

SOLITAIRE VARIANT I

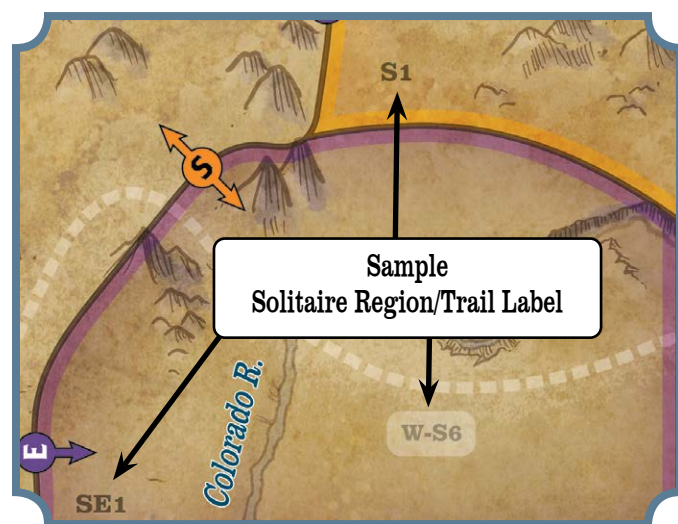
Objective

Solitaire Variant I is a solitaire variant to *Plains Indian Wars* that attempts simplicity while closely aligning with the standard base game mechanics. The design allows the solo player to concentrate on strategy and game play with minimum effort applied to running the BOT. In *Solitaire Variant I*, the Human Player plays the U.S. factions against an A.I. Indian Player. In *Solitaire Variant II*, the Human Player plays the Indian factions against an A.I. U.S. Player. The base game rules apply in all cases not specifically covered by these variant rules.

Game Board

Each region is numbered to determine A.I. cube placement during the Green, Orange, and Purple turns, or A.I. engagement of wagons during the White turn. The NPT region is numbered N1 – N12. The SPT region is numbered S1 – S12. The Northern Plains Enemies (Purple) region including Canada is numbered NE1 – NE6. The Southern Plains Enemies (Purple) region including Mexico is numbered SE1 – SE6. Finally, the wagon trails have been numbered W-N1 through W-N6 in the northern region and W-S1 through W-S6 in the southern region.

NOTE: Two regions are labeled W-N5a and W-N5b because of the split wagon trails in the northern region.



Set-Up

- ▶ **Black:** Place all railroad cubes off the board nearby.
- ▶ **White:** Place 2 cubes in St. Louis.
- ▶ **Purple:** Place 1 cube in each northern and southern Purple region. Place 2 cubes in Canada and 2 cubes in Mexico.
- ▶ **Green:** Place 1 cube in each of the twelve NPT regions. Roll two d12 dice placing 3 additional cubes in each of those locations. NPT cards are not used in *Solitaire Variant I*.
- ▶ **Orange:** Place 1 cube in each of the twelve SPT regions. Roll two d12 dice placing 3 additional cubes in each of those locations. SPT cards are not used in *Solitaire Variant I*.
- ▶ **Brown:** Place 3 cubes in St. Louis and 3 cubes in Sacramento. Draw 3 Settlers cards.
- ▶ **Blue:** Place 1 cube in St. Louis and 1 cube in Sacramento. Draw 3 Cavalry cards. If the CUSTER card is drawn, complete the action on the card, then draw back up to 3 Cavalry cards.
- ▶ Note that four locations (Black Hills/Salt Lake City/Denver/Phoenix) are worth +2 VP to the Human (US) player. Place a token or marker of your choice to indicate these are key locations.

U.S. Player (Human)

The Human Player handles the U.S. forces as normal per regular rules. The U.S. forces include the Blue, Brown, and Purple factions. The U.S. Player also controls the White and Black factions.

Indian Player (A.I.)

A simple BOT runs the A.I. Indian forces. When an A.I. (Green/Orange) Indian token is drawn, roll two d12 dice for placement in the NPT/SPT sectors. Any region that contains both Human and A.I. forces results in an engagement. NPT/SPT casualties are placed back into the Green/Orange Ready Boxes (the A.I. does not use the Casualty Box). A.I. forces can never voluntarily retreat or advance after placement. The A.I. also places NPT/SPT cubes during the Purple turn and engages wagons during the White turn. The A.I. does not use NPT/SPT cards in *Solitaire Variant I*.

SEQUENCE OF PLAY

1. Draw a faction disc. Bag-drawn play order as normal.
2. Faction either chooses a card if the Human Player (Cavalry/Settlers) or rolls a die if the A.I. (NPT/SPT). See special rules for Purple and White.
3. Place cubes.
4. Activate and move cubes (Human Player).
5. Resolve all engagements.
6. Replace cards played (Human Player: Cavalry/Settlers).
7. Repeat steps 1-6 for remaining discs in Draw Bag.

***NOTE:** For game play and game ending purposes, a **complete turn** is the drawing and activation of all seven color discs.*

PROCEDURE

Northern Plains Tribes (Green)

Roll two d12 dice placing two green cubes in each numbered location rolled. The maximum number of (Green and Orange) Indian cubes in a region is **four** total. Any excess cubes above four are not placed on the board. If U.S. forces coexist with Indian forces after placement, an engagement takes place. If an EVENT card prevents an engagement, no Indian placement takes place (e.g., Central Pacific RR). All Green cube casualties are placed back into the NPT Ready Box including casualties removed from the game by Event Cards (e.g., Buffalo Bill Cody, Nelson Miles, Plenty Coups). Green cubes can never be placed, moved, nor retreated into a SPT region, the Rockies, St. Louis, Sacramento, southern Purple regions, Mexico, or off the board. Green cubes may occupy northern Purple regions and Canada. Green and Orange cubes may never co-exist.

Southern Plains Tribes (Orange)

Roll two d12 dice placing two orange cubes in each numbered location rolled. The maximum number of (Green and Orange) Indian cubes in a region is **four** total. Any excess cubes above four are not placed on the board. If U.S. forces coexist with Indian forces after placement, an engagement takes place. If an EVENT card prevents an engagement, no Indian placement takes place (e.g., Central Pacific RR). All Orange cube casualties are placed back into the SPT Ready

Box including casualties removed from the game by Event Cards (e.g., Buffalo Bill Cody, Nelson Miles, Plenty Coups). Orange cubes can never be placed, moved, nor retreated into a NPT region, the Rockies, St. Louis, Sacramento, northern Purple regions, Canada, or off the board. Orange cubes may occupy southern Purple regions and Mexico. Orange and Green cubes may never co-exist.

