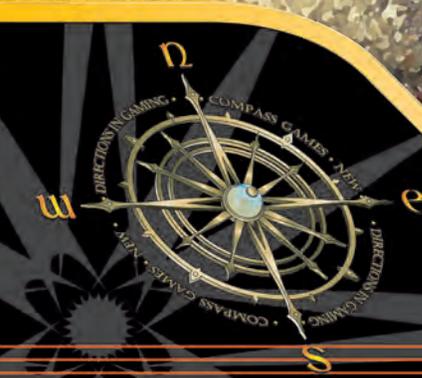


The Apache Wars 1861-1886



**ONCE
WE MOVED
LIKE THE WIND**

RULES OF PLAY



Compass Games
New Directions in Gaming

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1.0 INTRODUCTION



"I was born on the prairies where the wind blew free and there was no thing to break the light of the sun. I was born where there were no enclosures." - Geronimo.

The last effective resistance to the takeover of the American continent from its native population were the wars of the various Apache tribes, fought sporadically from 1861 to 1886. These were ugly campaigns with little relief asked or given. When they were over, with the exception of the futile and quickly contained Ghost Dance uprising of a few years later, the North American Indian Wars were over. **ONCE WE MOVED LIKE THE WIND** is centered on that final set of conflicts in the South West.



2.0 GENERAL COURSE OF PLAY



The game is played as a series of 7 turns. Each turn begins with generating a provocation level which determines each player's forces for the turn. Next, both sides move twice. Combat may occur after the second move, between opposing forces that share a location. After combat is resolved, Victory Points are counted and the player with the most for the turn earns one increase in Victory Level on the Victory Track. Play then repeats for the next turn. After the end of the 7th turn, the player with the higher level on the Victory Track is the winner. If the levels are equal the game is a tie.



3.0 GAME COMPONENTS



The Game Board: The game board shows the south western United States and parts of Mexico that were the scene of the conflict. The board is divided into Territories by red border lines. These are the Arizona, New Mexico, and Texas Territories in the US and the Sonora & Chihuahua Territory in Mexico.

Dividing up the Territories, and often crossing their borders, are the areas. Areas are divided by open, mixed, mountain, or Rio Grande boundary lines. Located on the map is a chart with the number of movement points it costs an Apache player unit or an Army player unit to cross each area boundary line type. Note that the US and Mexican borders, internally and between the nations, are not area boundaries and some areas will cross these borders. Terrain features on the map are for aesthetic purposes only and their affect is reflected in the movement cost for area boundaries.

The all blue ocean area in the lower left corner of the map may not be entered at all. Rivers in or along areas affect Apache deployment and areas with these have a light blue Water Symbol to indicate their status. Mountain boundaries have an affect on Apache ambush.

Also on the map are Towns and Forts that will have an effect on activities in those areas. Additionally, two areas on the map are indicated to contain Apache Reservations and will have effects listed in the rules. Finally, at the top of the game board are a number of tracks and boxes that are used to keep account of various aspects of the game.

The Game Units: In the game there are two players, the Apache player, and the Army player who controls both the US and Mexican forces in the game. The game uses wooden blocks with stickers to represent the forces of the players. These come in three basic groups.

- The Apache forces will use the tan blocks. Place one Apache unit, Rumor or Leader sticker on each tan block.
- The US forces will use the blue blocks. Place one US unit, Leader or Settler sticker on each blue block.
- The Mexican forces will use the red blocks. Place one Mexican unit or Leader sticker on each red block.

Additionally, there are stickers for Victory Level, Victory Points, Mexican Incursion, Provocation Level, and Turn. Place the Provocation Level and Turn stickers on black blocks. Place the remaining stickers on the appropriate colored blocks. In all cases, stickers are one per block.

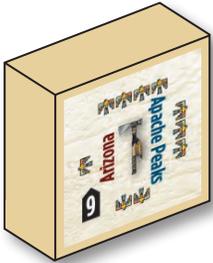
Movement Points (MP): Each different type of block has a movement point (MP) allowance shown on the block label in the lower left hand corner. MP may be used in **each** Movement Impulse Phase.

The Apache Wars - 1861-1886

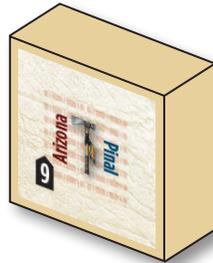
Strength Points (SP): Blocks are always placed upright, with the label side facing the owning player and the blank side facing the opposing player. The label side will only be revealed to the opposing player according to the combat rules (8.0). Note that the blocks that are not Rumors or Leaders have strength points indicated by a number of pips on the edges of the labels. The edge that is placed at the top is used to indicate the current strength represented by that block.

When deploying blocks place them with the starting strength indicated by the Provocation Chart. The edge orientation of Leader and Rumor blocks does not matter.

For example: A block that has its edges showing 1, 2, 3, or 4 pips. If the edge with the 3 pips is at the top, that block has a current strength of 3.



Apache War Band/Unit. There are 18 of these, each individually named.



Apache Rumor. There are 14 of these, each individually named.



