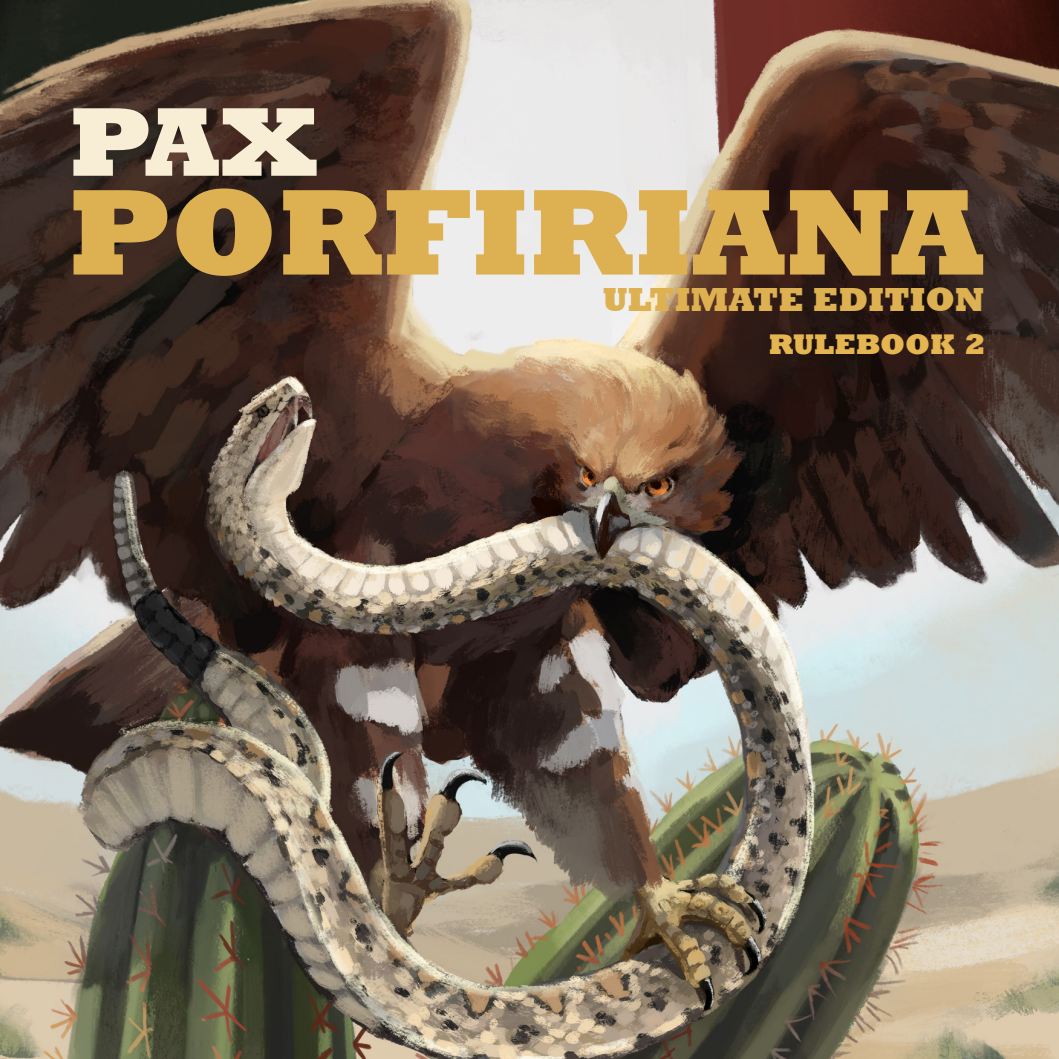




PAX **PORFIRIANA**

ULTIMATE EDITION

RULEBOOK 2

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A. OVERVIEW

You are a rich landowner, called Hacendado, in the borderlands of the U.S. and Mexico during *Pax Porfiriana* (The Porfirian Peace), the reign of dictator Porfirio Díaz, before the 1910 Mexican Revolution. Your aim is to accumulate sufficient backers and justification, called Prestige, to Topple Díaz and seize power during one of the periodic succession threats.

The Ultimate Edition is a complete remake of the 2012 game. All original cards are included, with a brand new layout and some updated illustrations, offering a fresh experience for both the seasoned strategists and new players. As well as the updated layout, the rulebook also includes a new Solitaire game variant for solo play.

In addition, this edition includes *La Cristiada*, a second era that extends the game into the period after the Mexican Revolution. With 121 new cards, Entrenched Regimes and oil refinery Enterprises, you have a chance to help determine the future of Mexico!

