

Navajo Wars Changes to 2019 Ed

All published errata has been incorporated in the 2019 edition. Beyond that there are only a couple small changes:

Discard Phase:

2.3.1. If one or more Family counters are in the same Area as a Fort roll a die. If the result is \leq the number of Families in the same Area as a Fort, the player must lose 1 Culture or 1 Military Point.

3.2.7. Trade at Fort action: This Action costs the active Family all of its remaining MPs (minimum cost of 1 MP). The Family must be in same Area as a Fort. Collect any number of available Trade Goods counters (place in Resources box) and reduce the Family's Ferocity to 0 (if not already at 0). Spend 1 Culture Point.

DESIGNER NOTE: I reduced the cost of this action from the first edition of the game because it was almost never worthwhile to use. Notice also that rule 2.3.1 has also been reduced in severity. The effect should make forts more interesting.

Add the following to the Canyon de Chelly Glossary entry: Enemy Raid counters cannot be placed into a space in the Canyon, unless there are no other Families in any other Area spaces (see Enemy Raid Flowchart). This means that Enemy Raids cannot "cut" through Canyon space #1 in order to move to Hopi Land #1 from Monument Valley #2 (or vice-versa), and thus inadvertently enter the same space as a family in Canyon space #1. The dashed line connections are a reminder of this rule.

Map: Dashed lines now lead out of the Canyon De Chelly. These are normal connection lines. They are dashed to remind players of the new Canyon De Chelly restrictions (see the new glossary entry above).