Apache Leader. There are 8 of these, each individually named.



Apache Victory Level Marker. There is 1 of these.

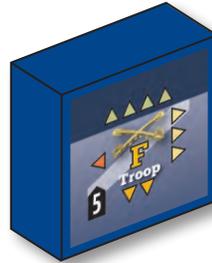


Apache Victory Point Marker. There is 1 of these.

Turn Marker. There is 1 of these.



Provocation Level Marker. There is 1 of these.



US Unit. There are 13 of these, each individually identified.

US Leader. There are 7 of these, each individually named.



US Settler. There is 1 of these.

Mexican Unit. There are 6 of these, each individually identified.



Mexican Leader. There are 3 of these, each individually named.



Mexican Incursion Marker. There is 1 of these.



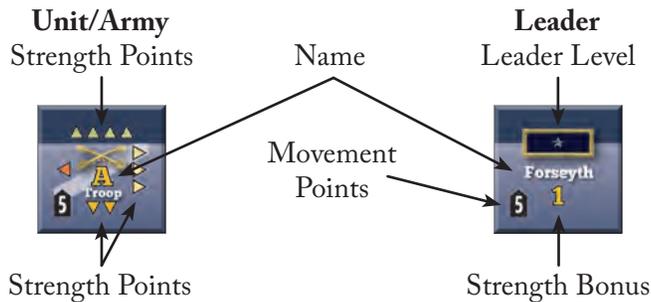
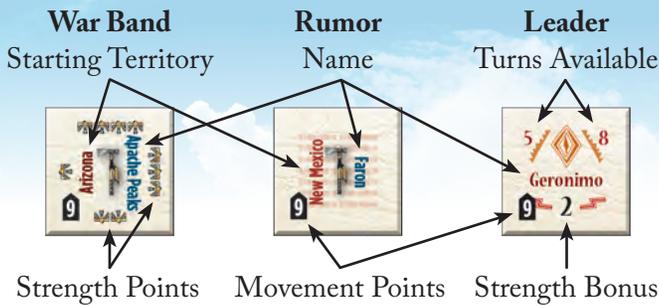
US Victory Level Marker. There is 1 of these.



US Victory Point Marker. There is 1 of these.



ONCE WE MOVED LIKE THE WIND



4.0 SETTING UP THE GAME

Place the game board between the players. Place the Victory Level markers for both players at the 0 value on the Game Track. Then place the Incursion marker in the 'No' box of the Mexican Incursion track. Next place the Turn marker block on Turn 1. Finally, place the Provocation Level marker beside the track to represent a 'None' for Provocation.

Divide the Apache blocks into three pools. One for Leaders, one for War Bands, and one for Rumor blocks.

On each Apache Leader label there are a range of game turns shown by number. Place each of these blocks on the Turn Track on the particular turn that is the first indicated turn number on the label. Apache Leaders are always available on the game turns shown on their block and do not have to be picked from a pool. For example, Geronimo is available on turns 5 to 8, but not turns 1 to 4 and 9.

Turn all of the Apache Rumor and War Band blocks face down so that the labels are not visible and shuffle the blocks in each pool while keeping the pools separate.

For the Army Player blocks, put the Scout and Settler blocks aside face up. They will never be part of the Army Player pools. Divide the rest of the Army Player blocks into pools. Place the Senior and Junior US Army Leaders in their pools on the US Army card and the Senior and Junior Mexican Army Leaders in their own pools on the Mexican Army card. The remaining Armies are separated by color, one for the US forces and one for the Mexican forces. As with the Apache blocks, place these blocks in their pools on the US and Mexican Army cards. Turn all of the blocks label side down, and shuffle within their pools.

Place all Apache Leaders on Turn Track on lowest turn they are available - example: Victorio on Turn 4

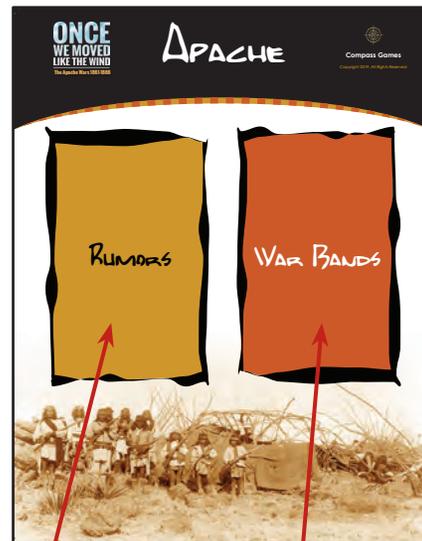
Turn Marker on 1

Mexican Incursion set to "NO"

Set aside the Provocation Level Marker

ARMY Victory Points
Apache Victory Points

Place both Victory Point Markers at 0 on the Victory Point Track



14 Rumor blocks face down
18 War Band blocks face down





5.0 SEQUENCE OF PLAY



The game is played as a sequence of 7 consecutive turns. Each turn represents about 3.5 years and is composed of a series of consecutive phases, some composed of further consecutive Segments, as follows:

A. Provocation Phase

- I. Determine Provocation Level Segment
- II. Pick Forces Segment
- III. Deploy Forces Segment

B. 1st Movement Impulse Phase

- I. Apache Player Movement Segment
- II. Army Player Movement Segment
- III. Reveal Rumors Segment
- IV. US Army Reinforcements Segment

C. 2nd Movement Impulse Phase

- I. Apache Player Movement Segment
- II. Army Player Movement Segment
- III. Reveal Rumors Segment

D. Combat Phase

- I. Retreats Segment
- II. Resolve Ambush Combat Segment
- III. Resolve Regular Combat Segment

E. Victory Points Phase

F. Turn End Phase

The following rules segments will address a phase from the sequence of play in the order they are played during a turn to make it simple to find them in the rules for reference.