***NOTE:** In the unlikely situation there are not enough cubes in the NPT or SPT Ready Box to place cubes, roll one d12 removing the necessary cubes from the rolled location (if available) to place in the current turn location. If cubes are still unavailable, then the placement of the deficient NPT or SPT cubes is forfeited.*

Enemies of the Plains Indians (Purple)

First, place one Green cube in each Purple region (including Canada) that is adjacent to an existing Purple region already having two Green cubes, and place one Orange cube in each Purple region (including Mexico) that is adjacent to an existing Purple region already having two Orange cubes. The maximum number of (Green and Orange) Indian cubes in a Purple region is **two cubes**.

Secondly, roll two d6 dice (one for the northern enemies region and one for the southern enemies region) placing two Green cubes in the numbered northern location rolled and two Orange cubes in the numbered southern location rolled. Any excess are not placed on the board.

Thirdly, the U.S. Player may place one Purple cube in any (controlled or uncontrolled) northern Purple region including Canada, and one Purple cube in any (controlled or uncontrolled) southern Purple region including Mexico.

Fourthly, the U.S. Player may activate one Purple controlled region in the north and one in the south moving a group up to 2 spaces; or in lieu of one activation, move Purple cubes from the Casualty Box to Purple's Ready Box. Purple cubes may only be placed, moved, or retreated within a Purple region or Canada (for the northern Enemies) and Mexico (for the southern Enemies). If U.S. forces coexist with Indian forces after placement, an engagement takes place. Ignore all TREATY symbols during Purple turn engagements. U.S. forces may exercise the BLANK die retreat option as per standard base game rules, but Indian forces in Purple regions can never retreat from an engagement. TREATY symbols rolled during Blue or Brown turns during engagements in Purple regions, or in Canada or Mexico (in the case of Brown turns), are active; however, TREATY symbols rolled on Blue or Brown dice during Purple's turn are ignored. Remember, Blue cubes may never move or retreat into Canada or Mexico, and Brown may not co-mingle with Purple cubes unless accompanied by Blue cubes; nor can

Purple and Brown cubes fight together in an engagement against NPT/SPT forces (one faction sits out).

Wagons (White)

Westward Ho! The U.S. player places and advances the White wagon cubes as normal. Upon placement of new wagons, one White cube is placed on W-N1 at the start of the northern wagon trails, and one White cube is placed on W-S1 at the start of the southern wagon trail. Existing on-the-trail wagons are advanced westward to the next numbered wagon trail region. Wagons may never be moved backwards (eastwards).

***Note:** In the Solitaire Variant, do not place wagon cubes in St. Louis on TURN 1 since two wagons are already in St. Louis during Set-up.*

Night Stealth Engagement.

Wagons do not initiate engagements, but may be attacked during the NPT/SPT phases or during a **Night Stealth Engagement**. In a **Night Stealth Engagement** upon the wagon trains, roll two d6 dice (one for the northern wagon trails and one for the southern wagon trail) targeting each wagon in the rolled location **once** by rolling 1 Green or 1 Orange die per wagon. This is a “one and done” ghost engagement. Green or Orange Indian cubes do not have to be present. Wagons do not roll dice in defense.

***Note:** The northern wagon trails are numbered W-N1 thru W-N6, while the southern wagon trail is numbered W-S1 thru W-S6. There are two regions labeled W-N5a and W-N5b that result in both regions being targeted if a “5” is rolled. The U.S. (Human) player decides which trail to travel at the junction.*

Cavalry (Blue)

Play as normal choosing a card or cards from the player's 3-card hand. Under **Influenced Movement**, one Blue cube may move two Brown cubes. During engagements, Indian forces can never voluntarily retreat. If both sides roll TREATY symbols, the U.S. player makes all retreat determinations as per standard rules. Blue cubes may never enter or retreat into Canada or Mexico.

***Custer Card:** The U.S. player decides the location if there is a choice of placement. The Indian Player receives +2 points for eliminating the entire force.*

Replenish hand back up to 3 cards at the end of the Cavalry phase.

Settlers (Brown)

Play as normal choosing a card or cards from the player's 3-card hand. Under **Influenced Movement**, two Brown cubes may move one Blue cube. During engagements, Indian forces can never voluntarily retreat. If both sides roll Treaty

symbols, the U.S. player makes all retreat determinations as per normal rules. Brown cubes may not co-mingle with Purple cubes unless accompanied by Blue cubes. Brown and Purple cubes may not fight together in engagements with NPT/SPT forces. (See standard base game rules.)

Replenish hand back up to 3 cards at the end of the Settlers phase.

Transcontinental Railroad (Black)

Play as normal. A maximum of three Black cubes may extend the Union Pacific railhead being constructed out of St. Louis, and a maximum of three Black cubes may extend the Central Pacific railhead out of Sacramento (upon completion of the five Mountain spaces) based on the appropriate number of Brown cubes along the railroad.

***Note:** the Transcontinental Railroad is not complete until all railroad spaces, including the five Mountain spaces, contain a Black cube.*

REGION LIMITS

NPT/SPT Cubes

- The maximum number of Green cubes in a NPT region is **four**.
- The maximum number of Green cubes in a northern Purple region or Canada is **two**.
- The maximum number of Orange cubes in a SPT region is **four**.
- The maximum number of Orange cubes in a southern Purple region or Mexico is **two**.

U.S. Forces Cubes

- The maximum number of U.S. forces cubes (Blue/Brown/Purple) in a region is **eight**.
- The maximum number of U.S. forces cubes in St Louis, Sacramento and the Rockies is **unlimited**.

Other Cubes

- White and Black cubes do not count against cube limits.

ENGAGEMENTS

Engagements between the U.S. Player and the Indian (A.I.) Player are conducted as normal. Roll the appropriate number and color dice for each side, applying the results of the symbols rolled. The U.S. Player determines the order of conducting all engagements whether during the U.S. or Indian turn if there are multiple engagements. The U.S. Player determines retreats for both sides resulting from Treaty symbols being rolled. A.I. Indian cubes can never voluntarily retreat from an engagement. The U.S. Player may exercise the Blank die retreat option as per standard rules. Indian *Ambushes* are resolved as per standard rule. Indians can only engage White cubes after all Blue, Brown, and Purple cubes have been eliminated (see *Wagon Engagement Procedure*).

