Rule Remarks About *Geronimo* v1.1

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How To Win: get most victory points

Prepare For Play: choose between basic game and campaign game; basic game starts on turn 4 and ends on turn 7 of campaign game; locate tribes at starting positions and strengths (second top number on village marker; for basic game use FINISHED side of village markers; R means on reservation);

additional setup for basic game: remove *American Civil War*, *Mormons* and *Telegraph* from Shaman Deck; place markers as mentionned in table:

State	Towns	Settlements	Mines	RRs
Arizona	0	1		
California	2	4	both 4's	1
Colorado	0	3		
Kansas	1	2		1
Minnesota	2	0		
Nevada	0	4	three 3's	
New Mexico	0	3		
Oregon	1	3	one	
Texas	1	1		
Utah	0	3		
Washington	1	0		

place state markers in: *Minnesota*, *Kansas*, *Nevada* and *Oregon* (in addition to *Texas* and *California*); draw two mines and place them their areas; US places 30 BPs and two Field Artillery markers in column format after side determination of turn 4; in basic game US rolls six dice for BPs; for basic game make die roll for each Buffalo Area: on 0 place two Buffalo Skull markers, on 1–4 place one marker; Indian chiefs introduced and removed automatically as mentionned on markers

Game Turn: Shaman Cards may influence standard rules; phases of one turn:

Side Determination: draw one marker for each player

Card Distribution: US player takes new BPs (roll 4 or 6 dice) and Artillery (see turn track); US player draws commanders and assigns them to uncommanded columns on map (rest is reserve); Tribal and Shaman Cards are dealt:

Indian Players	Tribal Cards	Players	Shaman Cards
1	18	2	15
2	9	3	7
3	6	4	5
4	5	5	4

Player Order Determination: players ordered by VPs; the one with least VPs goes first; ties resolved with dice; others follow clockwise

Card Play Rounds: repeat until all Shaman Cards are played or discarded;

    Resource Allotment: US player (regardless who's turn it is) places one settlement (not in *Indian Territory*); if number of settlements in one state exceeds 5 replace 5 settlemets with 1 town; US player rolls die for Railroad or Mine: on 0 draw and place one mine, on 7–9 place one Railroad marker (RR marker); number of RR markers may not exceed number of settlement/town points; area must already contain RR marker or be adjacent to area containing a RR marker; player who completes Transcontinental Railroad earns 2 VPs

    Shaman Card Choice: active player plays Shaman card or discards one; if card discarded: no operation segment for this player in this round

    Operation Segment: active player performs action with his columns or tribes; see *US Player Operation Segment* or *Indian Player Operation Segment* below;

Survival: check surival for each tribe active in that turn; compute survival points available for each area: *basic survival points* minus *resource points* plus points from *Bad Weather* (i. e. subtraction), *Buffalo Skull* or *Good Weather* markers; divide by number of Indian villages in area to get survival points for each village; fractional points go to largest village; ties resolved by dice;

for each tribe adjust earned survival points by subtracting strength of Devastation markers; double survival points for villages that did nothing during operation phase; double survival points if Mission is in area;

if computed survival points is less than tribal Survival Rating, village looses one BP; if no BPs left, village is extinct and controlling player looses 3 VPs;

roll die for any tribe out of country: 0–5 no change, 6–8 driven out to area of US players choice and BPs halved, 9 tribe is extinct;

roll die for each active tribe with BPs equal or less than half of original strength; if die roll is less than Survival Rating, tribe goes on reservation; there it is out of play (may not be attacked) until it leaves reservation; US player gets 2 VPs for each tribe going on reservation; place tribe marker in On Reservation box (retaining BPs); one available chief of the tribe going on reservation may be put in prison by US player;

US player rolls die to determine number of columns to loose one BP by attrition

Statehood: for each area determine resource points: settlements, towns, mines (hit or not), RR markers (broke markers do not count), subtract number of massacre markers;

if adjusted resource points are less than Statehood Number: US players looses 1 VP for this area and statehood is not automatic for area not already states;

if adjusted resource points exceeds Statehood Number, area not being a state becomes a state automatically if no state failed to meet Statehood Number: place state marker; if statehood is not automatic roll die, add 1 for each state failing to meet Statehood Number; if result is less or equal than 8, area becomes state; for each new state US player gets VPs according to table:

Number of Indian Players	VPs Earned
1	15
2	10
3	7
4	6

End Of Turn: remove all cards (except *Only Once* Shaman Cards), commanders and yellow markers from map; flip

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all orange markers to front side; return all war parties to their villages; advance turn marker