6.0 PROVOCATION LEVEL



Determine Provocation Level: Each turn roll 1 die to determine the Provocation Level. This roll applies to both players. Modify the roll with the following modifiers:

- If the turn prior was None, Slight or Moderate, one will be added (+1) to the Provocation die roll.
- If the turn prior was Severe or Extreme, subtract (-1) one from the die roll.

On the first turn there is no modifier. After the die is rolled, move the marker to the result for the turn on the Provocation track so it will remain indicated for the next turn. The possible results are:

- 0 = None (+1 next turn's Provocation roll)
- 1-2 = Slight (+1 next turn's Provocation roll)
- 3-4 = Moderate (+1 next turn's Provocation roll)
- 5 = Major
- 6 = Severe (-1 next turn's Provocation roll)
- 7 = Extreme (-1 next turn's Provocation roll)

On a None result move the Provocation marker block off to the side of the chart and the rest of the turn is skipped except to move the turn marker on the turn track to the next turn. The Provocation Phase then restarts and a die is then rolled again for the new turn.

***Designer Sidebar:** Provocation is not intended to represent one side or the other, but rather actions by both sides and is not really concerned with who might have done anything 'first'. Both sides were constantly primed to be testing each other for various internal reasons, and both considered many actions by the other as provocative and needing response.*

Picking Forces: At the start of each turn both Players place all of their available blocks face down in their respective pools. That is, War Band blocks and placed in the War Band pool box on the Apache player sheet, US Army senior Leaders are placed in the pool box of that title on the US Army player sheet, Mexican Army units are placed in their pool box on the Mexican Army sheet, etc.. The blocks are then shuffled around to randomize them, as described in Set Up. Based on the result of the Provocation roll, randomly pick from those pools the forces listed on the Provocation Chart.

If the Mexican Incursion Marker is Yes, the Army Player will pick Mexican forces for the turn as per the Provocation Chart. All Mexican blocks always deploy at their maximum strength. Additionally, regardless of the position of the Mexican Incursion Marker, on the last turn of the game

being played, Mexican forces are always available to the Army player.

Deployment: The Apache Player places first, placing War Band and Rumor blocks in their Territories as indicated by each block label for the picked block. The War Band or Rumor block may be placed in any area in that Territory, so long as that area has a **Water Symbol** in it. Areas that cross Territory borders are considered to be areas of both Territories. There are no limits to the number of blocks per **Territory**, army, bands, or Rumors, so long as they start in the indicated Territory. Apache Leaders that are available for the turn may be placed in any Territory or area without restriction.

For example: Cochise has a 1-5 range. He is therefore available starting on turn 1, and remains available for turns 2, 3, 4, & 5. After turn 5 he is no longer available for use.



The Army Player places next. The Settler block, if in play, must be placed in an area with a Town. US Army blocks, (Leader, Scout, Cavalry, Infantry) may be placed in any US Territory area with a Fort or Town. There is no limit on the number of blocks placed in an area. However, Army blocks will not be able to move unless in an area with a Leader block, so unless intending those troop blocks to remain static or intending to pick them up with a moving Leader, they should be placed initially with a Leader to be able to move. The Army Player also places Mexican forces, if there are any for the turn, and uses them just as if they were US forces, but only in areas in Mexican Territories (Sonora and Chihuahua).



Cavalry



Infantry



7.0 MOVEMENT



General: There are two chances for a player to move their forces each turn, each called a Movement Impulse Phase. In each of these impulses, first the Apache Player may move any or all Apache blocks up to their movement allowance maximum, and then the Army Player does the same for the Army blocks. The two movement impulses are identical in all respects.

***Designer Sidebar:** Due to the asymmetrical nature of the Apache Wars, most of the time the Apache player will be the one initiating actions while the Army player is mainly reactive to those actions. However, as players develop their skills with the game, things will even out a bit due to the hidden nature of the playing pieces, as the Apache player works bluffs with the use of Rumors while the Army player counter bluffs in turns with larger force levels and learns to read Apache intentions.*

Leaders: To be able to move Army Player **non-Leader** blocks, such blocks **must** be in an area which has an Army Player Leader block. As an Army player Leader block moves, it can pick up or drop off other Army Player blocks, including other Army Leaders, but at no time may any individual block exceed its movement allowance. US blocks may only be moved by US Leader blocks, and Mexican blocks may only be moved by Mexican Leader blocks. Apache blocks of all types may be moved without a Leader present.