L. SOLITAIRE VARIANT

Setup the solitaire game as per Part C for two players, but your opponent is Díaz himself. You will need a 6-sided dice. You go first.

► Díaz gets no gold, cubes, or hand cards, but he has 6 Outrage points and 4 of every other kind of Prestige Point.

1. Díaz Turn

On his turn, roll the dice twice for Díaz, once for each row in the Market. Díaz always buys the two cards indicated by the dice-roll, with the zero-cost column corresponding to a “1” and the 16-cost column corresponding to “6”. He plays both cards per below, in the order purchased. He does not spend any gold for buying or playing.

► **If it is a Topple**, Díaz discards it.

► **If it is an enterprise** with a Prestige icon (including plantations), Díaz plays it to his Tableau. He discards other enterprises.

► **If it is a partner**, Díaz plays it into his Tableau. If it has two Orientations (e.g. Newspapers), roll

the dice for the Orientation. Díaz gains the abilities conferred by partners, such as generals giving extra Firepower for his troops.

► **If it is a Headline**, Díaz plays it on its “event” Orientation if it changes the Regime to Pax Porfiriana, otherwise he discards it.

► **If it is a troop card** that can extort an enterprise of yours, he does so, against the eligible enterprise with the most cubes. Use a white cube to show the Díaz extortion, although he gets no income from this. If his troop cannot extort, he deploys to one of his own enterprises if possible. Discard if not playable.

► **If it is an Orange or Black Card**, Díaz plays it against you to steal gold or inflict Unrest, if possible. If you have no valid target, he plays it for strawman actions against his own partners/enterprises if possible. Discard if not playable.

► **Ties**. If Díaz plays a card against an enterprise or partner, he chooses the eligible enterprise with the most cubes, or the eligible partner with a Prestige Point that you have the most of. In case of further ties, he chooses the card free of Unrest

with the highest card number.

2. Special Rules.

- • If a Headline at the zero-cost column is discarded, it is played on its event Orientation if it changes the Regime to Pax Porfiriana.
- You may speculate on cards, and receive gold if Díaz buys them.
- If Díaz is hit by Strife, roll the dice to see which Faction Color he discards.
- **To win.** Topple Díaz during one of the four Topplings. The Díaz Defense is four (six if Outrage) plus the Prestige Points of his partners.

M. LA CRISTIADA VARIANT

Pax Porfiriana can optionally be extended into a second era called La Cristiada. Historically, Era II started after Porfirio Díaz was toppled and the secular revolutionary government fought the Catholic Church for control of Mexico in the 1920s.

1. Era I Endgame

Era I is played exactly as in the standard game, except that if you achieve “Toppling Success” (**K3**), you do not win the game. Instead, the Regime that you used to win with (**K4**) becomes “entrenched”, which gives you an advantage during the second era “La Cristiada”.

► **Successor Card.** Give this card to the Tableau of the winner of Era I. This card grants immunity to orange cards, including Strawman plays.

► **Tableau, Hand, & Gold** of each player is left intact (with their original Hacendados and Era I cards) when continuing into the La Cristiada era.

2. Era II Setup (after Era I)

To continue playing into La Cristiada (Era II), replace the cards in the Market with Era II cards.

► **Era II Market & Play Deck.** All Era I Cards are discarded from the Market. Make a new Play Deck using the Era II cards: 12 faceup cards in the Market plus a play deck or 10 cards per player in the game.

► **Era II Topple Cards.** Shuffle the 4 Era II Topple cards into the play deck.

► **Era II Public Cards.** The President Calles and Pope Pius XI cards form the Era II Public Card deck, replacing any unpurchased Era I Public Cards.

► **Era II Regime Deck.** Discard Era I Regime Cards except for the entrenched regime, which is the Regime that ended Era I. Make a new deck of Regime Cards with the entrenched Era I Regime Card on top, followed by the Era II Regime Card of the same color, and finally the remaining Era II Regime Cards (in any order).

► **Starting Player.** The winner of the Era I game starts Era II.

3. Entrenched Regimes

The Regime that won in Era I is called the “entrenched regime”, so called because for the rest of the game it is harder to change than the other 3 Regimes. If there is a Regime Change against an “entrenched regime” card, place it on the bottom of the Regime Deck. If this reveals the Era I entrenched regime, this becomes the new Regime. In other words, the first Regime Change merely removes one card without changing the Regime, and it takes two Regime Changes to actually change an “entrenched regime”.

