

For example: If the attacking player has two cavalry and one infantry unit on one square and is attacking an opposing square with two cavalry on it, the attack can be broken up into two battles (due to there being two defending units). Two of the attacker's units can be used to attack one of the defending units and the third can attack the other one.

Defeated pieces are removed.

### **Winning the Game**

The game is won by either defeating all opposing pieces or moving into the opposing player's Fort or Village.

### **Variants**

The game was designed for the cowboy siding having more Cavalry, as Indians did not start using horses until the white man came.

To offset the bonus for the greater number of Cavalry units on the cowboys side, the Indian player may use a +1 bonus (add +1 to the attack dice roll) for his infantry units when attacking another unit on foot. A fierceness bonus.

Cavalry units may take two defeats, if desired. Showing him as unhorsed with the first defeat, then allowing him to fight hand to hand.

*Cowboys and Indians is copyrighted 2001 by Todd Goff.*

[http://boardgames.about.com/od/free8x8games/a/cowboys\\_indians.htm](http://boardgames.about.com/od/free8x8games/a/cowboys_indians.htm)

# Cowboys and Indians – Directions

Adapted from the original game by Todd Goff

## Goal

Capture your opponent's Fort or Village.

## Setup

Place the board between the two players. The two middle spaces on the back row should be designated your Fort or Village (depending on which side you play).

**Note from Todd Goff:** It's really nice if you use construction paper and build a rectangle (decorated as a fort, if you feel creative) large enough to cover the designated space, and two teepees.

Each player rolls a die.

The higher roll begins setup first. Players alternate placing their game pieces on the back rows (no more than three pieces to a square) closest to them (excluding the two fort/village squares) until all pieces are setup.

## Game Play

The object of the game is to cross the field/board and take the opposing player's fort/village. Both players roll a die, high roll goes first.

The first player moves 5 pieces. No more than 3 pieces can be in a square at the same time.

Infantry, those not Calvary, and Indians move one square. "Jumping" an occupied square is not allowed. An attack is a separate move. (A piece can not move and attack in the same turn).

Calvary can move up to two squares or move one square then attack an opposing piece.

All moves must be made forward, backward or sideways. Diagonal moves are not allowed.

Players take turns, each moving 5 pieces. If there are no free squares, the turn is lost.

Players work their way across the board until they are able to attack the Fort or Village of the opposing player. The Fort or Village does not have to be "defeated" -- just moving a playing piece into either square wins the game.

## Attacks

Attacks can be made from the front, the back and/or the side. Attacks can be made from more than one side (i.e. a piece may be attacked from four sides at once). The attacker states which piece/pieces are attacking and which piece/pieces are being attacked. Both players roll a die and the higher roll wins the attack battle, with +1 added to the roll of a Calvary piece attacking.