Remember: *Green/Orange Indian cubes can never co-mingle, nor can Purple/Brown cubes unless accompanied by Blue cubes.*

Wagon Engagement Procedure

Wagons can only be attacked if all Blue and Brown cubes have been eliminated in the region. Attacking NPT/SPT forces roll 1 or 2 Green/Orange dice depending on the number of Green/Orange cubes present in the region (as per standard rules) eliminating one wagon cube for each Hit symbol. The Wagon forces roll 2 Brown dice in defense no matter the number of White cubes in the region, eliminating one Indian cube for each Hit symbol. Wagons may only DEFEND, not engage. Blank symbols are ignored. Engagements continue until one side or the other has been eliminated, or both sides roll Treaty symbols, in which case advance all Wagons one region westward along the wagon trail, leaving the surviving NPT/SPT forces in-place. Whether a regular engagement or a *Night Stealth Engagement*, surviving wagons remain in place if all Indian cubes were eliminated. Eliminated wagon cubes are placed in the Indian Victory Point Box and are worth 1 VP each. Wagons which exit the trail into the Rockies are placed in the U.S. Victory Point Box and are worth 1 VP each. Any wagons remaining on the wagon trails at the end of the game are worth ½ VP each for the U.S. Player.

KEY LOCATIONS

Phoenix • Denver • Salt Lake City • Black Hills

The U.S. Player gains +2 victory points each for controlling the following key locations at the game's end: Phoenix, Denver, Salt Lake City, and the Black Hills regions. This is in addition to the 1 point for controlling a region at the end of the game, with the exception being Phoenix which is located within a Purple region.

GAME END

END OF GAME DETERMINATION

The game end is triggered when either of the following conditions occur:

- Completion of the Transcontinental Railroad including the five "M" spaces.
- Playing the last Cavalry Deck or Settlers Deck card.

Note: *The game ends after all 7 color discs factions have been drawn and played.*



SOLITAIRE VARIANT II

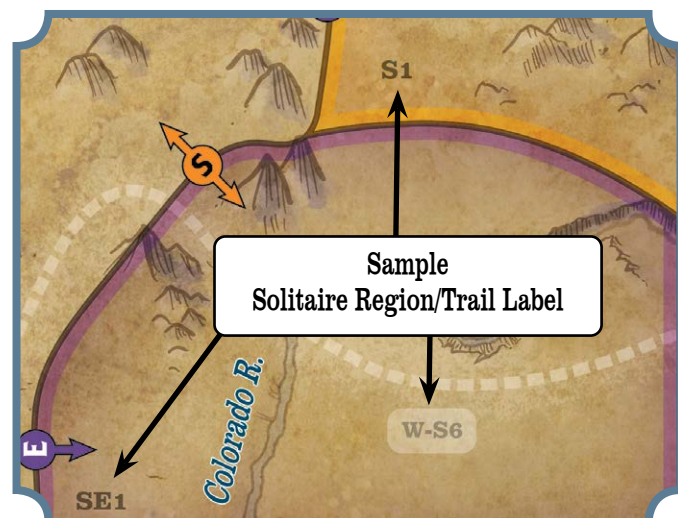
Objective

Solitaire Variant II is a solitaire variant to *Plains Indian Wars* that attempts simplicity while closely aligning with the standard base game mechanics. The design allows the solo player to concentrate on strategy and game play with minimum effort applied to running the BOT. In *Solitaire Variant I*, the Human Player plays the U.S. factions against an A.I. Indian Player. In *Solitaire Variant II*, the Human Player plays the Indian factions against an A.I. U.S. Player. The base game rules apply in all cases not specifically covered by these variant rules.

Game Board

The game board is divided into regions. Each region is numbered to aid in cube placement. The NPT region is numbered N1 – N12. The SPT region is numbered S1 – S12. The Northern Plains Enemies (Purple) region including Canada is numbered NE1 – NE6. The Southern Plains Enemies (Purple) region including Mexico is numbered SE1 – SE6. Finally, the wagon trails have been numbered W-N1 through W-N6 in the northern region and W-S1 through W-S6 in the southern region.

NOTE: Two regions are labeled W-N5a and W-N5b because of the split wagon trails in the northern region. In Solitaire Variant II, the Wagon Trail and the Transcontinental Railroad regions are significant.



Indian Player (Human)

The Human Player handles the Indian forces as per standard base game rules. The Indian forces include the Green and Orange factions.

U.S. Player (A.I.)

A simple BOT runs the A.I. (U.S.) forces. The U.S. forces may vary from scenario to scenario but generally include the Blue, Brown, and Purple factions. The A.I. also controls the White and Black factions. The Cavalry and Settlers card decks are not used in *Solitaire Variant II*.



SCENARIO I

“CIRCLE THE WAGONS”

(THE OREGON TRAIL)

Introduction

In Scenario 1, the A.I. BOT operates a Wagon Train of Wagons, Settlers, and Cavalry escorts attempting to cross the hostile northern Great Plains from St. Louis to the Rockies. The A.I. also has control of any Purple faction cubes that appear on the Wagon Trail in the Purple regions. The Human Player, playing by standard base game rules, controls the NPT faction attempting to destroy the Wagon Train before it reaches the Rockies.

Set-Up

- Place 1 NPT Green cube in each of the 12 NPT regions. Roll two d12 dice placing 3 additional NPT Green cubes in each of the two regions whose number was rolled. Next, shuffle the 15 NPT card deck dealing out 3 cards into your hand. The SPT faction is not used in this scenario.
- Place the Wagon Train consisting of 10 White, 8 Brown, and 4 Blue cubes in St. Louis.
- Place 1 Purple cube along with one Purple die in region NE1. The Purple cube never moves, but does participate in engagements in region NE1 on the side of the Wagon Train forces. The Purple die will not be used unless the Wagon Train is attacked in NE1.
- Bag-drawn color discs are not used in this scenario.