► **Re-entrenchment.** Whenever there is a Regime Change from any other Regime to the color of the “entrenched regime”, place both cards of the “entrenched regime” on top of the Regime Deck, with the Era II entrenched regime uppermost.

4. Jurisdiction

Because “La Cristiada” (Era II) covers all of Mexico, the Era II enterprises do not have Jurisdictions. Furthermore, all troops can start or move to any enterprise regardless (in the case of Era I troops) of their listed Jurisdictions.

4. Depression

In Era I, the Depression values are “1” instead of zero. In Era II, the Depression values are zero.

5. Oil

Era II has a new enterprise type called an oil refinery. Similar to banks and mines (H5), each oil refinery has a profit (number of Income Cubes) equal to the value labeled “OIL” on the current Regime.

► **During Depression**, oil refineries do not lose profit.

6. Determine the Winner.

Instead of toppling the Díaz Regime, to win in Era II you must topple the Maximato (named for el Jefe Máximo, a nickname for the new president Plutarco Elías Calles). If there are multiple topplers, then there is a Gold Victory among them. If nobody is able to topple the Maximato on the fourth Toppling, then there is a Gold Victory among all players when the Topple is either played or discarded from the Market (**D2**).

N. ERA II REGIMES

The 4 Regimes in Era II represents 4 different possible futures for Mexico. In the period after the revolt against Díaz, Plutarco Elías Calles (el Jefe Maximo) became president, and afterwards continued to hold the unofficial power as Mexico's leader in the period known as the Maximato. He implemented suppression on labor unions and secularist reforms, which sparked the Cristero War.

1. Pax Maximato

(Oil = 3, Mines = 2, Economy = 2)

The Porfiriato state monopolies continues during the Maximato period under Plutarco Elías Calles.

- Topple Prestige is Loyalty (Díaz Retirement).
- Special: U.S. Troops removed from Mexican enterprises.

2. U.S. Intervention

(Oil = 4, Mines = 3, Economy = 2)

The Maximato, being largely funded by tax reve-

nues on the American-owned oilfields in Mexico, is reluctant to defy the USA.

- Topple Prestige is Outrage (U.S. Annexation).
- Special: U.S. Troops have jurisdiction in any District.

3. Martial Law

(Oil = 3, Mines = 2, Economy = 2)

The devout Cristeros defeat the Maximato troops, and Mexico reverts to being a Roman Catholic theocracy.

- Topple Prestige is Command (Coup D'état).
- Special: A “police action” (**E8**) costs zero gold.

4. Anarchy

(Oil = 2, Mines = 1, Economy = 1)

Lázaro Cárdenas is elected as president, out-maneuvers Plutarco Elías Calles political power and force him into exile.

- Topple Prestige is Revolution (Free Elections).
- Special: All Market cards cost one extra gold.

GLOSSARY

Capitalized words in the rules are defined here. These are key concepts used throughout the rules!

Actions – During your turn, perform up to 3 Actions (2 Actions if Jailed). Some partners grant you an Extra Action of a specified type. Some activities (e.g. buying a second Market card) require 2 Actions.

America – One of the three Districts in the game. This does not mean the entire U.S. but merely the Gadsden Purchase, a narrow strip of borderland bought from Mexico in 1854 to secure a southern transcontinental railroad route. It remains primarily Hispanic in population and culture. Its main cities are Tucson (Arizona Territory) and El Paso (Texas).

Assassination – A special type of Black Card. Playing it discards an In Play partner out of the game. This costs an amount equal to the “Cost to play” of your target. For instance, it costs 18 gold to kill General Huerta [215] (a Public Card costing 18). The assassin is then Victim-Awarded.

► **Player Assassination.** During your “topple showdown round” (**K2**), you may play any Assassination from your hand to kill a flipped Hacendado. This flips your victim’s card permanently back to its “Loyalist” side (representing their heir, once again with two income and special ability). The cost is 3 gold plus 3 gold for each troop in the victim’s Private Army. The assassin is Victim-Awarded, and the Private Army (if any) is discarded.

Bull-Bear Discards – Headlines (including Topple Cards) have a bull or bear in their corners. If played, or if at the start of the “restore market phase” (**D3**) they have reached the zero-cost column, discard them (without effect) into the special Bull-Bear Discard Pile on the lower left corner of the board. If two Headlines are discarded in the same turn, the player whose turn it is decides the order they are discarded. If two bears in a row are discarded, then there is Depression. Two bulls in a row ends the Depression.