Movement Costs: The Block's Movement Points (MPs) on its label are used to cross area boundaries. Movement is from area to adjacent area. An area may only be entered if the block has enough remaining MPs to cross the boundary into that area. Additionally for Apache player blocks only, it costs 1 additional MP to cross into an area that contains one or more Army player blocks of any type, but no additional MPs to leave such an area.

Area Block Limits: At the **end** of each player's segment of a Movement Impulse Phase, there is a limit on the number of that player's blocks that may be in an area. The limit is shown as the Maximum Blocks Ending Movement In An Area in a chart on the map. If at the end of a Movement Impulse Phase a player has blocks in an area in excess of these limits, the number of blocks is reduced to the limit by the opposing player randomly picking the required number of **non-Leader** blocks for elimination and removing them from the board (no Victory Points are gained).

***Designer Sidebar:** In most cases the limits for the Army player are so high as to be meaningless. This is because the Army forces carried their logistical support with them to a major degree, while the Apache War Bands lived off the land wherever they were, and thus were far more restricted. This rule provides a rough nod toward these differences.*

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Reinforcements: A US (not Mexican) Army block, in an area with a US Leader, that ends the First Movement Impulse Phase in a **US Territory** area with a Town, gains one Strength Point (SP) for **each** Army block in that area at the end of that Phase. Blocks that are already at the maximum possible SP cannot gain additional SP. To indicate this gain of SP, rotate the block to the next higher SP. Each SP gained is worth 1 Army Player victory point and is immediately indicated on the Victory Point Track.

***Designer Sidebar:** Reinforcement represents increasing the confidence of the populace in the area by Army presence, and hence, the Victory Points earned by the Army player for this action.*

Command Conflict: Should the Army player have both US Senior Leaders available during a turn, only one such Leader may end a Movement Impulse Phase in an area. At no time may movement end with both of these Leaders in the same area. The Mexican Senior Leader and all of the Junior Leaders from both the US and Mexico are not so limited and may always end movement in the same area without restriction.

***Designer Sidebar:** The two US senior Leaders, Miles and Crook, had totally opposed ways of operating and hated each other to boot. Should both be in the field at the same time, there is no way they would be able to cooperate.*

The National Border: The border between the USA and Mexico is of no consideration for the movement ability of the Apache Player and may be ignored.

However, for the Army player, it has an effect. Mexican blocks may not move into any area that is **entirely** in US Territories. US blocks may only move into areas that are entirely in Mexican Territories if accompanied by a **Senior Leader**. Some areas are in both Mexico and the USA Territory. Army Player forces in these areas are considered to be able to operate freely regardless of which nation they belong to.

Finally, if at any time during a turn an Apache Player block moves from a US Territory area to an **all Mexican Territory** area, indicate this by moving the Mexican Incursion Marker to the “Yes” box on its track. If this has not occurred by the end of the turn, move the marker to the “No” box on the track.

***Designer Sidebar:** ‘The Turnpike’ is the transit path from the White Mountain and San Carlos Reservations down through Apache Pass at Ft. Bowie, across the border into Mexico and straight south into the Sierra Madre Mountains. This path was a frequent route for Apache bands when off the reservation and ‘at war’ with the US and Mexican armies.*

Reveal Rumors: In this segment, in each area that contains blocks of both players, the Apache player reveals any Rumor blocks and removes them from the board to be counted for Army Player Victory Points before being returned back to their pool at the end of the turn.



8.0 COMBAT



General: Each turn a combat phase is used to resolve potential combats for any area in which both players have blocks. After revealing Rumor blocks in any such area, execute any retreats before combat. Then resolve any ambush situation for the area. And finally, resolve any combat required for the area. The order of which area is resolved first, which second, etc., is determined by the Army player. The Army Player resolves combat in an area with US Army and Mexican Army blocks as one resolution, without regard to nationality.

Retreat before Combat: In this segment, if the Apache player has a Leader in the area, that Leader may lead all other Apache blocks (including other Leaders) into a retreat before combat. To do this, the Apache Player reveals the identity of one Apache Leader block in the area by laying it label up. No other Apache blocks in the area are revealed. The Leader block remains face up for the rest of the Combat Phase. There can be no further combat of any type resolved against blocks in an area where the Apache Leader has retreated before combat. All Apache blocks in that area will be considered to have been forced back to the Reservation and counted as such for Victory Points. Immediately score for the Army player 2 Victory Points for each Strength Point of Apache blocks that retreated before combat.

***Designer Sidebar:** Basically, the Apache War Bands could almost always avoid combat if they wanted to. If they did so, there were costs, however, in that the Leader might lose face and the braves then drift off and back to the reservation, thus ending the raid.*

Resolve Ambush Combat: Ambush can occur in an area where no retreat before combat occurred and there are blocks of both players. Both the Apache and Army Players may conduct ambushes. At this point in the Combat Phase, both players reveal their blocks in the area to the opposing player. Total the Leader ratings for each side to determine which player has the highest leadership value. The side with the higher total may resolve an ambush. If leadership for the opposing sides is equal, no ambush can occur and resolution shifts to resolving regular combat.

