E”).

Each Ranchería consists of the following:

- **A Resources box:** This box is used to hold Resource counters (see 2.7) available to an in-play Ranchería.
- **Two boxes for holding Success counters:** There is one such box for each of the Ranchería’s headmen counters (see 2.6). These boxes are used to hold success counters drawn during a Success Check (2.9). Success counters are removed from these boxes during Planning (4.3) and Passage of Time (4.4).

- **Two Headman Medicine Tracks:** one for the Paraibo and one for the Mahimiana. These tracks are used to track the medicine rating of each headman (see 2.6).

2.5.2. Ranchería Counters



Five hexagonal Ranchería counters have an alphabetic identification which match a row on the Ranchería Display. When a Ranchería counter is in-play, all of the contents of its Resources box should be understood to be represented by that Ranchería counter and present in that counter’s space on the map.

Player Note: Stacking normally prohibits more than one Band in a space at a time. Rancherías allow the player to concentrate multiple Bands and many resources.

2.5.3. Ranchería Destruction

Rancherías may be destroyed by War Columns or other game effects. When a game effect states that a Ranchería is destroyed, conduct the following procedure.

Procedure:

Step 1: All Band and Resource counters in the Ranchería’s Resources box are returned to stock. Success counters in the destroyed Ranchería are returned to the Success Check Draw Cup.

Step 2: The Ranchería’s Mahimiana is considered killed (see 2.6.1), regardless of where he is on the map.

Step 3: The Player loses 2 Military Points. Remove the Ranchería counter to Resources box of affiliated Ranchería.

Example: A War Column enters the same space as Ranchería C. Since there are no Bands in Ranchería C’s Resources box, Ranchería Destruction applies. The player returns all resource counters remaining in Ranchería C’s Resources box to the Available Resources box on the map. Then the player sets Ranchería C’s Mahimiana’s medicine rating to 0 and places the Mahimiana counter into the Out of Play box on the map. The player reduces his Military Points by 2. Last of all, the player places the hexagonal Ranchería C counter into the Ranchería C’s Resources box.

Player Note: A Ranchería is not destroyed by having 0 Bands in its Resources Box unless there is a War Column in the same space as the Ranchería’s counter.

2.6. Headmen



There are two different types of Headmen in the game: “Paraibo” and “Mahimiana.” Each Headman has a medicine rating which is tracked on the Ranchería Display (see 2.5.1). Each Ranchería has three counters with an alphabetic identifier which matches that of its Ranchería: “Paraibo medicine,” “Mahimiana medicine”, and a “Mahimiana” counter. “Paraibo medicine” and “Mahimiana medicine” counters never leave their Ranchería’s Medicine Track. “Mahimiana” counters by contrast are mobile and may be possessed by Bands and move away from their Ranchería. They can even visit and operate from the Resources box of another Ranchería, but they

will only “belong” to the Ranchería with matching alphabetic ID. See also “Headman Counters” in 1.3.2.

Design Note: The Comanche political system centered around two types of “chiefs” or more properly, “headmen.” The first is the Paraibo, who was typically an older man, an elder of sorts whose leadership was looked to in civil affairs. The second is the Mahimiana—sometimes referred to as a “war chief.” The Mahimiana’s leadership was looked to in martial affairs such as hunts (large bison hunts had to be coordinated) and raids.

2.6.1. Mahimiana Death

When a Mahimiana dies, either as a result of Battle or Ranchería destruction, reduce his medicine to 0 on the Headman Medicine track, then transfer the Mahimiana counter to the Out of Play box. Transfer all Success counters on his Medicine Track to the Out of Play box. **Exception:** If Ranchería Destruction applies, transfer all Success counters from Medicine Track to the draw cup.

Player Note: Mahimiana counters in Out of Play box but belonging to an in-play Ranchería can be returned to play during Planning and Passage of Time.

Historical Note: “Medicine” should be not be confused with the term as it is used in the 21st century. To the *Numunutu*, “Medicine” was power, supernatural or otherwise, gained over the course of one’s lifetime.

2.7. Resources

Resources are represented by Resource counters.

2.7.1. Spending Resources

You spend Resources like you spend currency. You must actually have a Resource to spend it. When a Resource is “spent” it is returned to stock.

2.7.2. Resource Counter Function



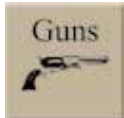
A. Bison counters are worth 1 pop point and may be spent to create and/or strengthen Bands during Passage of Time (4.4). They may also be traded for other Resources. Bison may be acquired by the Hunt Action (5.2.1).



B. Captives counters are worth 1 pop point and may be spent to create and/or strengthen Bands during Passage of Time (4.4). They may also be traded for other Resources. It does not cost an AP to trade Captives in an Enemy Space (5.2.4). Captives are acquired by successful Raid Action (5.2.3).



C. Food counters are worth 2 pop points and may be spent to create and/or strengthen Bands during Passage of Time (4.4). Food may only be acquired by Trade (5.2.4).



D. Guns counters may only be acquired per card effects. Guns provide the following advantages:

- During a Success Check, a Band possessing a Guns counter may attempt to cancel an Enemy APs counter drawn: roll a die, if the result $\geq$ AP value on counter, return it to the draw cup; otherwise the Guns counter is spent.
- During a Battle, a Band possessing a Guns counter may spend one Guns counter to roll two dice and select the highest die roll.

Historical Note: Lack of guns does not mean a complete lack of firearms; it means not enough firearms to be militarily significant. Besides, the combat impact of Comanche archery skill was superior to that provided by European firearms until the invention of the revolver and the repeating rifle.



E. Horses counters give a possessing Band enhanced mobility. They may also be traded away in exchange for other Resources (5.2.4). Horses may be acquired by a successful Raid Action (5.2.3).



F. Trade Goods counters are acquired by Trade (5.2.4). A Trade Goods counter may be spent at any time to:

- Re-roll one die. The original die roll is cancelled. You may not accept the original die roll once it has been re-rolled. You may, however, continue to spend Trade Goods to re-roll so long as you have Trade Goods to spend.
- Return all counters drawn during a Success Check to the draw cup and re-draw the same number. You may continue to do this so long as you have Trade Goods to spend.

IMPORTANT: In order to re-roll or re-draw during a Band’s activation, or during a Battle, the Trade Goods counter to be spent must be possessed by that active Band or the Band fighting the Battle. In any other case, the Trade Goods counter to be spent may be either possessed (anywhere on map) or unpossessed in a Resources box.

Historical Note: “Trade Goods” represent materials of European origin. Simple articles like metal-edged tools, knives, etc were highly prized by the Comanche. Even scrap metal could be put to use as arrow heads. Paper books were also considered valuable! Settlers later discovered the interest in books: the paper, when inserted into the shields, proved extraordinarily resilient to penetration. One Comanche shield was found to contain a complete history of Rome!

2.8. Action Points (APs)

The player and the Enemy alike may acquire and use Action Points, or “APs.”

A. Enemy APs: These APs are usually acquired through Success Checks (2.9) and are spent to execute Instruction counters (6.2.2)

B. Player APs: These APs are acquired during Planning Operations (4.3, step 4) and Take Actions Operations (4.1, step 3) and are tracked on the General Records Track (maximum of 9 APs may be saved by the player). When “spent,” adjust the “APs” counter on the track. Player APs are spent to:

- Activate additional Bands during a Take Actions Operation (4.1).
- Trade non-Captives in a non-Peace Space during a Trade Action (5.2.4).
- Take Development cards (subject to card text) into hand during a Planning Operation (4.3).
- Make use of card effects on in-play Development cards and War cards.

2.9. Success Checks



When called upon to make a “Success Check” the player must draw counters from the Success Check Draw Cup.

2.9.1. Success Check Draw Cup

The Success Check Draw Cup is seeded at the beginning of play with a number of counters. See setup rules (section 9).

2.9.2. Success Check

Procedure:

Step 1: Determine the number of counters to be drawn from the Success Check Draw Cup:

- Draw a number of counters equal to the active Band’s strength.
- If conducting an action and the active Band possesses a Mahimiana counter, roll a die and compare it with his medicine. If the die roll is $\leq$ to headman’s medicine, draw 1 bonus counter; if the die roll is $\leq$ half of headman’s medicine, draw 2 bonus counters (maximum of 2 bonus counters drawn).

Step 2: Draw a number of counters as determined in step 1.

Step 3: Note the number of Success counters drawn. If the Active Band possesses a Mahimiana counter, place all Success counters drawn into the Success box on his Medicine Track; otherwise place all Success counters drawn into the Out of Play box.

Step 4: Place all non-Success counters drawn into the Available Enemy APs box. Resolve any Instruction counter drawn as per 6.2.2.C.