Chain Railroad – Certain Connections are marked with the chain icon. If you have a cube on a chained Connection, with no Unrest on the

enterprise, your cost to build any Connection (on any card) is one gold (instead of the listed price). Further, having Connection Cubes on a Chain Railroad allows you to ignore Jurisdiction limits for federal troops (these are green in color). (Building a Chain Railroad represents a rail line linking Sonora with Chihuahua over the Sierra Madre. Historically northern Mexico’s east and west coasts were not rail-linked until 1924.)

Chihuahua – The Mexican State of Chihuahua is one of the three Districts in the game, renowned for its cattle, silver, and railroads.

Command Point – A card marked with a right-side up oval white icon provides a Command Prestige Point. The card must not be in your Hand and not on an enterprise with Unrest. It reflects your military power, using troops of assured loyalty. With enough Command Points you can topple Díaz during a Coup D’état Toppling (**K3**).

Connection – All enterprises and the flip side of Hacendados can be accessed by rail, pack mule, or foot, as indicated by the icons respectively in the bottom center of the card. This access, called the

basic Connection, determines the cost to play or Redeploy troops to the enterprise or Hacendado (**G1**).

➤ **Upgrade.** If an enterprise contains a Connection Oval, playing a Connection Cube here (**E7**) replaces and upgrades the basic Connection to the level indicated, either from foot to mule or rail, or from mule to rail. For details, see Connection Cube (below).

Connection Cube – A cube in the connection oval icon found on many enterprises. It depicts the building of the mule, rail, or ship depicted, linking the enterprise to its distribution point. Build it by expending an “upgrade connection action” (**E7**) and paying the gold indicated.

➤ Each oval can contain only one cube, and they are first-come first-served.

➤ A Connection Cube of your color earns an income of one gold per turn (D4).

➤ While in Unrest, the Connection Cube is inactivated, so that the basic Connection of the enterprise must be used when moving troops there.

➤ An enterprise with Unrest reverts to its prior (basic) Connection.

➤ A Connection Cube is unaffected by Regime Change or Depression.

➤ Rail-Connected. An enterprise that starts with a rail, or has been upgraded to a rail, is “rail-connected”, the highest level of access. Building an irrigation canal or steamship. Connection provides extra income, but the enterprise remains “rail-connected”.

➤ If upgraded, troops cannot use the movement costs of the previous Connection. For Instance, guerrilla forces have a higher cost to enter a destination that has been upgraded to a rail, since the legitimate troops of the region have easier access and supply.

Coup D'état – If anyone buys a Topple during the Martial Law Regime, count your

Command Points. If this is greater than the Command Points of the Tripartite, then you assassinate Díaz and become a toppler (**K3**).

Cube Limit – You are limited to the 20 cubes

provided. If at your limit and you need another cube (e.g. a card gains income), as a “speculation action” (**E9**) you may shift an income, Connection, Prestige, or Speculation Cube from one card to another valid location. You cannot shift an Extortion Cube, however (because this cube identifies the Extorting Troop as yours).

Depression – Representing a catastrophic monetary contraction, a Depression occurs whenever a card with a bear icon is discarded directly on top of another card with a bear icon in the Bull-Bear Discards. See Part I for the duration and effects of a Depression.

► There is no effect if the game falls into Depression if already in Depression.

Díaz Retirement – If anyone buys a Topple Card during the Pax Regime, count your Loyalty Points. If this is greater than the Loyalty Points of the Tripartite, then you become a toppler as Díaz’ successor (**K3**).

District – There are three Districts in the game: Sonora, Chihuahua, and America. See the map on the box. Each Enterprise has a flag indicating its

District. An orange card with a District flag can only target Enterprises in that District. Each troop has a Jurisdiction indicated by its District flag, and it may normally only move to Enterprises within its Jurisdiction.

Economy – The Economy value is an amount of gold set by the current Regime, reflecting freedom of trade conditions in the three Districts. The Economy equals the gold you gain in a turn by using the “sell card action” (**E4**), and how many Income plus Extortion Cubes sit on each bank enterprise. See also Depression and Bull/Bear Discards.

Extortion Cube – Your Extorting Troop converts one Income Cube of an Enterprise into an Extortion Cube of your color. This Extortion Cube is placed on your troop card for troop-ownership clarity, but it is considered to be on the enterprise card for all game purposes. Your Extortion Cube provides income during your “income phase” (D4) as long as the extorted enterprise does not have Unrest. If during the game the target Enterprise loses income (e.g. a smelter loses a supporting mine), the Extortion Cube is the last to be re-

moved. If it is removed, the enterprise is Sacked.