Ambush allows only the side with the better leadership to fire. The other side does not return fire. For each SP of the ambushing side, one die is rolled. For each die roll of 6 or more, one SP is lost by the opposing side. The lost SP are taken from the opposing players' strongest unit. If more than one opposing unit is of the same highest SP, the loss is taken from the unit of the attacking player's choice. Results of the dice rolls less than 6 have no effect. Once this is

done, the ambush is completed. If any blocks have lost their last SP, remove them to the side, rather than putting them back in their pools immediately, so that they may first be counted for VP, and then return them to their pools.

The ambushing player may then, if they have less remaining total SP than the opposing player, at their option, retreat to **any adjacent area**. Forces that do retreat to an adjacent area must then participate in resolving combat (both Ambush and Regular) in that retreated to area if (and only if) there are opposing forces there and combat has not already been resolved for that new area. Alternatively, they may keep their forces in the original area and engage in a normal combat. If the ambushing forces have the same or more SP as the opposing forces after the ambush resolution, they do not have this option and must engage in regular combat. As the Army player determines the order of areas for the resolution of combat, this can be an important factor.

***Designer Sidebar:** Both sides could, and did, create ambush situations during the Apache Wars. Though TV and movies and such normally credit this activity mainly to the Apaches, the national forces of the US and Mexico tried, and succeeded, in producing ambushes against Apache War Parties as well. The ability to retreat before a stand up fight, though always present for both sides, would present problems for the Leaders involved, either Apache or Army, if they did so while having equal or greater forces.*

For Ambush combat (only), in any area with one or more boundaries that are **Mountain**, all Apache Leader values are considered to be one higher than that listed on their block for all purposes.

For example: A +2 Leader in such an area would, for Ambush only, be considered a +3 Leader.

***Designer Sidebar:** This rule represents the extensive knowledge of the rougher terrain areas that was common background for the local Apache warriors but beyond that known by most of the Army forces.*

Resolve Regular Combat: Next, regular combat occurs between the forces of both players in the same area. In regular combat, both players roll one die for each SP and no results are applied until both players have rolled. A result of 6 or more result is a hit on the opposing forces while all other results are a miss. The results are considered to be simultaneous.

For example: If one player obtains four results of 6 or more and the other player obtains two results of 6 or more, those losses are recorded by changing the aligned SP of the opposing forces, taken off the strongest opposing blocks first, only after both sides have completed rolling.

At that point combat for that area is completed. Again, if any blocks have lost their last combat SP or been captured, retain them to the side, rather than putting them back in their pools immediately, so that they may first be counted for VP and then return them to their pools.

Leaders in Ambush & Regular Combat: Each Leader present for each player influences the die roll of any one block (and only one) that is firing in the area they are in when resolving both Ambush and regular Combat. Add their Leader modifier to the die rolls for that block. Obviously, it is best to use this addition of Leader modifiers to the strongest friendly block in the area. Note that each block in the area may be influenced by only one Leader.

For example: A 3 SP block augmented by a +2 Leader will have all three die rolls for its attacks considered to be two higher than is actually rolled, turning a 3 to a 5, a 4 to a 6, etc., and if a second Leader, say a +1, is in the area its value is used to augment the die rolls of the next strongest block so that a roll of 3 becomes a 4 and a 5 becomes a 6, etc..

If a Leader block with no accompanying non-Leader blocks is alone in an area with opposing non-Leader blocks they are captured and revealed during the Ambush Combat Segment to be counted for VP if they are Apache, and no combats are resolved against them. Such capture does not affect the availability of the Leader block for subsequent turns. Army Leader blocks are returned to their pool.

Designer Sidebar: Apache Leaders would at times surrender to Army forces, particularly if with only a few followers in attendance when confronted by substantial Army forces and then be either sent back to the reservation or jailed for a while before being returned to the reservation. These, and the long time span of a turn, are reflected by these rules.

Scouts & Combat: Scouts in an area may negate the ability of the Apache Player to retreat before combat. If the Apache player indicates a retreat and the Army Player has the Scout block in the area, the Army player **may** reveal the Scout block by putting it face up and the Apache retreat before combat is canceled.

Designer Sidebar: Scouts represent very knowledgeable local forces as well as other Native North Americans who could provide insight into Apache activity and hence often preclude some Apache advantages.



COMBAT EXAMPLE

At the beginning of the Combat Phase (8.0), the players find themselves in the situation at left. A Rumor block was removed and set aside during the earlier Reveal Rumor Segment. The Army player decides to resolve the smaller combat in area 021 first.



COMBAT IN AREA 021

Retreat Before Combat: While the Apache player is outnumbered (3 blocks to 5), he's in mountain borders, which will help in combat. He's also got a strategy in mind for the combat in area 020. So he decides not to Retreat, hoping to get an Ambush on the Army. The Army player, thinking he has caught this small force without a Leader (maybe), decides not to Retreat, so both side's blocks are revealed.

