

# ROCKY MOUNTAIN MAN

## FRRATA

### PHASE 1 DECIDE MOVEMENT

Crew does not need to select a movement, meaning Crew will not move. Skip all movement phases and go to Phase 4.

### MOVING AND ENCOUNTERS

A Crew must stop on a hex with an Encounter and conduct a Policy or Table Roll.

Encounters moving due to change of Season (in Campaign), do not stop on Crew counters.

### TRIBE POLICY +1/-1

Encounters gaining +1 Friendly or -1 Warpath are not accumulative. *Ex. If Meeting 3 strength Ute Yampa North tribe and having a friendly encounter; Crew earns +1 Friendly in future encounters with tribe, but if meeting same tribe again, and having a Friendly encounter; Crew does not get an extra +1.* A crew can increase or decrease modifiers in the relationship with Tribes due to other events.

### PICKING UP TRAPS

If wanting to remove a trap, pick up Trap during Action phase. It is not an action and can be done after Checking Traps.

### BUILDING ANOTHER LOG CABIN

Crew can build a cabin elsewhere on map, simply remove cabin in former position and begin building process on new hex.

### OUTFITTING - PAYING CREW IN CAMPAIGN

*Easy* - Keep as the rules describe, paying the crew at the first of the Year at the Rendezvous or in Missouri

*Advanced* - Make tiny note as to when crew member was hired, and pay that crew member at that time every year. *Ex. If crew member hired in Summer, perhaps write a small SU near member and pay every Summer season.*

### TOURIST

Great Salt Lake is considered a Sight for the Tourist.

### SMALL GROUP

A Small Group must remain in Group until Phase 1. If merging with Crew during a turn, both the Crew and the Group would finish the turn sequence conducting their own actions and other phases.

## QUESTIONS

**CLIMBING MOUNTAIN or SEARCHING FOR PASS while EXPLORING NEW HEX vs MOVEMENT ON EXPLORED HEX.** (Stressing point)

Yes, the Crew gets a free action to Climb a new MOUNTAIN hex, or Search for a Pass, but they do not get this free option when moving on the mountain hex at a later time. If moving onto Mountain hex at a later time, the cost is 3 MP to move on the hex per normal movement, but it would take an additional turn, and spending 3 MP, to Search for a Pass or Climb the mountain.

*Are BOLD ALL CAPS terrains on Dangers and Discoveries Terrain itself or Terrain Environments?*

Terrain itself. MESA is Mesa Terrain, not the wider environment.

*Do Arkansas and Colorado Rivers Need to be explored?*

Yes! This includes a card draw for Rivers. A river could begin, meaning a river is breaking of the Arkansas or Colorado or moving across it.

## CASES

**RIVER BEGINNING IN ARKANSAS OR COLORADO RIVER**

No need to draw the circular source. The “beginning” river is considered breaking off from Arkansas or Colorado.

**RIVER CONTINUES OVER ARKANSAS OR COLORADO RIVER**

Just draw continuation over river. If Turn or Fork goes in same direction as Arkansas or Colorado Rivers, the direction will remain the Arkansas and Colorado rather than re-rolling for new direction.