Extorting Troop – An Extorting Troop is a troop belonging to one player but residing at the enterprise in their opponent's Tableau. The ownership of an Extorting Troop is shown by the color of its Extortion Cube. To play or Redeploy your troop as an Extorting Troop, see **G4**. If an extorted enterprise is lost or sold, the troop it supports must be Retreated or discarded.

Extra Action – Certain partners give you an Extra Action. For instance, if you have the Henry Ford Investor [025], you may sell one card during your “action phase” (**D1**) without expending any of your three standard actions (two standard actions if Jailed).

Faction Color – Troops and partners are colored with one of four factions: green (Mexican federal), blue (American), white (Mexican local), and red (rebel). These colors are distinct from the player colors.

Firepower – Each troop has one of three levels of Firepower, as indicated by the number of dots on the icon in the upper left corner of its card.

One dot = bow and arrow, two = rifle, and three = machine gun. Playing or Redeploying troops removes Unrest Disks in the destination equal to the Firepower. Troops at machine gun level cannot be defeated. Playing or Redeploying Troops against Extorting Troops with lesser Firepower defeats and discards them. Certain partners (generals) boost all of your troops to the maximum Firepower level three.

Free Elections – If anyone buys a Topple Card during the Anarchy Regime, count your Revolution Points. If this is greater than the Revolution Points of the Tripartite, then you depose Díaz in a popular election and become a toppler (K3).

Gold – The game's currency. Each white disk = 1 gold, red disk = 5 gold, and blue disk = 10 gold. If you run out of disks, use alternate tokens for gold.

Gold Victory – If during Phase 3 after the resolution or discard of the fourth Toppling no player has toppled Díaz, then the player with the most gold is the winner. If tied in gold, the player with the most income in gold per turn is the winner.

Grudge Pile – Cards that are Victim-Awarded

to you are stored in this stack, stored to the right of your Hacendado. Store these cards oriented 180° so that the Prestige Point reads right side up. They represent “grudges”, an accumulation of all the dirty-dealings against you. Other players can examine your grudges. The Prestige Points on each Grudge Card are active (e.g. for Prestige Cubes and during Topples and other Headlines), but the card is otherwise not In Play and can’t be used.

Hacendado – You are randomly assigned a starting Hacendado Card, representing a rich land-owner. This card starts on its “Loyalist” side with two Income Cubes and a special ability. The Income Cubes are personal income guaranteed until you flip the card over to its “partner” side, which can happen only during a Toppling or Retreat. Flipping your Hacendado means you have “published a manifesto and have taken a stand”, which gains you the Prestige Point noted. This allows you to play or Redeploy troops there as a Private Army, as indicated by the “rail” or “boot” Connection icon. However, it also forfeits both your special ability and the two Hacendado Income Cubes.

Half (round up) – Sometimes values in the game

are halved, always round up. This is indicated by the (+) icon.

Hand – A purchased card goes into your Hand (exception: Play-Immediately Cards). The Hand Limit is 5 cards, although it’s possible for you to hold more cards if they are returned to your hand after being played (e.g. during Sacking). If at or beyond your limit, you may not buy more cards except Play-Immediately Cards.

Headlines – A Play-Immediately Card with two Orientations. The purchaser chooses which Orientation to play. Then it goes into the Bull-Bear Discard Pile.

Income Cube – Orange cube icons on Hacendados and enterprises depict the number of Income Cubes placed on the card upon entering the game (**A2**). Each provides an income of one gold per turn (unless on an enterprise with Unrest). Income Cubes on ranches and plantations increases with the “buy land action” (**E6**). Income Cubes on mines and banks vary with the Regime.

In Play Cards – Includes cards in your Tableau, your Private Army, and your Extorting Troops, but

not Victim-Awarded cards in your Grudge Pile.

Jailed – If as a Victim-Award you receive a Revolution Point that states “JAILED”, then you have been incarcerated as a revolutionary. Place the card in your Grudge Pile, and place a blue disk on your Hacendado Card to show you are imprisoned.

➤ While you are in jail, you have only two actions per turn instead of three. If you are jailed during your turn (e.g. Straw Man actions), this effect activates as soon as your turn is over.

➤ If you have a partner that gives you jail-immunity, than “JAILED” has no effect (even if the card conferring immunity is itself destroyed in the attack).

➤ Suffering additional “Jailed” cards while you are already in jail has no effect.