Ambush: *Carleton* for the US is rated 1 but suffers a -1 to his rating due to the *Settler* block being present in the area. *Chubuahua* has a 0 rating but he receives a +1 bonus because the area has a mountain border. *Chubuahua* is therefore considered a 1 for Ambush. So the Apaches win the Ambush and will fire, while the Army forces cannot return fire.

The Apache player has two blocks, both at 4 SP. The Apache player applies *Chubuahua's* +1 hit bonus (due to the mountain border) to the Apache Peaks block bringing those 4 die rolls to a 5-6 chance to hit. The die rolls are:

San Carlos band: 6, 2, 6, 1 = 2 hits
 Apache Peaks band: 5, 5, 3, 6 = 3 hits

The Apache player rolled well with a total of 5 hits to be taken by the Army. Hits must be taken from the strongest unit until eliminated, so the *A Troop* unit is eliminated and placed aside for VPs. The final hit is now taken from the next strongest unit. Because there are three units with 3 SPs, the Apache player, having won the Ambush, chooses which unit takes the hit and settles on *D Company*, reducing it from 3 to 2 SP. The Army player is now left with *Carleton*, *B Troop* at 3 SP, *F Troop* at 3 SP, *D Company* at 2 SP, and the *Settler* at 2 SP. A tough result for the Army.

As the Ambushing player, the Apache forces may now choose to retreat his remaining forces to an adjacent area. He can do this because his remaining SPs are less than the Army SPs (8 Apache SPs and 10 Army SPs). This is exactly what the Apache player was hoping for as he can now move these units west to area 020, allowing them to participate in the combat there.

Victory Point Consideration:

The 5 SP lost by the Army player are recorded as 10 Apache VPs on the Victory Point Track (SPs lost by the Army are worth 2 VP each to the Apache player).

COMBAT IN AREA 020

Retreat Before Combat: The Army player decides to resolve the Combat in area 020 next. The Apache player, having achieved the result he wanted, now loses his confidence, seeking to Retreat Before Combat. He does this by revealing *Chato*. However, the Army player reveals the *Scout* unit in that area, negating the Retreat Before Combat attempt.

Ambush: The Apache player is still confident he can get the first shot off with an Ambush, but is surprised to see that the Leader rankings on both sides are equal at 3 (*Chato* 1, and *Chubuahua* 0, but each gets a +1 for the mountain border, making a total of 3). The Army player has *Forsyth*, *Crawford*, and *Terrazas* all at 1, for a total of 3). Both sides will need to fight it out.

Combat: *Chato* will apply his +1 leadership bonus to the *San Carlos* band. *Terrazas* will apply his bonus to *1st Escudron*, while *Forsyth* and *Crawford* shall apply their +1 to the *H Troop* and the *Scout* block respectively.

Both sides roll dice and results are considered simultaneous. Here are the rolls:

Warm Springs band: 1, 2 = 0 hits
 Mescalero band: 3 = 0 hits
 San Carlos band: 5, 1, 5, 4 = 2 hits - the 5s hit due to *Chato's* +1
 Apache Springs band: 5, 4, 6, 5 = 1 hit

1st Escudron: 1, 4, 5, 3 = 1 hit - the 5 hits due to *Terrazas'* +1
 2nd Escudron: 5, 1 = 0 hits
 H Troop: 6, 4, 5 = 2 hits - the 5 hits due to *Forsyth's* +1
 Scout: 3, 2 = 0 hits

Both sides inflict 3 hits simultaneously on their opponent. Again, the strongest unit must take losses until eliminated. The Army player takes *1st Escudron* from 4 SP to 1SP, and the Apache player chooses to reduce the *San Carlos* band from 4 SP to 1 SP. No units were eliminated.

Victory Point Consideration:

For SP lost during the combat, the Army player will receive 9 VP (3 hits inflicted at 3 VP each), while the Apache player will receive 6 VP (3 hits inflicted at 2 VP each). The markers on the Victory Point track are adjusted accordingly.

Settlers & Combat: The Settler block in an area reduces the value of every Army Player Leader block in that area by one, though no Leader may be reduced to a value of less than zero. Additionally, if the Settler block is alone, that is, it is the only Army player block in an area containing a Fort or Town symbol and also an Apache Player block during a combat phase, the Settler block is automatically reduced to zero strength without having to resolve any combat and is counted for Victory Points as Army player strength points lost. If the Army player is in this situation, simply reveal the block at the start of the combat phase prior to any other resolutions.

***Designer Sidebar:** The Settler block represents aroused locals without a lot of knowledge or skills, who, unfortunately, mainly hindered Army activity in efforts to defuse situations or gain rapid advantage over local Apache actions.*

Reservations: Two areas on the playing map are Reservation areas. One is in Arizona and is the White Mountain & San Carlos Reservations area. The other is in New Mexico and is the Mescaleros Reservation. Apache blocks in either of these areas may never be attacked in any way, however, Rumor blocks in Reservation areas during each Reveal Rumors Segment are revealed for Victory Points, even if no Army Player blocks are in the Reservation area.