Procedure

- There are seven turns in this scenario.
- There are six Wagon Trail regions consisting of W-N1 through W-N6.
 - Each turn, the automated Wagon Train will move westward one region along the Mormon/Oregon/California Wagon Trail – Turn 1 in W-N1; Turn 2 in W-N2; etc.
 - At W-N4, the Wagon Trail splits into the Oregon and California Trails. **Roll a Purple die.** If it is a HIT or TREATY Symbol, the Wagon Train takes the upper Oregon Trail (W-N5a) on Turn 5. If it is a BLANK, the Wagon Train takes the lower California Trail (W-N5b) on Turn 5.
 - On Turn 6, any Wagon Train cubes on the Oregon Trail (W-N5a) exit the map into the Rocky Mountains. Check for game-ending conditions.
 - On Turn 7, any Wagon Train cubes on the California Trail (W-N6b) exit the map into the Rocky Mountains immediately ending the game.

- If the Wagon Train advances into a wagon trail region containing NPT forces, no engagement occurs at this time. (See *Engagements*)
- Purple cubes never move; they only add a Purple die to engagements in Purple regions on the side of the Wagon Train forces.

➤ After the Wagon Train has moved, the Human Player plays one or more NPT cards as per standard base game rules, in order to place and move NPT cubes and engage the Wagon Train forces.

- NPT forces may only be placed in NPT regions under their control.
- NPT forces may move freely within NPT regions, but may only enter Purple wagon trail regions in order to engage the Wagon Train. As a result, NPT forces may only engage Purple cubes as part of a larger engagement on the Wagon Train.
- NPT forces may move into or through the Wagon Train region.
- NPT forces may not move outside of the twelve NPT regions and the one northern Purple wagon trail region.
- All cards are playable. Follow the directions on the Event cards ignoring reference to disc draw.
- Replenish the NPT hand back up to 3 cards at the end of the NPT phase.
- The NPT faction does not play Turn 6 if the game ended, nor would it play Turn 7 since the game ends automatically on Turn 7 after the A.I. phase.

Cube Limit

- The maximum number of NPT cubes in a region at the end of movement or retreats is **6 cubes**. NPT forces may be placed or moved through a region in excess of 6 cubes as long as the cube limit is not exceeded at the end of a Wagon Train or NPT phase.
- The Wagon Train begins with a total of **22 cubes** in its party (4 Blue, 8 Brown, and 10 White). This force may increase temporarily by 1 Purple cube when entering a Purple region. Whereas the Wagon Train party will never increase beyond these numbers, it will normally decrease in size due to combat attrition.

Engagements

- An engagement occurs whenever NPT and Wagon Train forces coexist in a region at the end of all NPT cube placement and movement. *Note: An engagement does not immediately occur after the Wagon Train moves into a wagon trail region containing NPT forces, only during the NPT phase.*
- Only the NPT forces may engage. The Wagon Train forces never engage, only defend against NPT engagements.
- The Human Player rolls 1-2 Green dice based on the number of attacking Green cubes in the engagement as per standard base game rules. (1 cube = 1 die/2 or more cubes = 2 dice)
- The Wagon Train forces defend rolling 1-2 Blue dice, 1-2 Brown dice, and/or 1 Purple dice depending on the number of Blue, Brown, Purple, and White cubes in the engagement. (1 cube = 1 die/2 or more cubes = 2 dice)
- White cubes roll 1 Brown die whenever the number of Brown cubes is reduced to 1, if there is at least 1 White Cube remaining. White cubes roll 1-2 Brown dice whenever all of the Brown cubes have been eliminated, depending on the number of White cubes remaining (1 White cube = 1 Brown die/2 or more White cubes = 2 Brown dice). Otherwise, whenever two or more Brown cubes are present in an engagement, White cubes do not roll dice.
- Each HIT symbol causes a casualty.
 - Remove all A.I. casualties per engagement round from the largest Wagon Train faction. Initially, that would be the White cubes since there are 10 Wagons as compared to 8 Settlers and 4 Cavalry. Due to attrition, ties among factions will occur. If a tie, remove cubes based on the following priority: Brown first, Blue next, then Purple, and finally White last.
 - Wagon Train cubes eliminated in an engagement are removed from the game. The Wagon Train never receives replacements.
 - NPT casualties are placed in the Casualty Box and may be transferred to the NPT Ready Box at the expenditure of 1 activation point.
- Ignore TREATY symbols.
- NPT forces may retreat 1 cube for every BLANK symbol rolled. Wagon Train forces may never retreat nor advance during an engagement. They remain in place on the trail until the next turn.

End of Game

The game ends at the completion of six or seven turns when all surviving Wagon Train cubes have exited the wagon trails into the Rockies, or sooner if all wagons have been eliminated.

Victory Conditions

- The A.I. wins if any (White) Wagon cubes reached the Rocky Mountains.
- The Human Player wins if no wagons reached the Rockies. The survival of any Blue, Brown, or Purple cubes does not negate a Human Player victory.



SCENARIO II

“CIRCLE THE WAGONS”

(THE SANTA FE TRAIL)

Introduction

In Scenario 2, the A.I. BOT operates a Wagon Train of Wagons, Settlers, and Cavalry escorts attempting to cross the hostile southern Great Plains from St. Louis to the Rockies. The A.I. also has control of any Purple faction cubes that appear on the Wagon Trail in the Purple regions. The Human Player, playing by standard base game rules, controls the SPT faction attempting to destroy the Wagon Train before it reaches the Rockies.

Set-Up

- Place 1 SPT Orange cube in each of the 12 SPT regions. Roll two d12 dice placing 3 additional SPT Orange cubes in each of the two regions whose number was rolled. Next, shuffle the 15 SPT card deck dealing out 3 cards into your hand. The NPT faction is not used in this scenario.
- Place the Wagon Train consisting of 10 White, 8 Brown, and 4 Blue cubes in St. Louis.
- Place 1 Purple cube each in regions SE1 and SE2 along with a Purple die. Purple cubes never move, but do participate in engagements in regions SE1 and SE2 on the side of the Wagon Train forces. The Purple dice will not be used unless the Wagon Train is attacked in SE1 or SE2.
- Bag-drawn color discs are not used in this scenario.