2.10. Victory Checks

Step 15 of a Passage of Time Operation (4.4) may require making a Victory Check.

Victory Check Procedure:

Step 1: Consult the Victory Check Objective on the in-play History Card:

- If the player has not fulfilled this objective, the player loses the game.
- If the player has fulfilled the Victory Check Objective and it is the final Historical Period of the scenario, the player wins the game.
- If the player has fulfilled the Victory Check Objective and it is not the final Historical Period of the scenario, continue to step 2.

Step 2: Remove the current Historical Period’s History Card from the game. Remove all Development cards remaining in the Development Cards deck from the game (cards in-hand and cards that are in-play remain as they are; only remove the cards that are in the deck).

***Player Note:** A new deck of Development Cards will be formed when the next History Card’s “When revealed” effect is executed in step 3.*

Step 3: Place the next Historical Period’s History card into play. Resolve the “When revealed” effect on the front side of the card (the side opposite that with an Enemy Action Table).

Step 4: Place the Passage of Time and Operations counters on the “Start” space of the Operations Track. Go to the Operation Cleanup Phase (3.4).

2.11 Military & Culture Points

2.11.1. Player Defeat

The instant that the player has 0 Military and 0 Culture points, the player loses the game.

2.11.2. Military Points

Military Points are acquired during Planning (Headman Action allows conversion of 1 Culture Point into 1 Military Point). The player may never have more than 9 nor fewer than 0 Military Points. If called upon to lose one or more Military Points and the player currently has 0 Military Points, the player must instead lose 2 Culture Points for each unfulfilled Military Point loss.

2.11.3. Culture Points

Culture Points are acquired during a Culture Operation. The player may never have more than 9 nor fewer than 0 Culture Points. If called upon to lose one or more Culture Points and the player currently has 0 Culture Points, the player must instead lose 2 Military Points for each unfulfilled Culture Point loss.

3. Sequence of Play

Comanchería uses the following sequence of play. Repeat this sequence until the game ends, then determine victory or defeat.

3.1. War Column Phase

For each Active War Column, the player will determine whether or not that War Column moves nearer to a target.

War Column Phase Procedure:

Step 1: Discard any face-up card from the War Event box on the map. If there is no War Column in-play, terminate this procedure, otherwise, draw 1 card from the War Deck. Consult the War Column Movement portion of the card.

Each Active War Column moves the specified number of spaces nearer to the nearest Ranchería (if more than 1, use Alphabetic Priority to determine the target), stopping in any space containing an Allied Tribe, Band, or Ranchería. If already in the same space as an Allied Tribe, Band, or Ranchería, the War Column does not move.

- Colonial Enemy War Columns may never move across dashed line connections unless permitted by a card effect.

IMPORTANT: North (Tribe) War Columns may move across dashed line connections.

- Colonial Enemies ignore any Ranchería in Palo Duro Canyon. Pieces here are not visible to the War Column.

IMPORTANT: Pieces here are visible to North (Tribe) War Columns.

- If no Ranchería is visible to the War Column, the War Column moves nearer to a Band counter.
- If no Band and no Ranchería are visible, the War Column loses 1 strength and remains in place. The War Column *may* be reduced to 0-strength in this case, and if so, the War ends.

Step 2: Roll one die for each in-play War Column. If the die roll result is $<$ the War Column's strength, reduce its strength by 1.

Step 3: Draw 1 card from the War Deck, and place it into the War Event box on the map. Consult the War Event portion of the card (execute any "When Revealed" effect).

Step 4: In each War Space that contains a Band, or Allied Tribe, (but no Ranchería) the player must fight a Battle.

Step 5: In each War Space which contains a Ranchería:

- If the Ranchería has 0 Bands in its Resources box, the player loses 1 Military Point and suffers Ranchería Destruction (2.5.3).
- If the Ranchería has 1+ Band(s) in its Resources box:
 - » Lose 1 Military Point *and* fight a Battle (7.1), or
 - » Lose 2 Military Points and all Captives; War Column strength -1 . If War Column Strength 0, War Ends; otherwise, place Colonial War Column on its square Enemy Space (random selection if East) or North Enemy on the nearest non-Allied Tribe counter.

3.2. Operation Selection Phase

The player must select ONE Operation:

A. Mandatory Operation: If there are no Band counters in-play, or if the Operations counter is in the "Must do Passage of Time" space of the Operations Track, the player must conduct a Passage of Time Operation.

B. Take Actions: Allows you to activate Bands in order to execute player actions (section 5). See 4.1 for the procedure.

C. Culture: Allows you to improve the Culture rating of the Comanche people. See 4.2 for the procedure.

D. Planning: Allows you to improve the medicine of your headmen, move Rancherías, acquire APs, and/or take Development Cards into hand. See 4.3 for the procedure.

D. Passage of Time: If not required as a Mandatory Operation, the player may voluntarily carry out this Operation as long as the Operations counter is in a numbered space. Passage of Time has a number of benefits, although there is a risk that the player may be required to take a Victory Check (and if the current History

Card's Victory Check Objective has not been fulfilled, the player will lose the game). See 4.4 for the procedure.

3.3. Operation Execution Phase

The player now executes the Operation chosen in the Operation Selection Phase. Section 4 contains the procedure for the selected Operation.

3.4. Operation Cleanup Phase

Operation Cleanup Phase Procedure:

Step 1: Enforce stacking rules (see 2.4), then Bands in a Ranchería may relinquish possession of Resource and/or Mahimiana counters. Transfer any Resource counters in the same space as the Operations counter on the Operations track to any Ranchería Resources box. Return all Success counters from the same space as the Operations counter to the draw cup.

Player Note: Resource counters can end up on the Operations Track due to card effects.

Step 2: Roll a die for each Ranchería with Finished Bands. If the die roll is $\leq$ the number of Finished Bands in that Ranchería, the Enemy will execute one free Instruction. Execute Instructions as per 6.2.2.B.

Step 3: Draw and reveal 1 counter from the Success Check Draw Cup:

- If it is a Success counter, return it to the draw cup. Conduct 6.2.2.A using all Enemy AP counters in Available Enemy APs box, plus those saved on the General Records Track. If the Enemy has 0 APs at this time, however, do not conduct 6.2.2.A; skip to step 4 of this procedure instead.
- If it is an Instruction counter, resolve it immediately as per 6.2.2.C. Then, if >0 Enemy APs, conduct 6.2.2.A using all Enemy AP counters in Available Enemy APs box plus those saved on the General Records Track.
- If it is an Enemy AP counter, place into the Available Enemy APs box. Conduct 6.2.2.A using all Enemy AP counters in the Available Enemy APs box plus those saved on the General Records Track.

Step 4: If the SANTA FÉ TRAIL (card #43) has been revealed, draw and place 1 counter from the Success Check Draw Cup face-down and place the "?" counter sight unseen into a Wagon Train map space nearest to the northern East square Enemy Space which (a) does not already contain such a counter, and (b) does not contain a Settlement, Ranchería, or Band (may contain Bison and/or a Tribe).

- If an Enemy Instruction counter is drawn, draw again, then return the Instruction counter to the draw cup.
- If a counter cannot be placed because no space can receive it, instead of drawing a counter: reveal each "?" counter on the map. Return Success counters to the draw cup. If Enemy AP counter(s) are revealed, place them into the Available Enemy APs box, then conduct 6.2.2.A using all Enemy AP counters in the Available Enemy APs box plus those saved on the General Records Track.

The player then returns to the War Column Phase (3.1).

4. Player Operations

4.1. Take Actions

This Operation allows the player to activate one Ranchería. Depending on the Paraibo medicine of the activated Ranchería, the player may then activate one or more Band counters affiliated with the active Ranchería. Band counters may then carry out Player Actions.

Take Actions Procedure:

Step 1: Choose a Ranchería to activate. Flip all Band counters in the activated Ranchería's Resources box to their unfinished side, then place them into empty spaces to the immediate left of the Paraibo's medicine counter on the active Ranchería's Medicine Track. The player must place as many Band counters as possible (and may not voluntarily withhold Bands in the Resources box).

Example: The player activates Ranchería A. The Paraibo for Ranchería A has a medicine rating of 3. There are four Bands in Ranchería A's Resources box. The player places a Band into the 2, 1, and 0 spaces of the Paraibo's Medicine Track. One Band will have to remain in Ranchería A's Resources box and not activate until Step 4.

In the event that there are no Ranchería counters on the map, or no Band counters in any Rancherías outside The Reservation, skip to step 4 below.

Step 2: Activate the right-most Band counter from the active Ranchería's Medicine Track as per 4.1.1.A.

IMPORTANT: The player must activate at least 1 Band during this step.