***Designer Sidebar:** Rumors of bands going out on raid that were first heard in the areas of actual reservations were much more easily tracked down by local agents than if the Rumor came from off the reservation.*



9.0 VICTORY POINTS (VP)



Each player has a marker to track the totaling of VP **during the turn** on the Victory Point Track. Using the values below, calculate the totals for each player:

The Apache Player earns the following:

- 2 VP for each Army player SP lost in combat.
- 1 VP for each Apache SP not forced to reservation.

The Army Player earns the following:

- 3 VP for each Apache SP lost in combat.
- 2 VP for each Apache SP forced to reservation.
- 1 VP for each Rumor block revealed.
- Captured Apache Leader blocks are equal in VP to the Leader value of the captured Leader block.
- 1 VP for each 3 Apache blocks that end a turn in an area that borders a map edge except for the Mescalero Reservation area.

Apache player blocks may be forced to go to the reservation if at the end of a turn they are in an area containing Army Player blocks (US or Mexican). If that is the case total the values of any Apache Player Leaders in the area. If the total Leader value **is less than** the totaled value of the Army Player Leaders in the area then any remaining Apache blocks are considered forced to the Reservation and any Apache Leader blocks in the area are considered captured. Additionally, Apache blocks that end the turn in a reservation area are counted for Army Player VP, regardless of if an Army Player unit is in the reservation area or not.

The player with the most VP earns an advance of one Level on the Victory Level Track for the turn. Move that player's marker to represent this increase. If the players are tied for VP, no player's Victory Level marker is advanced for the turn. Then move the markers on the Victory Point Track so as to start the next turn at zero. At the end of the last turn of the game, the player with the higher **Victory Level** wins the game. If the players have the same Victory Level score at the end of the game, the game ends in a tie.

VICTORY POINT EXAMPLE

This example uses the Combat Example from the previous page.

The Apache player had earned 10 VP from the Ambush in Area 021 and 6 VP from the Combat in Area 020, while the Army player had earned 9 VP only.

Before Combat, at the end of the Second Movement Phase, 1 Rumor block had been revealed and set aside, translating to 1 VP, bringing the total to 15 for the Apaches and 10 for the Army.

Checking the Leader ratings for Area 020, the Apaches have a total of 1 (*Chato* 1, *Chuhuahua* 0) while the Army has 3 (*Forsyth*, *Crawford*, *Terrazas*, all at 1 each). Because the Army Leader rating is higher, all remaining War Band blocks in the area are forced back to the reservation. Each SP forced back is worth 2 VP to the Army. The Apache player had 8 SPs remaining, so that's 16 VP for the Army.

Further, the remaining Apache Leaders are considered captured with the Army player receiving 1 VP per Leader level captured. In this case only *Chato's* 1 ranking counts, so 1 VP to the Army.

Taking just the example action into account, the Army would have a total of 27 VP (9 for combat hits, 1 for the Rumor, 16 for SPs forced to the reservations, and 1 for captured Leaders), while the Apache player would add no further VPs to his 15.

The Army player would therefore advance his Victory Level marker 1 place on the Victory Level Track.

During the Turn End Phase (10.0), both Victory Point markers would be returned to the 0 space on the Victory Point Track. All Unit, Rumor, and Army Leader blocks would be returned to their respective pools. Apache Leader blocks not available for the next turn would be removed from the game.



11.0 OPTIONAL RULES



***Designer Sidebar:** These optional rules all add some flexibility and perhaps a bit of extra flavor at the cost of some additional play time and the introduction of more or less luck. Players should feel free to experiment with them, alter them, or add more such optional rules to their particular tastes and interests. These games are not tablets handed down from the mountain, but rather intended to be fun. If changing something about the game increases your fun, please, do it.*

11.1 Apache Leader Death: Each time an Apache Leader is involved in combat during a combat phase, that is participating by using its value in either an ambush resolution or a regular combat resolution, there is a chance that Leader will be killed in combat. To determine this roll a die for each such Leader. Modify the roll by adding to the roll the value of the Leader. If the resulting modified roll is a 1, 2, or 3, the Leader is killed and removed from play for the rest of the game.

11.2 Army Leader Death: Each time an Army Leader is involved in combat during a combat phase, that is participating by using its value in either an ambush resolution or a regular combat resolution, there is a chance that Leader will be killed in combat. To determine this roll a die for each such Leader. Modify the roll by adding to the roll the value of the Leader. If the resulting modified roll is a 1 or 2 the Leader is killed and removed from play for the rest of the game.

11.3 Bidding: In some situations, both players may wish to play the same side due to a perception of an advantage for that side. Should that happen, before determining which player will play which side, both players should secretly note on a sheet of paper how many Victory Points they will bid to play the desired side. After this is done, both players reveal their bids, and the player with the higher bid plays the side of their choice, with the other player taking the other side. However, the bid losing player is granted a starting Victory Level before the game begins equal to the number bid by the winning player.