Procedure

- There are seven turns in this scenario.
- There are six Wagon Trail regions consisting of W-S1 through W-S6.
 - Each turn, the automated Wagon Train will move westward one region along the Santa Fe Wagon Trail – Turn 1 in W-S1; Turn 2 in W-S2; etc.
 - On Turn 7, any Wagon Train cubes on the Santa Fe Trail (W-S6) exit the map into the Rocky Mountains immediately ending the game.
 - If the Wagon Train advances into a wagon trail region containing SPT forces, no engagement occurs at this time. (See *Engagements*)
 - Purple cubes never move; they only add a Purple die to engagements occurring in a Purple region on the side of the Wagon Train forces.
- After the Wagon Train has moved, the Human Player

plays one or more SPT cards as per standard base game rules, in order to place and move SPT cubes and engage the Wagon Train forces.

- SPT forces may only be placed in SPT regions under their control.
- SPT forces may move freely within SPT regions, but may only enter Purple wagon trail regions in order to engage the Wagon Train. As a result, SPT forces may only engage Purple cubes as part of a larger engagement on the Wagon Train.
- SPT forces may move into or through the Wagon Train region.
- SPT forces may not move outside of the twelve SPT regions and the two southern Purple wagon trail regions.
- All cards are playable. Follow the directions on the Event cards ignoring reference to disc draw.
- Replenish the SPT hand back up to 3 cards at the end of the SPT phase.
- The SPT faction would not play Turn 7 since the game ends automatically on Turn 7 after the A.I. phase.

Cube Limit

- The maximum number of SPT cubes in a region at the end of movement or retreats is **6 cubes**. SPT forces may be placed or moved through a region in excess of 6 cubes as long as the cube limit is not exceeded at the end of a Wagon Train or SPT phase.
- The Wagon Train begins with a total of **22 cubes** in its party (4 Blue, 8 Brown, and 10 White). This force may increase temporarily by 1 Purple cube when entering a Purple region. Whereas the Wagon Train party will never increase beyond these numbers, it will normally decrease in size due to combat attrition.

Engagements

- An engagement occurs whenever SPT and Wagon Train forces coexist in a region at the end of all SPT cube placement and movement. *Note: An engagement does not immediately occur after the Wagon Train moves into a wagon trail region containing SPT forces, only during the SPT phase.*
- Only the SPT forces may engage. The Wagon Train forces never engage, only defend against SPT engagements.
- The Human Player rolls 1-2 Orange dice based on the number of attacking Orange cubes in the engagement as per standard base game rules. (1 cube = 1 die/2 or more cubes = 2 dice)
- The Wagon Train forces defend rolling 1-2 Blue dice,

1-2 Brown dice, and/or 1 Purple dice depending on the number of Blue, Brown, Purple, and White cubes in the engagement. (1 cube = 1 die/2 or more cubes = 2 dice)

White cubes roll 1 Brown die whenever the number of Brown cubes is reduced to 1, if there is at least 1 White Cube remaining. White cubes roll 1-2 Brown dice whenever all of the Brown cubes have been eliminated, depending on the number of White cubes remaining (1 White cube = 1 Brown die/2 or more White cubes = 2 Brown dice). Otherwise, whenever two or more Brown cubes are present in an engagement, White cubes do not roll dice.

Each HIT symbol causes a casualty.

- Remove all A.I. casualties per engagement round from the largest Wagon Train faction. Initially, that would be the White cubes since there are 10 Wagons as compared to 8 Settlers and 4 Cavalry. Due to attrition, ties among factions will occur. If a tie, remove cubes based on the following priority: Brown first, Blue next, then Purple, and finally White last.
- Wagon Train cubes eliminated in an engagement are removed from the game. The Wagon Train never receives replacements.
- SPT casualties are placed in the Casualty Box and may be transferred to the SPT Ready Box at the expenditure of 1 activation point.

Ignore TREATY symbols.

SPT forces may retreat 1 cube for every BLANK symbol rolled. Wagon Train forces may never retreat nor advance during an engagement. They remain in place on the trail until the next turn.

End of Game

The game ends at the completion of seven turns when all surviving Wagon Train cubes have exited the wagon trail into the Rockies, or sooner if all wagons have been eliminated.

Victory Conditions

- The A.I. wins if any (White) Wagon cubes reached the Rocky Mountains.
- The Human Player wins if no wagons reached the Rockies. The survival of any Blue, Brown, or Purple cubes does not negate a Human Player victory.

SCENARIO III

“CIRCLE THE WAGONS”

(COMBINED)

Introduction

- For a fuller experience, combine Scenario 1 and 2 playing two Wagon Trains simultaneously, one on the northern wagon trail and another on the southern wagon trail.
- Each turn move both Wagon Trains along their respective Wagon Trails, followed by a simultaneous NPT/SPT turn, conducting any engagements that occur.

Victory Conditions

- A.I. Victory:** at least one wagon apiece exited the northern and southern Wagon Trails into the Rockies.
- Draw:** at least one wagon exited from either the northern or southern Wagon Trails into the Rockies.
- Human Player Victory:** no wagons exited from either the northern or southern trails into the Rockies. The survival of any Blue, Brown, or Purple cubes does not negate a Human Player victory.

SCENARIO IV

“GRAB YOUR PICKAXE”

(THE TRANSCONTINENTAL RAILROAD)

Introduction

In Scenario 4, the A.I. forces, controlling the Blue and Brown factions, are attempting to complete the Transcontinental Railroad from St. Louis to Sacramento. The Human Player, controlling the NPT and SPT factions, is trying to stop the completion of the railroad.

Set-Up

- Place one Green cube in each of the twelve NPT regions, then roll two d12 dice placing an additional three Green cubes in the regions rolled. Shuffle the fifteen NPT card deck, drawing three cards into your hand.
- Place one Orange cube in each of the twelve SPT regions, then roll two d12 dice placing an additional three Orange cubes in the regions rolled. Shuffle the fifteen SPT card deck, drawing three cards into your hand.
- Place two Blue and four Brown cubes each in Region N5 and S5 adjacent to St. Louis. The Brown cubes represent the railroad workers and will hereinafter be called **Workers**, while the Blue cubes represent an armed escort.

The Cavalry and Settlers card decks are not used in this scenario.

- The Purple and White cubes are not used in this scenario.
- Place the Green, Orange, Blue, Brown, and Black discs in the Draw Bag. The Purple and White discs are not used in this scenario.

Procedure

- **Disc Draw:** Randomly draw a color disc from the Draw Bag.