Example: Continuing from the previous example... Three Bands are on paraibo A's Medicine Track. The Band in the "2" space of the track must be activated. After it is finished, the player may activate the Band in the "1" space. When it is finished, the player may activate the Band in the "0" space.

The player may now conduct actions (see section 5 for Player Actions) with the active Band. When the active Band has spent all available Movement Points (MPs), or the player does not wish to spend any more MPs, flip the Band over to its Finished side.

If Bands remain on the Medicine Track, the player may either repeat this step or go on to step 3.

Player Note: This rule means that only influential headmen can command a large number of Bands. Concentration of Bands means a concentration of power, but it is also a political liability and often difficult to manage.

Step 3: The player may collect APs equal to the number of empty numbered spaces to the left of the leftmost Band's space on the Medicine Track, then return that Band to the Ranchería's Resources Box, marked as Finished.

Example: The player has two Bands on Ranchería B's Medicine Track. The Paraibo has a medicine rating of 4. The Band in the medicine rating 3 space is activated, spends MPs, and is then marked as Finished. The player has now activated the manda-

tory one Band. The player decides to use the Band remaining on the "2" space of the Medicine Track to gain APs. The player collects 2 APs because there are 2 empty spaces to its left on the track. The player then returns that Band to the Resources box of Ranchería B marked as Finished.

Historical Note: This represents the use of a charismatic headman's influence to gain long-term strategic advantage.

If Bands remain on the Active Ranchería's Medicine Track, return them to the Ranchería's Resources box unfinished.

Step 4: The player may activate any one in-play Band (including one previously activated this turn) by spending APs equal to that Band's strength. Such a Band may be activated from any location except The Reservation (8.1). If the Band is marked as Finished, flip it back over to its unfinished side before taking possession of resource and/or Mahimiana counters and spending MPs. When the active Band has spent all available MPs (or the player does not wish to spend any more MPs), flip the Band over to its Finished side.

Repeat this step until either no APs remain or the player declines to spend further APs.

Player Note: This is the only way to activate a Band outside of a Ranchería.

Step 5: If the "Operations" counter in the Operations Track is in a numbered space, make a die roll. If the result is $\leq$ the number in the "Operations" counter's space, move the counter into the "Must do Passage of Time" space; otherwise, advance the "Operations" counter one box towards "Must do Passage of Time". Go to the Operation Cleanup Phase (3.4.).

4.1.1. Activating Bands

Bands are usually activated from a Ranchería which has been activated in step 1 of the Take Actions Procedure (4.1). Bands can also be activated by spending APs during step 4 of the Take Actions procedure.

A. To activate a Band from a Ranchería:

- Remove the Band from the active Ranchería's Medicine Track and place it into the same map space as its Ranchería's counter (this does not cost any MPs).
- The activated Band may take possession of any number of unpossessed Resource counters from its Ranchería's Resources box. Place possessed counters under the activated Band to show possession.
- The activated Band may take possession of one unpossessed Mahimiana counter from its Ranchería's Resources box (even if he does not belong to the same Ranchería). Place the Mahimiana counter under the activated Band to show possession.

Player Note: Bands do not all have to execute the same actions. Furthermore, a Band may repeatedly execute the same action (like Raid) over and over again as long as it has MPs to spend.

B. To activate a Band from a map space, simply declare that Band to be active in its present space.

C. Upon being activated a Band receives Movement Points (MPs) equal to its printed MP rating (lower right of counter). The activated Band then spends its MPs to execute Actions (see section 5 for Player Actions).

- Place the MPs counter on the General Records Track to indicate the number of Movement Points the active Band has available to spend. Move the MPs counter down the track as the Band spends its MPs.
- At any time during its activation, an active Band may spend Horses counters in its possession. Each Horses counter spent gives the active Band +1 MP to use.

Example: A Band has 2 MPs remaining, but wishes to conduct an action that requires 3 MPs. The active Band may spend a Horses counter that it is stacked with in order to get an additional MP. The Band is then left with 0 MPs. If it has additional Horses counters stacked with it, it may spend those as well to continue conducting actions.

D. When an activated Band is marked as Finished, it retains possession of all counters stacked underneath it.

IMPORTANT: Possessed counters may only become unpossessed during the Operation Cleanup Phase (3.4).

4.2. Culture



This Operation allows the player to collect Culture Points.

Culture Procedure:

Step 1: Increase Culture Points by 1 for each Territory containing 1 or more Rancherías. Increase Culture Points by 1 for each Comanche-Controlled Territory.

Step 2: If the “Operations” counter in the Operations Track is in a numbered space, make a die roll. If the result is $\leq$ the number in the “Operations” counter’s space, move the counter into the “Must do Passage of Time” space; otherwise, advance the “Operations” counter one box towards “Must do Passage of Time.” Go to the Operation Cleanup Phase (3.4).

Player Note: This operation represents time being spent engaged in building and developing the Tribe’s cultural identity.

4.3. Planning

This Operation allows the player to improve the medicine of his headmen, conduct powerful Headman Actions, and move Ranchería counters.

Planning Procedure:

Step 1: For each Mahimiana with 1 or more Success counters on his Medicine Track: increase his medicine by 1.

Step 2: Shakedown Dance; select a Ranchería with an in-play Mahimiana with 1 or more Success counters on his Medicine Track (if none, go to step 3).

- Transfer 1 Success counter from the Mahimiana’s Medicine Track to the Paraibo’s Medicine Track (same Ranchería).

- If more Success counters remain on the Mahimiana’s Medicine track, increase his medicine by 1 and transfer 1 of his Success counters to the space on the Operations track that contains the fewest Success counters (player’s choice if more than one space qualifies).

Repeat this step until there are no Success counters remaining on any Mahimiana’s Medicine track.

Example: There are 4 Success counters on the Medicine Track of the Mahimiana from Ranchería “A” so I increase that Mahimiana’s medicine by 1. I then transfer 1 Success counter onto Paraibo A’s Medicine Track. Three Success counters remain on Mahimiana A’s Medicine Track so I increase his medicine by 1 and transfer 1 Success counter to the Operations Track. Since there are no Success counters anywhere on the Operations Track, I can place it wherever I want. It makes the most sense to place it in the space next to the “Operations” counter because in Step 1 of Operation Cleanup (3.4), it will go back into the draw cup. Now two Success counters remain in the Mahimiana’s Medicine Track so I must repeat this step: I transfer 1 Success to the Paraibo’s track. I then increase the Mahimiana’s medicine by 1 and transfer 1 more Success to the Operations Track. Since I must place it into a space with the fewest such counters, I place it into the space closest to the “operations” counter that doesn’t already contain a Success counter so that it will be returned to the draw cup at the end of my next Operation.

Cultural Note: Following a successful raid, it was common practice to share the spoils with others in a Ranchería. To the Comanche, giving of gifts meant that you were in relationship with one another. Furthermore, it was socially important to be generous. Hoarding of wealth was not common in Comanche society. The “shakedown” dance was a dance that was held at which anyone could come and take from the spoils of the successful warriors. The more you gave, the higher you rose in the society.

Step 3: In each Ranchería with 1 or more Success on its Paraibo’s Medicine Track (if none, go to step 4), increase the Paraibo’s medicine by 1 for each Success counter on his track, then transfer all of his Success counters to the Out of Play box.

Cultural Note: The greater the success the young warriors had, the greater the prestige gained by the Paraibo of their Ranchería.

Step 4: Each in-play Ranchería’s Paraibo may either conduct one Headman Action OR attempt to take more than one Headman Action.

To attempt more than one Headman Action roll a die:

- If the result is $\leq$ the Paraibo’s medicine, the Paraibo gets to take a number of Headman Actions equal to the die roll.
- If the result is $>$ the Paraibo’s medicine, the Paraibo does not get to take any Headman Action.

Design Note: *The Comanche loved to gamble, and that is basically what the player is allowed to do here. The choice basically comes down to this: take one guaranteed Headman Action or attempt to take more than one Headman Action but with the risk of getting to take no Headman Action with that Paraibo.*

The player does not have to pre-designate which Paraibos will make the die roll. He can declare that one Paraibo will roll a die, make the die roll, carry out Headman Actions with that Paraibo (if the die roll was favorable), then move on to the next Paraibo and decide whether to take the one guaranteed Headman Action or roll the die for him, and so forth.

There are four different Headman Actions to choose from (in-play cards may allow additional Headman Actions):

(1) Collect 1 AP: If the Paraibo's medicine is 2 or higher, reduce it by 1 and collect 1 AP. Just to be clear: the Paraibo must have at least 2 medicine in order to conduct this Headman Action. Remember, a maximum of 9 APs may be saved (2.8.B).

(2) Buy Development Card: Spend AP(s) to buy one face-up Development Card eligible for purchase (see card text). Yes, the player must have APs in order to spend them—no deficit spending.