➤ Expending a “police action” (**E8**) on your turn gets you out of jail (but still keep the Revolution Point). You also get out of jail if you acquire immunity to Jails while in Jail.

➤ If you are unjailed during your turn you get your

third action immediately.

Jurisdiction – A Troop can only move to an Enterprise within the District indicated by the American, Sonoran, or Chihuahua flag listed on the Troop Card. Certain Regimes, Partners, and Chain Railroads lift this limitation, as listed on their cards.

➤ If these conditions change, the Troop is not required to leave the Enterprise.

Liberator – See Slave Revolt.

Loyalty Point – A card marked with a right-side up oval green icon provides a Loyalty Prestige Point. The card must either be In Play and without Unrest or in your Grudge Pile. Each Loyalty Point gets a Prestige Cube during the Pax Regime. With enough Loyalty Points you can topple Díaz during a Díaz Retirement Topple, (**K3**).

Market – The 12-card Market is composed of two rows of 6 face-up cards each. Obtain cards from the Market by Market Purchase. Note: The Public Cards are not part of the Market.

Market Purchase – Play cards are acquired or

played by purchase in the 12-card Market. The cost in gold depends entirely upon its column, see the figure to the left. The two cards in the rightmost column closest to the Play Deck are the most expensive, costing 16-gold. Cards in each column further from the Play Deck are cheaper, costing half as much, with cards in the leftmost column are free. In the “restore market phase” (**D3**), the empty slots are filled by cards from higher up in the row, and a new card is drawn from the Play Deck to fill the newly empty Cost-16 slot in that row.

Mine Value – The Mine Value is set by the current Regime. It determines how many Income plus Extortion Cubes sit on each mine enterprise. The Mine Value reflects the price of silver and copper in the three Districts.

Monopoly – If you have a partner titled “Monopoly” In Play, then an opponent playing the specified cards pays you the purchase gold that they normally would have paid the pool. However the Monopoly Card does not discount the price of items that you yourself buy.

Nationalization – Some black cards and Headlines specify that a certain enterprise type can be Nationalized. This means that the enterprise has been taken over by the government and is discarded. Any troops present must be Retreated by their owners (if possible) or else discarded.

Newspaper – This is a type of partner (Part B) with two Orientations. Choose its Orientation when you play it. This Orientation is permanent (unless the Newspaper changes Tableaux), and assumes the Prestige Point and Faction Color of its Orientation.

Orientation – Headlines, Topples, Newspapers, and the flip side of your Hacendado have two Orientations (“right-side up” or “upside down”). When playing any of these cards, you may choose which edge to orient right-side up. Except in the cases of player assassination (**K2**) and Newspapers that exchange Tableaux, Orientation is permanent.

Outrage Point – A card marked with a right-side up oval blue icon provides an Outrage Prestige Point. The card must either be in your Grudge Pile, or In Play and not on an enterprise with Un-

rest. If a Topple occurs during U.S. Intervention, the player with enough Outrage can use it as a casus belli for an American annexation and topple Díaz (**K3**). Cards providing Outrage are often Victim-Awarded. For instance, if your partner is Assassinated, the card used to kill him is added to your Grudge Pile, where its Outrage Point can be used later to topple Díaz during U.S. Intervention.

Play Deck – A face-down deck of cards in the upper right corner of the board. The Market is refreshed from this deck. Each game uses only about a third the cards provided.

Play-Immediately Cards – Headlines (including Topples) and Public Cards are purchased and played as a single action, and never go into your Hand. The effects listed (Strife, Regime Change, etc.) impact all players, starting with the one to the left of the purchaser and going clockwise. Play partners into your Tableau, and discard Headlines into the Bull-Bear Discards. For instance, if you buy a Headline Card you can either filibuster the press by playing its Status Quo Orientation – then nothing happens – or publish the news, causing the listed effects starting with the player to your

left.

Prestige Points – There are four kinds of Prestige Points: Loyalty, Revolution, Command, and Outrage. They are depicted on cards in green, red, white, and blue ovals respectively. Prestige Points are important during Topplings, but are activated only if In Play or in your Grudge Pile, and inactivated if upside-down (e.g. on slave plantations or Newspapers), or on an enterprise with Unrest Disks.

Prestige Cubes – A Prestige Point can contain a Prestige Cube, which earns Income for the owning player (D4). For instance, during the Pax Porfiriana Regime, place a Prestige Cube on each of your Loyalty Points In Play and in your Grudge Pile. Each cube earns one gold per turn if not on enterprises in Unrest. Remove the Pax Prestige Cubes if the Regime changes out of Pax.