- **Blue Disc.** Add a number of Blue cubes to the current *Union Pacific* NPT and SPT railhead regions to a maximum of **two** Blue cubes in each region. If the five Mountain “M” spaces have been completed, add **one** Blue cube (per Blue disc draw) in each region adjacent to the *Central Pacific* railhead up to a maximum of two Blue cubes. There can never be more than two Blue cubes in any one region. *Exception: The Union and Central Pacific workers and escorts may merge in one region allowing for a maximum of 4 Cavalry and 8 Workers in the region.* If the railroad in a railhead region is complete, move the entire party of Blue (Cavalry) and Brown (Workers) westward (if *Union Pacific*) or eastward (if *Central Pacific*) to the next region adjacent to the railroad. The presence of NPT/SPT forces in the region from which the A.I. Blue/Brown party came or into which it moved **does not trigger an engagement**. Only NPT/SPT forces may engage during its color disc draw. A.I. Blue/Brown forces may never engage, only defend against NPT/SPT engagements.
- **Brown Disc.** Add a number of Brown cubes to the current *Union Pacific* NPT and SPT railhead regions to a maximum of **four** Brown cubes in each region. If the five Mountain “M” spaces have been completed, add **two** Brown cubes (per Brown disc draw) in each region adjacent to the *Central Pacific* railhead up to a maximum of four Brown cubes. There can never be more than four Brown cubes in any one region. *Exception: The Union and Central Pacific workers and escorts may merge in one region allowing for a maximum of 4 Cavalry and 8 Workers in the region.* If the railroad in that region is complete, move the entire party of Blue (Cavalry) and Brown (Workers) westward (if *Union Pacific*) or eastward (if *Central Pacific*) to the next region adjacent to the railroad. The presence of NPT/SPT forces in the region from which the A.I. Blue/Brown party came or into which

it moved **does not trigger an engagement**. Only NPT/SPT forces may engage during its color disc draw. A.I. Blue/Brown forces may never engage, only defend against NPT/SPT engagements.

- **Black Disc.** Add a maximum of three Black cubes to extend the *Union Pacific* railhead westward based on the number of Brown (Workers) cubes in the adjacent regions, as per standard base game rules. Roll two Brown dice adding one black cube to the Mountain “M” spaces for each “HIT” or “TREATY” symbol rolled. If the five Mountain “M” spaces have been completed, add a maximum of three Black cubes to extend the *Central Pacific* railhead eastward based on the number of Brown (Workers) cubes in the adjacent regions, as per standard base game rules.
- **Green Disc.** Play one War Party card and any number of Event cards from your hand to add, activate, and move NPT cubes, and engage the railroad workers (Brown cubes) and escorts (Blue cubes).
- **Orange Disc.** Play one War Party card and any number of Event cards from your hand to add, activate, and move cubes, and engage the railroad workers (Brown cubes) and escorts (Blue cubes).
- **End of Turn.** After all five color discs have been drawn and played, place the discs back into the Draw Bag and begin another turn.

Cube Limit

- The maximum number of NPT or SPT cubes in a region is **eight** cubes.
- The maximum number of Blue cubes in a region is **two** cubes.
- The maximum number of Brown cubes in a region is **four** cubes.
- **Exception:** The Union and Central Pacific workers and escorts may merge in one region allowing for a maximum of 4 Cavalry and 8 Workers in the region.

Card Play

- Only the Human NPT/SPT player utilizes cards for game play purposes as per standard base game rules. All cards are playable. Follow the directions on the Event cards. The A.I. Cavalry/Workers do not use cards in *Solitaire Variant II*.
- NPT cubes cannot be placed, moved, or retreated into SPT regions, the Rockies, Sacramento, St. Louis, or off the

board. They can only operate within NPT and northern Purple regions. NPT and SPT cubes may never share the same space.

- SPT cubes cannot be placed, moved, or retreated into NPT regions, the Rockies, Sacramento, St. Louis, or off the board. They can only operate within SPT and southern Purple regions. SPT and NPT cubes may never share the same space.
- Replenish the card hands back up to 3 cards each at the end of the NPT/SPT phases.

Engagements

- Only the Human NPT/SPT player may engage. The A.I. Cavalry/Workers never engage, only DEFEND against NPT/SPT engagements.
- The NPT and SPT engage as per standard base game rules. Roll 1-2 NPT/SPT dice depending on the number of NPT/SPT cubes involved in the engagement (1 cube = 1 die/2 or more cubes = 2 dice). Simultaneously roll 1-2 Blue and 1-2 Brown dice based on the number of Blue and Brown cubes being attacked (1 cube = 1 die/2 or more cubes = 2 dice).
- For each HIT symbol rolled, remove one enemy cube based on the standard base game rules (majority faction). If a tie between Blue and Brown cubes, remove all casualties from the Brown cubes first.
- NPT/SPT casualties are placed in the NPT/SPT Casualty Box. Blue and Brown cubes are returned to their Ready Box. The NPT/SPT may move cubes in the Casualty Box to the Ready Box during card play by expending 1 activation point.
- Ignore TREATY symbols.
- NPT/SPT forces may retreat one Green/Orange cube for each BLANK symbol rolled as per standard base game rules. A.I. forces may never retreat.

End of Game

- The game end is triggered when either of the following conditions occur:
 - Completion of the Transcontinental Railroad including the five “M” spaces.
 - Playing the last NPT or SPT Deck card.
- If the game end has been triggered, complete the turn by drawing and activating all remaining color discs from the Draw Bag. The game ends after all color discs factions have been drawn and played.

Victory Conditions

- **A.I. Victory:** The A.I. player wins if the Transcontinental Railroad is completed by the game’s end.
- **Human Victory:** The Human player wins if the Transcontinental Railroad is not completed by the game’s end.

SCENARIO V

“GRAB YOUR PICKAXE”

(NORTHERN RAILROAD)

Introduction

For a quicker scenario, play the same as Scenario IV, but just utilize the NPT faction and only the Blue and Brown factions in the NPT regions.

SCENARIO VI

“GRAB YOUR PICKAXE”

(SOUTHERN RAILROAD)

Introduction

For a quicker scenario, play the same as Scenario IV, but just utilize the SPT faction and only the Blue and Brown factions in the SPT regions.