(3) Return 1 Success to Draw Cup: Spend 1 AP to return 1 Success counter from the Out of Play box to the draw cup.

(4) Convert Culture into Military Point: If Culture Points > Military Points, convert 1 Culture Point into 1 Military Point (reduce Culture by 1 and increase Military by 1).

Player Tip: *Having more Rancherías in-play means more Paraibos in-play. More Paraibos in-play means more Headman Actions during Planning. Headman Actions are powerful.*

Step 5: Roll a die for each Mahimiana of each in-play Ranchería which currently has a medicine rating of 0, and halve the result (but to a minimum of result of 1). Mark the result on the Headman Medicine Track. If the Mahimiana's counter is in the Out of Play box, return it to its Ranchería's Resources box.

Design Note: *This step is one of two ways in which Mahimianas who have died are replaced. The only other way to replace a fallen Mahimiana is during Passage of Time.*

Step 6: All Finished Band counters are reduced in strength by a factor of 1 and marked as unfinished (1-strength Bands are removed to stock along with any resources in their possession; a Mahimiana is returned to its Ranchería unpossessed).

Design Note: *Note that it is possible for a Ranchería to be left without a Band after this step. This doesn't mean that this group of Comanche are without any male population. It means that the male population of warrior age is presently insignificant. What is happening in this step is this: I have chosen to model attrition of the warrior population during the Planning Operation. Headman Actions, which are the core advantage of Planning, are quite powerful, but the player must take care when to use Planning because of the attrition his Bands will incur.*

Step 7: The player may move all in-play Ranchería counters:

- Each Ranchería counter may move a number of spaces equal to the sum total of the strength of the Bands in its Resources box.

Example: Ranchería "C" has a 1-strength and two 2-strength Bands in its Resources box. It may move up to 5 spaces.

- Rancherías move from space to adjacent space (no skipping spaces). The type of connection does not matter (dashed or solid lines).
- Rancherías may not enter Enemy Spaces, but may pass through (and not stop in) Peace Spaces.
- Rancherías that stop in the same space as a Band absorb that Band (place that Band into the Ranchería's Resources box).
- Bands may not be dropped off.
- If a Ranchería enters the same space as a "?" counter (face-down counter from the Success Check Draw Cup), reveal it: Enemy APs go to Available Enemy APs box; return Success counters to the draw cup.

Design Note: *Comanches were a nomadic people. That said, there are two things to keep in mind: the map spaces represent huge swaths of territory (just two spaces would encompass the whole territory represented by the Navajo Wars map). And just because a Ranchería is stationary doesn't mean the people are completely stationary. What is happening here in this step is a larger than ordinary migration.*

Step 8: The Enemy executes 1 free Instruction per 6.2.2.B.

Step 9: If the "Operations" counter in the Operations Track is in a numbered space, make a die roll. If the result is $\leq$ the number in the "Operations" counter's space, move the counter into the "Must do Passage of Time" space; otherwise, advance the "Operations" counter one box towards "Must do Passage of Time". Go to the Operation Cleanup Phase (3.4.).

4.4. Passage Of Time

This Operation allows the player to return Success counters to the Success Check Draw Cup, create and reorganize Bands, bring new Ranchería counters into play, and roll to place or move Bison counters.

The player must also, however, conduct a death check for each of his headmen. Furthermore, he must roll dice to see if he must conduct a Victory Check. Each Passage of Time Operation conducted increases the chance that a Victory Check procedure will be performed and a new Historical Period will begin.

In short, this Operation abstractly governs the progression of time in the game.

Passage of Time Procedure:

Step 1: Mark all in-play Bands as unfinished.

Step 2: The player may spend Resource counters from any and all in-play Rancherías in order to create new Band counters:

- It costs population points (pop points) equal to $1 + \text{number of new Bands already created in this Ranchería in this step.}$

- The player cannot “make change” with pop points. Pop points spent must equal or exceed the total cost needed to make the new Bands.

Example: The player wishes to make two new Bands which costs 3 pop points) but only has 2 Food counters (which costs 3 pop points). The player will have to spend both Food counters in order to make the purchase.

- Newly-created Bands are taken from available stock and are always 1-strength.
- Newly-created Bands are always placed into the Resources box of the Ranchería from which resources were spent to create them.

Example: The player creates one new 1-strength Band in Ranchería A by spending a Bison counter (1 pop point). The player then creates a second 1-strength Band in Ranchería A by spending a Food counter (2 pop points).

Step 3: The player may spend Resource counters from any and all in-play Bands and/or Rancherías in order to increase the strength of Band counters:

- Each pop point spent increases the strength of a Band by 1.
- Each Band to be strengthened must either be located in the Resources box of the Ranchería from which resources are spent to strengthen them, or be in possession of the resources spent to strengthen them (as in the case of a lone Band in a map space).

Example: The player spends a Food counter (2 pop points) to increase a 1-strength Band into a 2-strength Band and a second 1-strength Band into a 2-strength Band. The player then spends another Food counter to increase a 1-strength Band into a 3-strength Band.

Step 4: The player may place one new Ranchería into play. Place the new Ranchería into a space occupied by a lone Band (no other Ranchería in that space). Remove the Band and place it (along with any possessed Resources and Mahimiana counters) into the new Ranchería's Resources box. The Band retains possession for now.

- The new Ranchería is given a Paraibo medicine rating equal to the new Ranchería's Band strength (strength of the Band used to create it).
- If the creating Band possesses a Mahimiana counter, exchange it for one with the letter matching the new Ranchería's ID. Set the Mahimiana's medicine so that it matches the rating it formerly held with its old Ranchería, then place the old Mahimiana counter unpossessed into its old Ranchería's Resources box and set its medicine to 0 (it will be tested later in this procedure).

Example: There is a 2-strength Band with a Horse and a Mahimiana with medicine of 3 from Ranchería B in Area 3 of Brazos Colorado. The player wants to create a new Ranchería so he removes the 2-strength Band from the map, places it into the Resources box of Ranchería C while retaining possession, then places Ranchería C's hexagonal counter into the space formerly occupied by the Band. The player then sets Ranchería C's Paraibo medicine to show a rating of 2—equal to the strength

of the Band used to create the new Ranchería. The player then finds the Mahimiana counter for Ranchería C, places it under the Band counter in Ranchería C's Resources box and sets his medicine to 3—same as what he had when he was affiliated with Ranchería B. Finally, the player takes the Mahimiana affiliated with Ranchería B from under the Band counter and places it unpossessed into Ranchería B's Resources box and sets his medicine rating to 0.

- If the new Ranchería does not have a Mahimiana counter in its Resources box, place its affiliated Mahimiana counter into the new Ranchería's Resources box and set his medicine to 0.

Step 5: The player may voluntarily “retire” any Mahimiana with a rating greater than 1 in order to transfer his medicine to his Ranchería's Paraibo. In effect, the retired Mahimiana becomes the new Paraibo.

To do this, simply set the Paraibo medicine of the Ranchería belonging to the retired Mahimiana to the same value as the retired Mahimiana's medicine. Then, reduce the retired Mahimiana's medicine rating to 0. If the retired Mahimiana's counter is located anywhere other than his Ranchería's Resources box, return him unpossessed to that Resources box.

Step 6: Conduct a Headman Death Check by rolling a die for each in-play headman, excepting those in which a Mahimiana retired in step 5.

- If the die roll is $\geq$ the headman's medicine, there is no effect.
- If the die roll is $<$ the headman's medicine, the headman dies and his medicine is reduced to a value equal to that of the die roll.

Example: The Mahimiana for Ranchería “B” has a rating of 4. I roll a 2. Because this roll is less than the headman's rating I adjust the Mahimiana counter on his Medicine track to show a rating of 2. Now I roll for the Paraibo who has a rating of 5. My die roll is a 5 so he remains alive.

Step 7: Roll a die for each Mahimiana of each in-play Ranchería which currently has a medicine rating of 0, and halve the result (but to a minimum result of 1). Mark the result on the Headman Medicine Track. If the Mahimiana counter is in the Out of Play box, return it to its Ranchería's Resources box.

Design Note: Only headmen belonging to a newly-created Ranchería (see step 4) or that have retired (see step 5), or that have died as a result of Battle or Ranchería Destruction will have a medicine rating of ‘0’.

Step 8: Return all Success counters from the Out of Play box, Operations Track, and Medicine Tracks to the Success Check Draw Cup.

Step 9: All Resource counters on the Operations track are transferred to the Resources box of any in-play Rancherías.

Step 10: Each Tribe and Settlement counter on the map which is marked with one or more Ravaged counters is removed to stock. If no Tribe or Settlement is removed during this step, -1 Military Point. Remove all Ravaged counters from all map spaces.