US Player Operation Segment: one operation with one column each US round; number of operation in each US round equals number Indian players; single column may not be played in consecutive US rounds (use column play markers); possible operations:

- play new column in fort or on patrol (may not attack this round); column consists of one commander, 1 to 20 BPs, up to 3 artillery units; to determine pursuit effectiveness each column has speed; speed computation: 3 (base speed) *minus* 1 for each multiple of 5 (or fraction thereof) beyond 5 *minus* 1 for each field gun *plus* commanders pursuit rating

- move on patrol column to adjacent area (no attack allowed this round)

- attack Indians with on patrol column: choose target, then see *Battle* below

- move on patrol column into fort (columns in fort may not be attacked)

- leave fort with column: existing column in fort may be divided to leave fort with fraction after assigning new commander

- assign reinforcements to column in fort

- react to Indian action in Indian round: does not prevent column from being played next round; attack war party that has attacked resource or column in same area; attack tribe relocating out of or into area;

  role die; choose target and continue as described under *Battle* below if die roll is less or equal than column speed reaction succeeds;

Indian Player Operation Segment: each Indian player: 1 action with one tribe each round, 2 actions with one tribe per turn;

- relocate village to adjacent area; relocation attempt fails if US player reacts and Indian losses are greater than US losses in battle

- raid after having played a Raid Shaman Card; Raider status required (see tribe card) if not played *Any Tribe May Raid* Shaman card; tribe with *Mexico Raids* may raid if adjacent to *Mexico*;

  announce target; roll die; raid successfull if DR ≤ tribe's raid rating and Indian player earns 1 VP (2 VP if raiding *Mexico*); if raid on Mission is successfull, remove Mission from map; any other target is unaffected by raid; multiple raid of same target allowed in same turn

- if no raid against Mission possible, an attempt to raise a Mission war party may be made; successful if DR ≤ aggression rating of any tribe with village in that area + sum of aggression ratings of all chiefs currently availabe to that tribe

- attack enemy war party or village, resource or column with war party; create war party with BPs less or equal than BPs in village; optionally add chief available in village; may move to adjacent area before attack; announce target; if target is no resource see *Battle* below; if attacking resource add BPs and chiefs combat rating to get war parties combat rating; roll die; if attacking town add 5 to die roll; attack successfull if die roll less than or equal to war parties combat rating; if successful: remove settlement and earn 2 VPs, replace town by 3 settlements and earn 5 VPs, flip RR marker to orange side and earn 2 VPs, flib mine to hit side and earn VPs equal to mines worth; if attack successfull and achieved with 0–2, roll die to check for massacre: if die roll ≤ tribal + chiefs aggression place massacre marker (no additional VPs);

  war parties of friendly Indians may combine; add BPs; use best tribal ratings for combat; conducting player earns VPs and distributes losses; alliance doesn't count as action for joining war parties; multiple chiefs: use highest combat rating plus 1 for each additional chief, use highest evasion rating, use sum of aggression ratings of chiefs;

  after combat war party may return to village or stay; turn village to FINISHED side if war party returned;

- declare to to nothing with active tribe to double earned survival points in survival phase

Battle:

- Indians attacked by a US column may attempt evasion: if tribes evasion rating + highest evasion rating of available chief + 1 if guerilla capability in mountain + 3 if war party ≥ DR evasion is successfull; if DR = 0 loose 1 BP to evasion attrition; if not successfull battle occurs

- after successfull evasion the column may attempt pursue: if column's speed + 1 if commander with guerilla capability in mountain area ≥ DR column has caught tribe

- if attempt to pursue is successfull Indians may ambush: if tribes aggression rating + highest aggression of any chief present + 1 if guerillas in mountain area ≥ DR ambush is successfull and tribe may add 3 to battle DR; if ambush DR = 9, ambush successful and no battle but Indians loose 1 BP to attrition

- in battle roll die to determine opponent's BP losses; both determine own DRM and rolls die; always $-8 \leq DRM \leq 8$; check battle table for results; attack on village with more Indian BP loss than present causes Devastation marker placement; Indian or US leaders killed if all BPs eliminated

Treaties:

- any time during card play phase US player may sign a treaty with one Indian player; respective village placed in on reservation box; US player gets 2 VPs, Indian may get VPs from US player as part of treaty; players should note area village came from)

- US player looses one VP for each tribe going off reservation

- after massacre inflicted by US player all tribes of that area are checked for reservation unrest; tribe leaves reservation if DR ≤ tribe's agression rating + sum of agression ratings of all chiefs not in prison and available to the tribe