

Rules of Play for:

BORDERLANDS

Expansion Set #1

©1982 Eon Products, Inc.

SET UP

1) Islands: After setting out the map, randomly place each of the 3 islands in the ocean on the North, East, South or West shore of the continent, so that points in at least 2 territories of each island lie within the light blue area immediately surrounding one shore of the continent. Territories defining the shores are: North shore - Outpost to Narrows; East shore - Narrows to Ham's Landing; South shore - Ham's Landing to Southcoast; West shore - Southcoast to Outpost.

The islands may be placed all on one shore of the continent or on different shores.

2) Resource Production Sites: These are shuffled into the stack of sites from the basic game. During Resource Placement, production sites may be placed on any land territory, including those on islands.

Note: When playing with fewer than 5 players, remove these extra sites from the game.

3) Other Tokens: One player takes the fifth player set (Warrior tokens) if there is a fifth player. The Bridge and Ship tokens are set aside with other development tokens from the basic game.

THE PLAY

Except as noted below, play proceeds according to the basic game rules with island territories counted as any other territory.

Note: A “land territory” is any territory on the continent or on an island. Boats, Ships and Bridges while counted as territories during the attack phase and for the purposes of determining how many territories a player controls, are not “land territories”.

SPECIAL EXPANSION SET #1 RULES:

1) Adjacency: Territories separated by ocean are not adjacent.

2) Bridges: Bridges are Development tokens. 1 Iron + 1 timber produce a Bridge. A Bridge is made in a land territory which borders on the ocean. It is placed so that one end rests in that territory and the other rests in a different land territory separated from the first by ocean. If a Bridge can not reach any such territory it can not be made. Once you make a Bridge place one of your extra warrior tokens on it. It is considered a territory adjacent to the territories on either end of it. For the purposes of attack or defense a Bridge has 1 point, in addition to the points of the warrior token and other tokens on it. It may have one horse token and one weapon token on it as well. A Ship or Barge token may not pass under a Bridge (regardless of points on the Bridge) unless owned by the player occupying the Bridge. Cities may not be developed on Bridges, but Bridges do count towards your total in assessing how many territories you control, and Bridges may be attacked.

3) Ships: A Ship is a Development token. 4 Timber or 4 Gold produce a Ship on the first Development phase when a ship is developed. On subsequent phases the cost is 5 Timber or 5 Gold. Note: The island key only indicates the 5 tokens per ship cost. A Ship can only be made in a land territory bounded by ocean and must be placed on an ocean shore of that territory.

a) Movement: A Ship may move a count of 10 during a shipment or attack. A Ship may not be forbidden passage along the coast by a superior force.

b) Placement: Once you make a ship, moor it offshore of the territory where you made it, and place one of your Warrior tokens on it. At the end of any move a Ship must always be moored off the shore of one land territory or Bridge. It is treated like an island territory adjacent to that territory for the purposes of attack, adjacency etc. A Ship may move to a position adjacent to another Ship and 2 or more ships may be adjacent to the same land territory or Bridge.

c) Shipment: Ships may move tokens as defined in Shipment (main rules) along the coast, picking up and dropping off tokens from your territories as you wish within the limit of ship movement.

d) Attack: Ships have 4 points in an Attack or Defense, plus the Warrior token plus any other points (one Weapon and/or one Horse are possible).

4) Barges: A Barge is a log raft which can ship resource tokens and/or weapons across short ocean distances using tidal forces. The tokens to be moved must all be in one territory bounded by the ocean. They may be shipped to one other territory bounded by the ocean by moving up to a count of 5. (For example you could Barge from the continent to an Island.) To make a barge shipment, remove one Timber token from the shipping territory and place it off the map. Then simply make the shipment. Since these are one-time shipments at the cost of one Timber there are no tokens for Barges. Any number of tokens may be shipped (tokens as defined in the main rules under shipment.) A Barge is never used in an attack.

5) Counting Movement on the Ocean: A Ship or Barge is able to cross the ocean. You may choose your route as you wish as long as you follow these rules:

a) Skirting the shore of the continent or an island - Each time you pass a territory boundary on that continent or island, count 1.

b) Going to any territory on the continent to any territory on an island - You may make this move only if you are on the same shore (North, South, East or West as the island). Count as the number of territories on the island. Thus count 4 in going from the continent to DOME ISLAND.

c) Going from any territory on an island to any territory on another island - You may make this move only if both islands are on the same shore (N,S,E,W) of the continent. Count as the number of territories on the island you are leaving.

d) Going from any territory on an island to any territory on the continent - You may make this move only if the island is on the same shore as the territory you are going to on the continent. Count as the number of territories on the island you are leaving.

e) Combining Moves - You may make any combination of the moves above during one Ship or Barge move, as long as the total count is allowable for the ship or barge.

6) Rivers: A Riverboat may never enter the ocean and a Ship may never enter the river.

NOTE: In a five player game, the player to the left of the player who placed first is the first lead player.