11.4 Handicapping: If players are of unequal skill or experience in play or with the game, play may be balanced by giving to the weaker player a starting number of Victory Level Points as a handicap. Determining the level of a handicap is always difficult, but an attempt should be made to reflect the differences between the players and any optional rules in use as fairly as possible. Additionally, some players may, after playing the game a number of times, discern what they consider to be an imbalance toward one



10.0 TURN END



At the conclusion of each turn, all forces for both players are removed from the game board and returned to the pools of the original set up, label down, except for any Apache Leader blocks whose turns available have expired, which are removed for the rest of the game. Apache Leader blocks for turns in which they will still be in play are returned to the Apache player for deployment in the next turn.

side or the other. Should this occur, simply modify the starting level of the side perceived to be at a disadvantage to start the game with a number of Victory Levels, rather than starting at zero, that reflects what is considered by the players to compensate for their view of the imbalance.

11.5 Longer Game: At the agreement of both players prior to the start of the game, the length of the game may be extended to 8 turns or to 9 turns instead of the standard 7 turn game length. Play of these extra turns is identical to the play of the standard game length turns, and a number of Apache Leader blocks are indicated to remain in play for these additional turns.



12.0 CREDITS



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13.0 DESIGN NOTE



A Bit Of Extra From The Designer. The Apache Wars were a series of conflicts involving many different groups of Apaches over a period of nearly 40 years. In general, each flare up of the Wars happened as a result of some sort of provocation. Sometimes the Apaches did something. Other times settlers or the US Army did something. Then both sides would get their backs up and a wider conflict would break out. Both sides were constantly primed to be testing each other for various internal reasons and both side regularly considered many actions by the other as provocative and in need of response. To reflect this, the game uses a Provocation system and that system takes into consideration previous events to determine what kind of levels of forces take to the field to settle their differences.

Most armed conflicts between indigenous peoples and regular military forces tend toward being, by their nature, asymmetrical. In this regard, the Apache Wars were the very definition of insurgency warfare. The Apaches were out-gunned and out-manned, but had intimate knowledge of the terrain and a long practiced hit and run combat form. The Army needed to defend terrain and respond to events for political reasons while the natives could move about fairly freely except for the tether of their non-combatants. The US and Mexican regular forces needed to pay attention to orders from above and national borders. The Apaches basically did not acknowledge the existence of either of these restrictions. This is reflected in the game by the play sequencing, the fog of war of undisclosed forces, and the inability of the national armies to tell real opponents from Rumors of them except by actually taking the field and investigating. And, of course, an investigation with insufficient force would simply be easy pickings if it turned out the opponent was real and in the mood for a fight. The core of the design of *ONCE WE MOVED LIKE THE WIND* is set up to reflect these on the ground realities.

ONCE WE MOVED LIKE THE WIND is unlike any other existing game dealing with the conflicts between the expanding settlement of the continental United States and its native population. It plays quickly and easily, but has the strategic depth that will bring you back to it again and again to try out just one more new tactic that you thought of and figure might work. I greatly enjoyed designing and developing it, and I hope you will enjoy playing it.

“I am alone in the world. I want to live in these mountains; I do not want to go to Tularosa. That is a long way off. I have drunk of the waters of the Dragoon Mountains and they have cooled me: I do not want to leave here.” – Cochise

Stephen Newberg



STICKER SHEET FOR REFERENCE



Apache Peaks Arizona	Arivipa Arizona	San Carlos Arizona	E White Mtn Arizona	Canon Creek Arizona	Carrizo Arizona	Mazatzil Arizona	East Verde Arizona
Bad Mountain Arizona	Fossil Creek Arizona	Chiricahua Arizona	Mimbreno New Mexico	Warm Springs New Mexico	Mescalero New Mexico	Gallatin Sonora	Kaskino Sonora
Saltine Sonora	Llanos Abajo Chihuahua	Pinal Arizona	W White Mountain Arizona	Chicue Arizona	Tonto Creek Arizona	Cherry Creek Arizona	Clear Creek Arizona
Mormon Lake Arizona	Oak Creek Arizona	Mogollon New Mexico	Fawn New Mexico	Apostol-Itzabih Sonora	Dach-Hoizin Sonora	Llan-Itame Chihuahua	Llanos de Arriba Chihuahua
Juh 9 0	Cochise 9 2	Coloradas 9 1	Victorio 9 1	Geronimo 9 2	Chuhuahua 9 0	Chato 9 1	Benito 9 0

A Troop 5	B Troop 5	C Troop 5	D Troop 5	E Troop 5	F Troop 5	G Troop 5	H Troop 5
A Company 3	B Company 3	C Company 3	D Company 3	Scout 5	Settler 3	Crook 5 2	Miles 5 0
Carleton 5 1	Buell 5 0	Carr 5 0	Forsyth 5 1	Crawford 5 1	Terrazas 4 1	Ortiz 4 0	Garcia 4 1
1st Escuadron 4	2nd Escuadron 4	3rd Escuadron 4	1st Compania 3	2nd Compania 3	3rd Compania 3		
Turn	Provocation Level	ARMY Victory LEVEL	Apache Victory Level	Mexican INCURSION	ARMY Victory POINTS	Apache Victory Points	

ONCE WE MOVED LIKE THE WIND