► A Prestige Cube only earns income and is NOT necessary for a Prestige Point to be active.

Private Army – Troops stored half-under your flipped Hacendado represent armed men supporting your ideological manifesto. By paying the cost

indicated by the Connection icon on the Hacendado (**G3**), you can play or Redeploy additional troops to your Private Army.

► **Faction.** Any number of troops may be stored, regardless of Jurisdiction, but they all must be the same Faction Color as your flipped Hacendado.

► A Private Army is In Play and its Prestige Point (if any) is active.

► **Depression.** Each Private Army must be paid for during Depression.

► A Private Army is immune to being stolen by a conspiracy ([150] and [157]).

Public Cards – The two partner cards labeled “Public Card” sit on the right edge of the board, where they can be purchased during a player’s turn for the cost in its upper right corner. Public Cards are instantly played once purchased, and do not require an extra action to play them. Public Cards are double-sided, and you choose which side to play. This decision is permanent. Never add a Public Card to your Hand.

Rebel Governors – Two partners, one for Sono-

ra [040] and the other for Chihuahua [041], have the effect to shut down everything in their District.

► **Civil War.** The play of a Rebel Governor discards all the enterprises in their District, and all troops there are Retreated or discarded. For as long as the card is In Play, no cards can be played or redeployed that contain the flag of the District.

► **Strife.** The play of a Rebel Governor causes immediate Strife for all players between factions red and white (simulates Civil War).

► **End of Civil War.** If a Rebel Governor is assassinated, sold, or otherwise discarded, then the cards in the affected District become available again.

Redeploy – With this Action, move a troop from one enterprise to another within its Jurisdiction, or to your flipped Hacendado if it is the same Faction. You may also Redeploy Private Armies to an enterprise.

► **Cost.** Redeployment costs gold depending on the destination Connection (**G1**). For instance, a rebel troop with a 6•3•1 cost would spend 1 gold to move to a mine by foot, 3 by mule, but 6 gold if the rail to the mine was built.

‣ **Effects.** Redeployment does not activate its one-shot effects (e.g. Regime Change).

‣ **Battle.** If the destination already has a troop, you must have superior Firepower in order to “defeat” or “relieve” him into the discards (**G1**).

‣ **Unrest.** If the destination has Unrest, remove a number of disks = Firepower.

‣ **Extortion.** If the destination is not in your Tableau, your troop becomes an Extorting Troop (**G4**).

‣ **Redeploy In Place.** You may expend a “redeploy troop action” (**E5**) to activate a troop of yours without moving it. This costs no gold, and removes a number of Unrest equal to the Firepower of the troop.

Regime – There are four Regimes in the game: Pax Porfiriana, U.S. Intervention, Martial Law, and Anarchy. The topmost Regime Card determines the number of Income Cubes on mines and banks, and the proceeds from sold cards. See Part H.

Regime Change – If a card with the swirl-arrow icons is played, the Regime Card of the new

Regime is placed on top of the stack. All players adjust their Income Cubes on mines and banks. If there are Extortion Cubes, see **G5**.

‣ If the Regime changes to Pax, or away from Pax, adjust Prestige Cubes per **H5**.

‣ If a troop is no longer in its proper Jurisdiction as a result of a Regime Change, it is not forced to move.

Retreat – A special type of Redeployment that can occur outside your turn. If the enterprise your troop occupies is lost (e.g. nationalized, sold, Sacked, or Slave Revolted), you must either discard the troop or Retreat it into your Private Army. To Retreat, flip your Hacendado to the same Faction Color as the Retreating troop (if not already so flipped, and if this Faction is available on your card), and immediately pay the Redeployment Cost (depending on the Connection of your Hacendado, see **G3**). This does not expend an Action.

‣ You cannot Retreat troops that are defeated by superior Firepower. (Optional: troops that are replaced by other troops of the same Faction Color are NOT defeated, only “relieved”. Such troops can

Retreat, see **G1**.)

Revolution Point – A card marked with a right-side up oval red icon provides a Revolution Prestige Point. The card must either be in your Grudge Pile, or In Play and not on an enterprise with Unrest. With enough Revolution Points you can topple Díaz during a “free election toppling” (**K3**).

Sack – If an extorted enterprise loses all its Income and Extortion cubes, then the enterprise is Sacked. This can happen during troop deployment, Regime Change, Depression, etc. The enterprise is returned to the owner’s Hand, and the owner of the extorting troop decides if it is discarded or Retreated.

► Your own troops in enterprises in your Tableau do not use Extortion Cubes and do not Sack.