Design Note: *Ravaged counters represent both real and psychological impact that the Numuntu war parties left in their wake. With time, however, the terror they inflict begins to fade.*

Step 11: Make a die roll for each Peace and Ally counter in a map space (i.e., each Peace Space). If the die roll is $>$ the AP cost of the counter, return the counter to the topmost empty space of its column on the Enemy Instruction Display.

Step 12: Randomly select a territory. Place one available Bison counter into any empty space in that territory (player's choice).

- If there is no empty space in the randomly determined territory, remove any one Bison counter from a space in the randomly determined territory and place it into any empty space (not Enemy Space) on the map (player's choice).
- If there is no empty space and no Bison in the randomly determined territory, there is no effect.

Repeat this step for each empty Development Card space (therefore, the player can do this step a maximum of four times if all three Development Card spaces are empty).

Step 13: Discard all cards in Development Card spaces. Resolve all "if discarded" effects. Next, draw and reveal new Development cards one at a time until all Development Card spaces are filled. Resolve any "When revealed" effect on each card as it is revealed.

Step 14: The player may purchase one Culture Card (1.3.3).

Clarification: The player may not spend 2 Military Points in lieu of 1 Culture Point in order to purchase a Culture Card.

Step 15: Place the "Operations" counter on the "Start" space of the Operations Track.

If the "Passage of Time" counter in the Operations Track is in a numbered space, make a die roll. If the result is $\leq$ the number in the "Passage of Time" counter's space, conduct a Victory Check (2.10) and terminate this procedure; If the "Passage of Time" counter is in the "Must do Passage of Time" space, conduct a Victory Check (2.10) and terminate this procedure; otherwise, advance the Passage of Time counter one box towards "Must do Passage of Time" and go to the Operation Cleanup Phase (3.4).



5. Player Actions

5.1. General Rules

Player Actions are performed by active Band counters during a Take Actions Operation. Each Action requires MPs to be spent by the active Band. The active Band must have enough MPs to conduct an Action (no deficit spending; but see 4.1.1.C, second bullet). The space the active Band occupies is the target space for each Action except the Move (5.2.2) action, in which case the destination is the target space.

5.2. Action Specific Rules

5.2.1. Hunt

Cost: 2 MPs if the Band possesses a Mahimiana; otherwise 3 MPs.

Prerequisite: Target space must contain a Bison counter.

Procedure: The active Band takes possession of the Bison counter.

5.2.2. Move

Cost: MP cost depends on whether or not the active Band possesses a Horse counter.

- Band possesses at least one Horse: 1 MP to cross line connections.
- Bands possesses no Horse counter: 2 MPs to cross line connections.

Procedure

Move to an adjacent space. Bands can also cross dashed line connections without penalty.

If marked as "Finished" in same space as a "?" counter, reveal it: Enemy APs go to the Available Enemy APs box; return Success counters to draw cup.

5.2.3. Raid

Cost: 1 MP.

Prerequisite: Target space must be an Enemy Space or a Peace Space.

Procedure:

Step 1: Conduct a Success Check (2.9).

Step 2: For each "Success" drawn, collect one Horse or one Captives counter from stock. The Raiding Band takes possession.

Step 3: If at least one Success is drawn, place one Ravaged counter on the Target Space.

Step 4: If the Target Space is a Peace Space, roll a die and modify by +1 for each Ravaged counter in the Target Space. If the modified die roll is $>$ the Peace/Ally Instruction's printed AP cost, remove the Instruction counter to the bottommost space in its column of the Enemy Instruction Display.

5.2.4. Trade

Cost: 1 MP per Resource spent.

Prerequisite: The Target Space must contain a Settlement, Tribe, or be a square Enemy Space. The Target Space may not contain a Ravaged counter. If trading with West, South, or East, there

must not be a Ravaged counter in any Enemy Space belonging to that Enemy, although there may be a Ravaged counter in a space belonging to the same Colonial Enemy.

Example: There is a Ravaged counter on a Settlement belonging to the South. The player may not, therefore, trade in any Enemy Space belonging to the South. Currently Spain is the Colonial Enemy in the South and in the West. Since there are no Ravaged counters in the West, the player may, therefore, trade in an Enemy Space belonging to the West, even though both the West and South are controlled by Spain.

Procedure:

The Band may spend any Bison, Captives, and/or Horses Resource counters in its possession. For each Resource counter spent, the Band must also spend 1 available MP (no deficit spending). For each non-Captives counter spent, the player must also spend 1 AP if not in a Peace Space. For each Resource counter spent, the Band may then collect from stock (and possess):

- 1 Food, or
- 1 Trade Goods

6. The Enemy

6.1. Colonial Enemies

Over the time period depicted by the game, the Comanche people faced enemies from all directions. To simplify game terms, I have chosen to break down the principal enemies according to the cardinal direction from which they came: North, South, East, and West.

With the exception of the North, which represents hostile Tribes residing to the north of and also within *Comanchería*, each Enemy is also assigned a Colonial Enemy marker to further specify which Colonial power governs that Enemy. Each History Card's Enemy Action Table has flag icons which designate the Colonial Power in command of that Enemy.

Example: If you look at History Card #H1, you will see the Burgundy Cross flag next to the South and West. This means that Spain controls both the West and the South.

6.2. The Enemy Instruction Display

6.2.1. Enemy Instruction Display Overview

The Enemy Instruction Display drives the actions that the Enemy will use to work against the player.

The Enemy Instruction Display has four Enemy Columns color-coded for each Enemy, plus one Inactive column. Enemy Instruction counters are placed on this display at setup and will shift around as play progresses.

Each space on the Enemy Instruction Display may contain one Instruction counter—there is no stacking whatsoever on this display.

6.2.2. Resolving Enemy Instruction Counters

Enemy Instruction counters are color-coded to one of four columns on the Enemy Instruction Display. Each Enemy Instruction counter may only be placed into a space belonging to its own color-coded column or the Inactive column.

Example: West counters, for example, cannot be placed into the North's column.

Each Instruction has a name, an alphabetic ID, and a numeric AP cost.

Enemy Instructions may be executed:

- During steps 3 and/or 4 of the Operation Cleanup Phase (3.4).
- During step 8 of a Planning Operation (4.3).
- When an Instruction is drawn from the Success Check Draw Cup during a Success Check (2.9), or during step 3 of Operation Cleanup Phase (3.4).

A. Procedure During Steps 3 and 4 of Operation Cleanup Phase:

Step 1: If the Enemy has at least 1 AP available to spend, roll a die and compare the result on the Enemy Action Table of the current History Card to determine the Active Enemy.

This will identify which Enemy will spend the APs and be the active Enemy for the duration of this procedure.

Step 2: Roll a die and compare the result with the die roll symbols on the Enemy Instruction Display. Each row on the display has a die roll face. Flip the Instruction counter belonging to the active Enemy's column on the row identified by the die roll. If the die roll corresponds to a space which is empty, there is no effect.

Step 3: Total the number of Enemy APs (the points represented by counters) in both the Enemy APs box and on the General Records Track. Compare the sum total with the AP cost of the topmost Instruction in the column belonging to the active Enemy. If the sum total is < the AP cost of the topmost Instruction, go to step 6. Otherwise spend Enemy APs to execute this topmost Instruction.

- Return spent Enemy AP counters to the Success Check Draw Cup.
- If "change" must be made, use the Enemy APs counter on the General Records Track to note the number of Enemy APs available to spend, then return the Enemy AP counter to the Success Check Draw Cup.
- If APs remain available, but no Instructions remain in column belonging to active Enemy, go to step 6.

Example: the Instruction to be executed has a cost of 4 APs. There are two "3 Enemy APs" counters available. Both "3 Enemy APs" counters are spent and returned to the draw cup. The "Enemy APs" counter is adjusted from 0 to the 2 space on the General Records Track.

Step 4: Execute the Instruction paid for in step 3 using specific rules for that Instruction found in section 6.3.

Step 5: Slide the Instruction executed in step 4 to the Inactive Column on the Enemy Instruction Display (but keep it in the same row), then return to step 3.

Step 6: Increase the Enemy APs on the General Records Track by the total AP value of all Enemy AP counters remaining in the Available Enemy APs box, then return all Enemy AP counters to the Success Check Draw Cup. Reset the Enemy Instruction Display (6.2.3).

B. Procedure During Step 2 of Operation Cleanup or Step 8 of Planning Operation:

Step 1: Roll a die and compare the result on the Enemy Action Table of the current History Card to determine the Active Enemy. This will identify which Enemy will execute an Instruction counter.