SCENARIO VII

“CUSTER’S REVENGE”

(THE SIOUX CAMPAIGN of 1876)

Introduction

In Custer’s Revenge, three U.S. Cavalry columns are converging on the Black Hills: Crook, Gibbons, and Terry (the latter led by George Armstrong Custer). Each column contains 9 cubes: 7 Cavalry represented by various cube colors, 1 Scout represented by a Purple cube, and 1 Commander represented by a Black cube. An A.I. runs the U.S. forces, while the Human Player controls the hostiles (represented only by the NPT faction). The goal of the A.I. Cavalry columns is to secure the Black Hills; the goal of the Indian hostiles is to stop them at whatever cost.

Set-Up

- ▶ Four faction colors are used: Green, Blue, Brown, and White. Place the Green, Blue, Brown, and White color discs in the Draw Bag. Draw 1 color disc at a time from the bag, completing the faction’s action before drawing another disc. When all 4 color discs have been drawn and activated, a turn has been completed. Return the color discs to the Draw Bag and begin another turn.
- ▶ **NPT (Human Player).** Set up 1 Green cube in each of the twelve NPT regions. Add 7 cubes to region N10 so that there are a total of 8 Green cubes in the Black Hills. Place 1 Orange die in region N10 to be used in all engagements occurring in region N10. Shuffle the 15 NPT card deck dealing out a hand of 3 cards. The Human player plays as normal per standard base game rules. Follow the directions on all Event cards played. (The SPT faction is not used in this scenario.)
- ▶ **U.S. Cavalry Columns (A.I.).**
 - **Crook’s Column:** Place 7 Brown cubes, 1 Purple cube, and 1 Black cube in region S2. In this scenario, the Brown cubes represent Cavalry and roll Blue Cavalry dice during engagements.
 - **Gibbon’s Column:** Place 7 Blue cubes, 1 Purple cube, and 1 Black cube in region NE3. The Blue cubes represent Cavalry and roll Blue Cavalry dice during engagements as normal.
 - **Terry’s Column (led by Custer):** Place 7 White cubes, 1 Purple cube, and 1 Black cube in the shaded area east of and adjacent to region N11. In this scenario, the White cubes represent Cavalry and roll Blue Cavalry dice during engagements.

- For this scenario’s game purpose, Brown and White cubes act exactly like Blue Cavalry cubes rolling Blue dice during engagements. Black cubes represent Commanders rolling Brown dice. Purple represent Indian Scouts friendly to the U.S. Cavalry rolling Purple dice. Settlers, Wagons, and Railroads are not used in this scenario. Ignore any reference to them on NPT cards.

Movement

- ▶ **Human.** The Human Player plays the NPT forces as normal based on the standard base game rules. Upon the Green disc draw, the NPT forces move as normal with the Human Player playing cards from their hand and engaging Cavalry forces occupying the same region as NPT forces. The maximum number of NPT cubes in a region at the end of movement is 8 cubes. NPT forces may exceed the 8 cube limit while moving through a region as long as the maximum limit is observed at the end of the NPT phase. NPT forces may also move through Cavalry forces in a region. NPT cubes may only be placed in NPT regions; however, once placed, NPT forces may freely move into northern Purple or NPT regions (unless it is a starting A.I. region). NPT forces may never move into SPT regions, Canada, Mexico, the Rockies, St. Louis, Sacramento, southern Purple regions, a starting A.I. region, or off the board. Replenish the card hand back up to 3 cards at the end of the NPT phase.
- ▶ **A.I.** The A.I. forces are governed by a strict set of guidelines. Upon a Blue, Brown, or White disc draw, move the specific Cavalry column one region towards the Black Hills taking a scripted travel route. The maximum number of cubes in a Cavalry force containing Blue, Brown, White, or Purple cubes is 8. Commanders (Black cubes) do not count against the Cavalry force cube limit. *Exception: Cavalry columns may converge in the Black Hills (Region 10) in violation of the 8 cube Cavalry force limit (keep the forces separate in case of a retreat).*
 - Upon a White disc draw, move Terry’s column one region closer to the Black Hills starting in the shaded area east of and adjacent to region N11 and moving through N11 to N10.
 - Upon a Blue disc draw, move Gibbon’s column one region closer to the Black Hills moving from NE3 to NE4 to NE5 to N10.
 - Upon a Brown disc draw, move Crook’s column one region closer to the Black Hills moving from S2 to N2 to N3 to N8 to N10.

Engagements

- Engagements take place any time U.S. and NPT forces occupy the same region at the end of movement.
- NPT forces roll 1 or 2 Green dice depending on the number of NPT cubes in the engagement as per standard base game rules. (1 cube = 1 die/2 or more cubes = 2 dice)
- A.I. rolls 1 or 2 Blue dice depending on the number of Blue/Brown/White cavalry cubes in the engagement, plus 1-2 Purple dice depending on the number of Purple Scout cubes in the engagement, and 1-2 Brown dice depending on the number of Black cubes involved in the engagement. (1 cube = 1 die/2 or more cubes = 2 dice)
Note: The only time it is possible to have more than one Purple or one Brown cube in an engagement is if two or more Cavalry columns converged in region N10. Normally, the A.I. is only rolling one Purple and one Brown dice during an engagement.
- Add 1 Orange die to the NPT dice roll for all engagements occurring in the Black Hills region (N10), and as long as there is at least one Green cube remaining in the fight. The Orange die represents the intensity of the hostile forces to fight for the sacred Black Hills.

➤ A.I. forces may not be engaged in their starting locations.

- A.I. casualties are removed from the largest color faction first. If two or more cube colors are tied, remove (Blue/Brown/White) Cavalry cubes first, (Purple) Scout cubes next, then (Black) Commander cubes last. Therefore, the Commander of a Cavalry column is always the last cube to be eliminated. If there is a tie amongst Blue/Brown/White cubes in region N10, the Human Player decides which cube to remove. Once eliminated, U.S. cubes are removed from the game. The U.S. forces never receive replacements.
- NPT casualties are placed in the Casualty Box. The Human player must expend an activation point in order to move casualties from the Casualty Box to the NPT Ready Box.
- Combat immediately stops and the Cavalry column automatically retreats to its previously occupied region if both sides roll Treaty symbols during an engagement. The size of the force in determining retreats does not matter. A.I. retreats may trigger a new engagement if the region retreating to contains NPT cubes. Cavalry columns may not retreat past their starting locations. The NPT forces do not retreat on Treaty rolls, only U.S. forces. All HITS are voided during a round in which a retreat occurs. NPT forces may withdraw 1 Green cube from an engagement for every BLANK symbol rolled to a NPT-controlled or

empty region. The A.I. forces never withdraw because of BLANK symbols.