Slave Revolt – If an enterprise depicts a Revolution Point (upside-down), it employs Yaqui slave labor. These slaves can be liberated if the enterprise suffers Unrest or loses Income, such as if targeted by orange cards, troops, or Headlines. As noted on the card, if you cause the Unrest on a slave enterprise to be greater than its number of cubes (either

by decreasing its Income, Connection, Prestige, or Extortion Cubes, or by increasing its Unrest), you become the Liberator. Furthermore, several rebel (Yaqui) troops automatically cause a Slave Revolt if used to extort a slave enterprise. In either case, the enterprise card is Victim-Awarded to the Liberator as a Revolution Point, stored in their Grudge Pile. If a Slave Revolt occurs as a result of a Depression, then the enterprise is discarded without a Liberator.

Sonora – The Mexican State of Sonora is one of the three Districts in the game, renowned for its mines and rich farmland in the Río Yaqui valley.

Speculation Cube – A cube on a card in the Market. If you purchase a card that has an opponent’s Speculation Cube, you pay that opponent whatever you pay for the card instead of the pool. This returns the cube to its owner’s reserves. The discard of speculated Headlines during phase **D2** also returns the cube to its owner.

► Unlike other cubes, Speculation Cubes do not earn gold.

► If you purchase a card with your own Specula-

tion Cube on it, treat the transaction as if there was no cube, except you get your cube returned.

► Use Action (**E9**) to move or remove a Speculation Cube in any Market column.

Spy – A special partner that you can discard from your Tableau to cancel a black or orange card immediately after it is played against you, even if it is not your turn. A Spy cancels the effects of the card played (rather than cancels the actual playing of the card). Attack effects are cancelled even if the spy himself is targeted (discarding both the attack card and the Spy). Most Spies can also be discarded during a toppling showdown (**K3**) to increase the Díaz Loyalty, Outrage, Command, or Revolution.

Strife – Playing a card with the fist symbol (certain partners or a Headline on its event Orientation) causes Strife between the two Faction Colors indicated. Strife forces all players with cards In Play from both Factions to discard all cards of one color or the other (i.e. one Faction threatens to quit if you employ the other Faction).

► **Order.** If you cause Strife, starting with the play-

er to your left and going clockwise each player discards all partners and troops from one Faction or the other, if they have both In Play.

► Strife is a one-shot event valid only on the instant it occurs.

► You are never allowed to discard your flipped Hacendado or strife-causing partners (e.g. Rebel Governors or Public Cards).

Tableau – Each player has a row of cards on the table, consisting of their Hacendado (with Grudge Pile and Private Army) plus the enterprises (including associated troops) and partners they have In Play.

Topple – If one of these four cards (**K1**) is played (on either Orientation) from the Market, a toppling attempt against Díaz must be made per Part K. There are four kinds of Topples:

1. During Pax Porfiriana there is a Díaz Retirement (You become a Toppler if you have more Loyalty than your Tripartite).

2. During U.S. Intervention there is an attempted U.S. Annexation (Toppler if more Outrage than

Tripartite).

3. During Martial Law there is a Coup Attempt (Toppler if more Command than Tripartite).

4. During Anarchy there is a Free Election (Toppler if more Revolution than Tripartite).

Tripartite - During a Toppling, the Tripartite consists of Díaz himself plus the two of your opponents with the least number of the specified Prestige. You become a toppler if your Prestige Points (of the type specified by the Regime) are greater than the combined Prestige Points of the Tripartite.

Unrest – Red disks representing Unrest are placed on enterprises by the play of certain Headlines, orange cards, and troops. For instance, the play of Yaqui rebels played into). If your enterprise has one or more Unrest, none of its Income, Extortion, Prestige, or Connection cubes earn gold, and its Prestige, abilities (e.g. the Chain Railroad ability), and Connection upgrade, as well as the Prestige on occupying troops, are inactivated. Remove Unrest with a “police action” (**E8**) or “redploy troop action” (**E5**).

U.S. Annexation - If anyone buys a Topple during the U.S. Intervention Regime, count your Outrage Points. If this is greater than the Outrage Points of the Tripartite (**K3**), then America annexes Mexico and you topple Díaz.

Victim-Awarded – If an opponent plays an orange or black card against you that depicts an upside-down Prestige Point, or if you are a Liberator, you receive that card with the Prestige Point as a Victim-Award. Store the card into your Grudge Pile. This may land you into Jail.

► **Straw Man.** You can be the victim of your own play (see **Part J**).

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