Step 2: Roll a die and compare the result with the die roll symbols on the the Enemy Instruction Display. Each row on the display has a die roll face. Flip the Instruction counter belonging to the active Enemy's column on the row identified by the die roll. If the die roll corresponds to a space which is empty, there is no effect.

Step 3: Execute the topmost Instruction of the active Enemy for free.

Step 4: Reset the Enemy Instruction Display (6.2.3).

C. Procedure When an Instruction is Drawn from the Success Check Draw Cup During a Success Check, or During Step 3 of Operation Cleanup Phase (3.4):

Step 1: Execute the Instruction on the front (non-striped) side of the counter drawn from the draw cup. The Enemy to whom the counter belongs is the active Enemy for the duration of this procedure.

Step 2: Roll a die and compare the result with the die roll symbols on the Enemy Instruction Display. Remove the Instruction counter belonging to the active Enemy from the row matching the die roll, and place it into the Success Check Draw Cup. If the space rolled for is blank, roll again until the result shows an occupied space. If not placed on the map (War, Peace, Raid, Ally), place the Instruction counter resolved in step 1 into the topmost empty space of its column on the Enemy Instruction Display.

Example: I pulled a yellow [West] Instruction counter from the draw cup. After executing that Instruction, I roll a die. My die roll is a 3. I remove the yellow [West] Instruction counter from the 3 row of the Enemy Instruction Display and replace it with the Instruction I just executed. The removed Instruction is then placed into the draw cup.

6.2.3. Resetting the Enemy Instruction Display

When called upon to reset the Enemy Instruction Display, carry out the following procedure.

Procedure:

Step 1: Starting with the top and working your way down, in each Enemy Column (not the Inactive Column) slide each Instruction Counter up so as to fill the topmost empty space in its column.

Step 2: Starting with the bottom and working your way up, in the Inactive Column of the Enemy Instruction Display, take each counter and place it in the topmost empty space of the Column to which it belongs. When finished with this step all spaces on the Inactive Column will be empty and the only empty spaces (if any) in Enemy Columns will be on the bottom.

6.3. Enemy Instruction Specific Rules

The following rules govern the execution of each Instruction counter.



6.3.1. Ally

Procedure:

Step 1: If there are one or more Ravaged counters in an Enemy Space belonging to the Active Enemy, execute a Recover Instruction (6.3.7) instead and terminate this procedure.

Step 2: Place the Ally Instruction counter into the same space as a non-Allied Tribe (player's choice). The Ally counter may not be placed into the same space as a War Column. That Tribe is now an Allied Tribe. If there are no eligible spaces in which to place the Ally counter, execute an Encroach Instruction (6.3.3) instead and terminate this procedure.

Ally counters also have lingering effects:

- Peace Space status is conferred upon the space containing the Ally counter. Peace Space status impacts a number of Player Actions (section 5).
- Allied Tribes may influence War Column movement (3.1, step 1).
- Allied Tribes may force a battle with a War Column (3.1, step 4).

If the Tribe on which an Ally counter has been placed is removed from play, return the Ally Instruction counter to the bottommost space of its column on the Enemy Instruction Display.

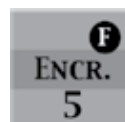


6.3.2. Culture Attack (Cult.)

Procedure:

Step 1: If there are one or more Ravaged counters in an Enemy Space belonging to the Active Enemy, execute a Recover Instruction (6.3.7) instead and terminate this procedure.

Step 2: The player loses 1 Culture Point. The player loses an additional Culture Point for each Settlement belonging to the Active Enemy.



6.3.3. Encroach (Encr.)

Procedure:

Step 1: If there are one or more Ravaged counters in an Enemy Space belonging to the Active Enemy, execute a Recover Instruction (6.3.7) instead and terminate this procedure.

Step 2: Roll a die to determine which territory will receive the Tribe counter. Place an available Tribe counter into a space in that territory (player's choice). Any Bison in the space are returned to stock.

- Placement must comply with stacking (2.4). If the territory does not contain a space which can receive the counter, place it into the territory with the next higher die roll symbol (if on '6' start over with '1')—repeat until a Tribe is placed. In the unlikely event that there is not a space on the map which can receive the counter, execute a Hunt Instruction instead (6.3.4) and terminate this procedure.
- If there are no Tribe counters available to be placed, execute a Hunt Instruction (6.3.4) instead and terminate this procedure.



6.3.4. Hunt

Procedure:

Step 1: If there are one or more Ravaged counters in an Enemy Space belonging to the Active Enemy, execute a Recover Instruction (6.3.7) instead and terminate this procedure.

Step 2: Randomly determine a territory. If one or more Bison are in that territory, remove 1 Bison counter to stock (random selection).

- If the territory rolled for does not contain any Bison, select the territory with the next higher die roll symbol (if on '6' start over with '1')—repeat until a Bison is removed.
- If no Bison are in any round map space, there is no effect.

***Design Note:** This Enemy Instruction represents rival hunters poaching on Comanche hunting grounds.*



6.3.5. Peace

Procedure:

Step 1: If there are one or more Ravaged counters in an Enemy Space belonging to the Active Enemy, execute a Recover Instruction (6.3.7) instead and terminate this procedure.

Step 2 (if the active Enemy already has a War Column in a map space): If that War Column is already in the same space as a Ranchería, Band, or Allied Tribe, terminate this procedure; otherwise, compare its strength with that of the Peace Instruction being executed:

- If the Active Enemy's War Column's strength is < the AP cost of the Peace Instruction, War Ends. Treat the Peace Instruction as having been resolved and place it on the topmost empty space on the Inactive column of the Enemy Instruction Display. Terminate this procedure.
- If the Active Enemy's War Column's strength is ≥ Peace Instruction's AP cost, perform 3.1, steps 1 and 2. Treat the Peace Instruction as having been resolved and place it on the Inactive column of the Enemy Instruction Display. Terminate this procedure.

Step 3: Place the Peace counter on the active Enemy's square space (if East, place it on the southern East square space). Replace any pre-existing Peace counter (put the counter leaving the map into the top-most empty space of the Inactive Column on the Enemy Instruction Display).

Peace counters have the following lingering effects:

- Peace Space status is conferred upon the space the Peace counter occupies (both East square Enemy Spaces), as well as any Settlement belonging to that Colonial Enemy. Peace Space status impacts a number of Player Actions (section 5).
- An Enemy with a Peace counter in-play will not fully execute a War Instruction. See 6.3.10.

***Design Note:** This Instruction represents the cessation of hostilities and/or the forging of special trade relationships with foreign tribes and/or colonies.*



6.3.6. Raid

Procedure:

Step 1 (if the North already has a War Column in a map space): If that War Column is already in the same space as a Band or Ranchería counter, terminate this procedure; otherwise, move the North's War Column one space using the exact method found in 3.1 step 1 and check for its strength reduction using the exact method found in 3.1 step 2, then terminate this procedure.

Step 2: If there are one or more Ravaged counters in an Enemy Space belonging to the Active Enemy, execute a Recover Instruction (6.3.7) instead and terminate this procedure.

Step 3: Form a War Column by placing the Raid Instruction being executed into the same space as a randomly chosen non-Allied Tribe nearest to a Ranchería (if no Ranchería, nearest to a Band).

IMPORTANT: Dashed line connections may be used to trace the route when considering nearest non-Allied Tribe on which to place the counter.

Place a North War Column strength counter equal to the AP cost of the Raid Instruction into the same space. If there are no non-Allied Tribes in-play, execute an Encroach Instruction (6.3.3) instead and terminate this procedure.





6.3.7. Recover

Procedure:

Remove 1 Ravaged counter from any space containing an Active Enemy's piece. If more than one Ravaged counter is on the active Enemy's spaces, randomly choose among the spaces with Ravaged counters to determine which space will have a Ravaged counter removed.

IMPORTANT: Be sure to read the "While in play" text on the current History Card in-play. All History Cards require some Enemy to make a successful die roll before removing a Ravaged counter from a space during a Recover Instruction.



6.3.8. Settle

Procedure:

Step 1: If there are one or more Ravaged counters in an Enemy Space belonging to the Active Enemy, execute a Recover Instruction (6.3.7) instead and terminate this procedure.

Step 2: Place one available Settlement counter belonging to the active enemy into a round map space. Any Bison in the space are returned to stock.

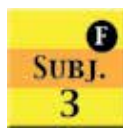
- Place the counter into a space within stacking limitations (2.4) which is as near as possible (fewest MPs) and connected to the active Enemy's square Enemy Space by Enemy Connections (colored lines). If the nearest space is blocked by stacking limitations, move on to the next nearest space and so forth. Since the East has two square Enemy Spaces, choose randomly between the two square spaces when tracing the route.

IMPORTANT: Use only Enemy Connections when tracing the route.

If more than one space could receive a Settlement counter, choose the space with the lowest area value. If more than one still apply, use random selection.