- Ambushes are in-play if a Cavalry column enters a region containing only 1 NPT cube.

End of Game

- This scenario lasts 5 turns. Keep track of the game turns by using an Orange cube as a Game Turn marker on the NPT/SPT Victory Point track #1-5.
- A turn is complete after the drawing and activation of all 4 color discs from the Draw Bag, unless a Cavalry column has been completely destroyed, in which case the color disc may be removed from game play.

Victory Conditions

- The A.I. wins if at the end of any complete turn, a Cavalry force consisting of at least 1 cube (Black, Purple, White, Brown, or Blue) occupies the Black Hills region without any NPT forces present.
- The Human Player wins if the Black Hills (Region N10) remain vacant of U.S. forces by the end of Turn 5.



SOLITAIRE DESIGNER'S NOTES

Plains Indian Wars is a simple, highly playable design by the renowned wargame designer John Poniske. The game incorporates multiple aspects of western United States history introducing relevant historical groups or features in an abstract, albeit notable game role. These historical groups or features include the transcontinental railroad, wagon trails, frontier settlers, the U.S. Cavalry, resident enemies of the Plains Indians, and the northern and southern Plains Indians themselves. In designing the solitaire variant for *Plains Indian Wars*, I sought to mimic the basic game mechanics as much as feasible, while producing an automated BOT that virtually runs itself. In order to maintain the simplicity and playability of the base game, I avoided complicated COIN-style solitaire systems. Originally, I tinkered with a card-draw system for the A.I.; however, restrictions on production redesigns and costs were prohibitive. I settled on randomized A.I. cube placements based on die rolls that proved quick, easy, and straightforward. This required the inclusion of d6 and d12 dice, and a numbering of the game board regions that was not incorporated on the original map draft.

Solitaire Variant I captures the elusiveness of the Plains Indian to concentrate and strike its enemies at will and without notice reflecting their unconventional art of war. The Victory Points were designed to achieve a relative balance in game play. For example, the U.S. Player had a significant advantage over the A.I. in gaining Wagon cube points and points for maintaining control over the Purple Region without some adjustments. The solitaire Victory Point goals forces the Human Player to pay attention not only to completing the railroad and opening the wagon trails, but also to not ignoring significant Indian concentrations, remote key regions, or the Purple sector in general. Strategic deployment of the U.S. forces and skillful use of *Influenced Movement* is necessary in order to achieve victory goals and ward off constant Indian threats.

Whereas *Solitaire Variant I* involves a longer gameplay and encompasses all of the factions and aspects of the standard base game, *Solitaire Variant II* is a shorter, more streamlined design that focuses on single aspects of John Poniske's base game depending upon the scenario. Two key historical features of settling the West were the building of the Transcontinental Railroad and the adventures along the Wagon Trails. *Solitaire Variant II's* scenarios captures the struggles of both with regard to crossing hostile Indian lands. And what is a wargame designed around the American western frontier without a Custer scenario? Therefore, a brief 1876

Sioux Indian War campaign was also included. In other regards, *Solitaire Variant II* can serve as an introduction to *Plains Indian Wars* by teaching basic game mechanics. Still in all, solitaire players may appreciate *Solitaire Variant II* for its quick, easy-flowing aspects.

My efforts in designing *Solitaire Variant I* and *Solitaire Variant II* were laboring to say the least. Over the course of more than a year, I designed, play-tested, and developed until a workable product was produced. It was truly a labor of love. I enjoyed working on the design and learning from John Poniske. I wish to thank John for giving me the opportunity to be a part of his extended team. My hope is that the variants enhance game play for us solitaire players.



PLAINS INDIAN WARS

CREDITS

Solitaire System Developer:

Etienne Michot

Graphics:

Terry Leeds

SOLITAIRE VARIANT I VICTORY POINT SCHEDULE

CATEGORY	INDIANS (A.I.)	U.S. (HUMAN)
Railroad	3 (RR incomplete)	3 (RR complete)
Wagon Trails (entire trail is open)	N/A	5 (per N/S)
Wagons	1 (Wagon eliminated)	1 (reached Rockies) 1/2 (on-the-trail)
Regions (controlled)	1 (includes Purple region)	1 (excludes Purple region)
4-Cube Concentration	+ 4	N/A
3-Cube Concentration	+ 2	N/A
Canada/Mexico	5 (per region)	N/A
Purple Regions	3 (Indian majority) 0 (ties)	3 (U.S. majority) 0 (ties)
Key Locations (Phoenix/Salt Lake City/Denver/Black Hills)	N/A	+ 2 (per region)
Custer Card	2 (if all Cav are eliminated)	N/A

NOTE: The player with the highest score wins the game. The Indian (A.I.) Player wins **TIES**.

Explanation:

The **A.I. Indian player** receives 3 points if the Transcontinental Railroad is not completed; 1 point per White wagon cube eliminated; 1 point per controlled region including Purple regions (Note, the presence of a wagon cube denies control of the region to the NPT/SPT); 4 points for each NPT or SPT region that contains a 4-cube concentration (in addition to gaining 1 point for region control); 2 points for regions that contain 3 Indian cubes (in addition to gaining 1 point for region control); 5 points for controlling Canada and 5 points for controlling Mexico; 3 points for controlling a majority of Purple regions (excluding Canada and Mexico); and 2 points for the elimination of Custer's force during the engagement it was placed.

The **Human U.S. player** receives 3 points for completion of the Transcontinental Railroad; 5 points each for completely opening the northern and southern wagon trails W-N1 thru W-N6 and/or W-S1 thru W-S6 by either controlling each Wagon Trail region or having a Wagon cube present (and thus denying the region to the NPT/SPT faction; 1 point per White wagon cube reaching the Rockies or 1/2 point if the wagon (White cube) is still on the trail; 1 point per NPT and SPT region controlled excluding Purple regions; 3 points for controlling a majority of Purple regions (excluding Canada and Mexico); and 2 points each for controlling Phoenix/Denver/Salt Lake City/Black Hills region. No points are awarded if each side controls 5 Purple regions. Do not drop 1/2 point fractions when calculating wagons on the trail (it could break a tied game).