- If the active Enemy does not have an available Settlement counter to place, or cannot place a Settlement legally due to stacking, execute a Subjugate Instruction (6.3.9) instead and terminate this procedure.

Example: The South executes a Settle Instruction. There is a Tribe in Rio Grande #5, the nearest space to the South square space. Rio Grande #4, Rio Grande #6, and Brazos Colorado #6 are each 2 MPs away from the South square space. Of these three spaces, Rio Grande #4 has the lowest value—4, and contains a Bison counter. Since a Bison counter will not block placement, a South Settlement counter is placed into Rio Grande #4 and the Bison counter is returned to stock.



6.3.9. Subjugate

Procedure:

Step 1: If there are one or more Ravaged counters in an Enemy Space belonging to the Active Enemy, execute a Recover Instruction (6.3.7) instead and terminate this procedure.

Step 2: Select a Tribe counter to target.

- Select a Tribe counter nearest (fewest MPs) to one of the Active Enemy's Enemy Spaces. Use only Enemy Connections when tracing the route. If multiple Tribe counters are equally close, select the Tribe occupying the lowest value space, then if more than one still applies, use random selection.
- If there is no eligible Tribe to target: If active Enemy has an available Settlement counter that could be placed with a Settle Instruction (6.3.8), execute a Settle Instruction (6.3.8) instead and terminate this procedure. If a Settlement cannot be placed and the active Enemy's square space is not a Peace Space, execute a War Instruction (6.3.10) instead using the AP cost of the Subjugate Instruction counter and terminate this procedure. If the active Enemy's square space is a Peace Space, execute a Culture Attack Instruction (6.3.2) instead and terminate this procedure.

Step 3: Remove the targeted Tribe counter to stock.



6.3.10. War

Procedure:

Step 1 (if the active Enemy already has a War Column in-play): If that War Column is already in the same space as a Ranchería, Band, or Allied Tribe, terminate this procedure; otherwise perform 3.1, steps 1 and 2, for the active Enemy's War Column then terminate this procedure.

Step 2: If there are one or more Ravaged counters in an Enemy Space belonging to the Active Enemy, execute a Recover Instruction (6.3.7) instead and terminate this procedure.

Step 3: If the active Enemy's square Enemy Space is a Peace Space, remove the Peace Instruction counter and place it on the bottommost empty space of the active Enemy's column of the Enemy Instruction Display, then terminate this procedure.

Step 4: Form a War Column by placing the War Instruction being executed into the active Enemy's square Enemy Space (if East, choose randomly between the two square spaces) along with a strength counter equal to:

The AP cost of the War Instruction, + the number of the active Enemy's Settlement counters in-play, + any modifiers caused by in-play cards.

War Column strength cannot exceed 8.

7. Battles

With the exception of a few Development Cards, Battles only happen during step 4 and/or step 5 of the War Column Phase (3.1).

Player Note: *The player may want to precipitate a battle outside of a Ranchería. This can be achieved by sending a Band into a space either containing an enemy War Column, or into which the player anticipates that a War Column may move. Then, during the next War Column Phase, if the Band is in the same space as a War Column, a battle will occur.*

7.1. Battle Resolution

Procedure:

Step 1: Determine the Comanche unit:

- If the Battle takes place in a map space which contains a Ranchería, the player chooses which Band in the Resources box is the Comanche unit. The Comanche unit may take possession of any unpossessed Resource and/or Mahimiana counters in the Resources Box.
- If the Battle takes place in a space containing a Band, that Band is the Comanche unit. (**Clarification:** In this case, the Band may only use Resources and/or Mahimiana counters already in its possession).
- If the Battle takes place in a space containing an Allied Tribe, that Allied Tribe is the Comanche unit.

Step 2: If the Comanche unit spends a Guns counter, roll 2 dice and select the highest die roll (if any); if no Guns, roll 1 die. In either case apply the following modifiers to the die roll:

- +? as per any in-play card(s) the player wishes to use.
- + Band strength (if Comanche unit is a Band)
- +2 if Comanche unit is an Allied Tribe
- +1 if the Band fighting the Battle possesses a Mahimiana

IMPORTANT: Only one Mahimiana may participate in a Battle.

- 1 if the Band is on its Finished side.
- ? Battle modifier on War Column Strength counter

Step 3: Determine Battle Result:

- If the unmodified die roll is a 6 or the modified result is ≥ 6 (and not an unmodified 1), the Comanche win the battle;
- If the die roll is an unmodified 1 or the modified result is < 6 the Enemy wins the battle.

Step 4: Apply Battle Results (7.2). If the result stipulates that the “Battle Ends,” terminate this procedure, otherwise return to step 1 and fight another battle round.

7.2. Battle Results

If the Comanche Unit Wins the Battle:

Reduce the War Column’s strength by 1.

- If the War Column’s Strength is > 0 : return to step 1 of Battle procedure and fight another battle round.

- If the War Column’s Strength is reduced to 0: Battle Ends, War Ends, and any participating Mahimiana’s Medicine is increased by 1 (**clarification:** “participating Mahimiana” is one for which a +1 modifier was applied in 7.1 Step 2).
- If the Comanche unit is a Band:
 - » If the Battle was fought in the same space as a Ranchería the Band that fought is returned to that Ranchería’s Resources box.
 - » That Band remains in whatever state (Finished or unfinished) that it was before the Battle.
 - » That Band retains possession of all counters it was equipped with in step 1 of the Battle procedure until the Operation Cleanup Phase.

If the Enemy Wins the Battle:

If the Comanche unit was an Allied Tribe, return the Ally Instruction to the bottommost empty space in its column on the Enemy Instruction Display. Battle Ends; War does not end. The Tribe counter remains (only remove the Ally counter).

If the Comanche unit was a Band outside a Ranchería, reduce its strength by 1. If strength reduced to 0, remove the Band and all resource counters it possesses to stock; any Mahimiana counter stacked with the Band dies (2.6.1); Battle Ends. War does not end.

If the Comanche unit was a Band inside a Ranchería, reduce its strength by 1. If strength reduced to 0, remove the Band and all resource counters it possesses to stock; any Mahimiana counter possessed by that Band dies (2.6.1). If another Band remains in the Ranchería, return to step 1 of Battle procedure and fight another Battle round; otherwise, the Ranchería is destroyed (2.5.3) and War Ends.

8. The Reservation

This section’s rules apply only during the fourth Historical Period of the game, when card #68 MEDICINE LODGE TREATY is revealed.

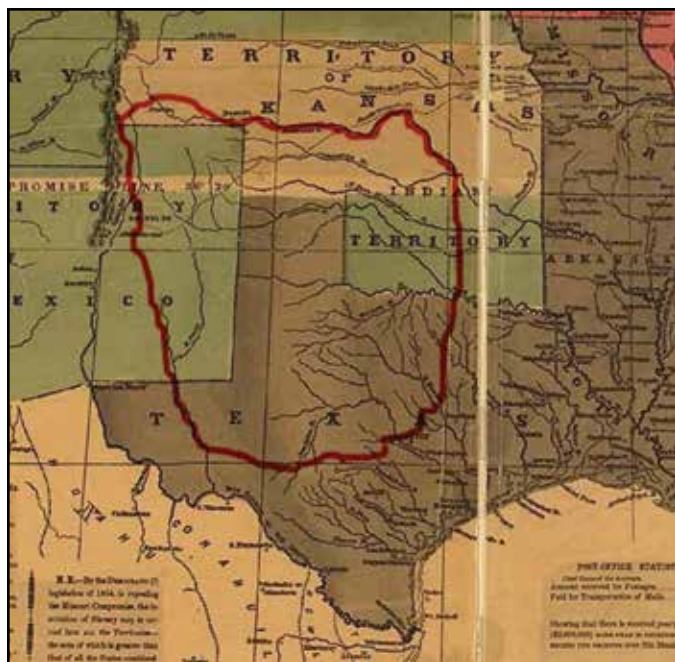
8.1. Removed to the Reservation

While MEDICINE LODGE TREATY is in-play, at the end of each Operation Cleanup Phase, if the player has Military Points $<$ the number of in-play Rancherías outside the Reservation, one Ranchería (chosen randomly) is removed to the Reservation:

Place the Ranchería counter into the Reservation space. All Band and Mahimiana counters in the Ranchería’s Resources box are transferred to the Reservation space. All resource counters in the Ranchería’s Resources box are returned to stock.

Rancherías, Bands, and Mahimiana counters in The Reservation space are considered in-play, but may not be activated unless allowed by a card effect.

The Medicine Tracks of Rancherías in The Reservation are not changed. Paraibos continue to function during Planning Operations.



9. Scenarios

Victory: The goal of each game of *Comancheria* is to fulfill the victory conditions of the scenario being played (listed in the following subsections).

Defeat: The player may suffer a minor defeat during a Victory Check (2.10), failing to achieve the Victory Check Objective of the History Card in-play.

IMPORTANT: The player will suffer a major defeat the instant there are 0 Culture Points and 0 Military Points.

9.1. General Scenario Setup Instructions

9.1.1. Success Check Draw Cup:

In each scenario, unless directed otherwise, prepare the Success Check Draw Cup by placing all Success Check counters (those with a “?” on the reverse side) into a clean, empty, opaque container—the Success Check Draw Cup. The Success Check Draw Cup should contain:

- x 10 “Success”
- x 5 “4 Enemy APs”
- x 4 “3 Enemy APs”
- x 3 “2 Enemy APs”

IMPORTANT: Countersheet space allowed us to include two identical sets of 22 Success Check counters. Only *one* set should be used. Do not combine both sets together! Counters of the spare set can be used to replace damaged or lost pieces and prolong the life of your game.

9.1.2. Enemy Instruction Display:

In each scenario, unless directed otherwise, prepare the Enemy Instruction Display by placing Instruction counters “A” through “F” for each Enemy (West, South, East, and North) into the six spaces of each Enemy’s column on the display (remember, only 1 counter per space). Place counters face-up (striped side down) in alphabetical order with “A” on top and “F” on the bottom. When complete, only the Inactive column spaces should be empty.

In each scenario, unless directed otherwise, place the North Instruction “G” into the empty space on the Operations Track immediately below the “Start” space. Place the other three “G” Instructions into the Out of Play box.

Player Note: “G” Instruction counters will come into play through History Card effects.

9.1.3. Game Decks:

A. Development Cards: Each scenario will specify which Development Cards will constitute the starting Development Card Deck. Shuffle the specified cards and place them face-down in the space provided on the top of the map.

B. War Cards: Shuffle the 25 War Cards and place them face-down near the map.

9.1.4. Culture Cards:

Sort the 24 Culture Cards so that each set forms a stack with Level 3 on the bottom and Level 1 on the top. Place these cards face-up in a convenient area near the map.

9.1.5. Counters

A. Resource Counters: Unless directed otherwise by the scenario setup instructions, all Resource counters should be placed into the “Available Resources” box on the map.

B. All Other Counters: Unless directed otherwise by the scenario setup instructions, all other counters should be placed either in the Out of Play box on the map, or (if that is too crowded), in a convenient space near the map (perhaps a GMT counter tray).





9.2. Onto the Plains

Length: One Historical Period (1700-1749)

Difficulty: Easy

Victory Condition: Fulfill the Victory Check Objective of card H1.

Setup: Set up pieces in the following order (also abbreviated on the front of card H1):

A. Colonial Enemies: Spain in West and South, none in East.

B. Rancherías: Place Ranchería A into area #1 of Upper Arkansas.

C. Tribes: Upper Arkansas #4 and #5; Llano Estacado #2 and #6; Rio Grande #1, #2, #5, and #6; Brazos Colorado #2 and #4; Red River #1, #2, #3, and #5; Lower Arkansas #1, #2, and #3.

D. Bison: Place 1 Bison counter into each empty space.

E. Resource Boxes: Place three 2-strength Band counters, 4 Horse counters, and the Mahimiana counter for Ranchería A into Ranchería A's Resources box.

F. Medicine Track: Set starting Paraibo and Mahimiana medicine to "2."

G. General Record Track: 3 Military Points, 3 Culture Points; 1 AP; 0 Enemy APs.

H. Operations Track: Both counters begin on "Start" space.

I. Development Cards: Prepare the Development cards as follows:

- Place Development card #s 1, 2, and 3 into play in the spaces provided across the top of the map.
- Shuffle Development card #s 4-21 into a deck and place it face-down in the space provided on the top of the map.
- Remove all other Development Cards from the Game; they will not be needed.

J. Culture Cards: Player may select one Level 1 Culture card and place it into play for free. Set all other Culture Cards near at hand for possible use.

K. History Card: Place History Card H1 into the History Card space on the map so that the Enemy Action Table on the card is face-up. Remove all other History Cards from the Game; they will not be needed.



9.3. Rise of Empire

Length: Two Historical Periods (1700-1799)

Difficulty: Moderate

Victory Condition: Fulfill the Victory Check Objective of card H2.

Setup: Set up the game using the rules in 9.2 with the following exceptions: Keep Development Card #s 22-42 and History Card H2 near at hand for possible use.



9.4. Lords of the Southern Plains

Length: Three Historical Periods (1700-1849)

Difficulty: Hard

Victory Condition: Fulfill the Victory Check Objective of card H3.

Setup: Set up the game using the rules in 9.2 with the following exceptions: Keep Development Card #s 22-63 and History Cards H2 and H3 near at hand for possible use.



9.5. Downfall

Length: Final two Historical Periods (1800-1875)

Difficulty: Very Hard

***Player Note:** It is recommended that players have a good understanding of the rules of play before attempting this scenario.*

Victory Condition:

- **Major Player Victory:** Military Points $\geq$ twice the number of Rancherías in The Reservation
- **Minor Player Victory:** Military Points $>$ the number of Rancherías in The Reservation
- **Minor Player Defeat:** Military Points $\leq$ the number of Rancherías in The Reservation

Setup: Set up the game in the following order:

A. Colonial Enemies: Spain in West and South; Texas in East.

B. West Settlements: Río Grande #1.

C. South Settlements: Río Grande #4, and #5; Brazos Colorado #6.

D. North Tribes: Río Grande #2, Brazos Colorado #4, Red River #1, and #2; Lower Arkansas #1, #2, and #3.

E. Bison: Place 9 Bison counters in random map spaces. If the result places a Bison counter into a space that violates stacking, the player may place such a Bison counter into any other space in any Territory (not necessarily the one rolled for) within stacking limits (player's choice).

F. Rancherías: The player may place Rancherías A, B, and C into spaces within stacking limits. Rancherías must be placed in such a way that the player controls two different Territories and has a Ranchería in a third Territory (so as to meet the Victory Objective on card H2).

***Player Note:** Rancherías are set up before development cards are put into play. It would be worthwhile for the player to consider what development cards could have an immediate impact before making this decision (see "Development Cards In-Play" below).*

G. Resource Boxes: Distribute four 2-strength and two 1-strength Band counters among Rancherías A, B, and C. The player may distribute 8 Horse and 1 Trade Goods counters among Rancherías A, B, and C. Mahimiana A, B, and C each begin in their Ranchería's Resources box.

H. Medicine Track: Set starting Paraibo and Mahimiana medicine so that the sum total of all headman medicine does not exceed 12. Headmen must be assigned a medicine rating of at least 1.

I. General Record Track: 3 Military Points, 3 Culture Points; 1 AP; 0 Enemy APs.

J. Operations Track: Both counters begin on "Start" space.

K. Culture Cards: Player may purchase 12 Culture Points worth of Culture Cards (do not, however, adjust the Culture Points on the General Records Track). Cards should be purchased one at a time and must follow all prerequisites. Place all unpurchased Culture cards near at hand for possible use.

L. Development Cards: Place Development card #s 35 and 36 into play. Roll a die to determine which card takes up the third slot:

- On a result of 1-2, place card #26 in-play and resolve its "When Revealed" effect.
- On a result of 3-4, place card #28 in-play and resolve its "When Revealed" effect.
- On a result of 5-6, place card #38 in-play and resolve its "When Revealed" effect.

The player may use Trade Goods to re-roll this die roll.

Next, prepare the Development Card Deck: Find cards #43 and #44. Shuffle cards 45-63 to form the Development Card Deck, then place cards #43 and #44 on top of the deck (#43 on top). Set cards 64-84 near at hand for possible use.

Take card #40 into hand.

M. History Card In-Play: Place History card H3 into the History Card space on the map so that the Enemy Action Table on the card is face-up. Keep History card H4 near at hand for possible use; remove cards H1 and H2 from the game; they will not be needed.

N. South Instruction counter "G": Add this counter to the Success Check Draw Cup.





9.6. Rise And Fall of the Comanche Empire

Length: Four Historical Periods (1700-1875)

Difficulty: Hardest

Victory Condition:

- **Major Player Victory:** Military Points $\geq$ twice the number of Rancherías in The Reservation
- **Minor Player Victory:** Military Points $>$ the number of Rancherías in The Reservation
- **Minor Player Defeat:** Military Points $\leq$ the number of Rancherías in The Reservation

Setup: Set up the game using the rules in 9.2 with the following exceptions: Keep Development Card #s 22-84 and History Cards H2, H3, and H4 near at hand for possible use.



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