

BORDERLANDS

Expansion Set #2

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Time Passes. In Borderlands a new age dawns as dreamers reach for the unknown. With Expansion Set 2, you can build a Temple and prevent attacks by converting potentially hostile neighbors to your faith. You can also endow Universities to counteract the influence of a Temple, to increase production in your territories, and to develop the advanced technology of Blimps.

EQUIPMENT

- 1) **Player Tokens** - Orange player tokens for a 6th player.
- 2) **Development Tokens** - 2 Temples, 6 Universities, 8 Blimps.
- 3) **Production Tokens** - 20 Followers of the Sisterhood, 20 Followers of the Brotherhood, 40 Books of Knowledge.
- 4) **Plastic Bags** - 4.

THE PLAY

TEMPLES

1) **Development Phase** - To establish a Temple, you must decide during the Development Phase of the game that you will take a vow of poverty and forgo material gain in the immediately following Production Phase (if any). This vow of poverty will enable you to develop a Temple. The lead player has the first option of deciding to forgo production, and so on to the lead player's left. When one player has taken the vow of poverty, no other player may develop a Temple during that phase. When you have taken a vow of poverty, you may immediately develop a Temple. Place the Temple on any land territory you occupy over the rectangle for Warriors, Horses and Weapons. **Note:** Temple development may occur at the start of the game so the basic game rule on skipping the first Development Phase is not used when playing with this Expansion Set, and there **is** a Development Phase at the start of the game.

2) **Production Phase** - On every subsequent Production Phase, including the Production Phase immediately following development of your Temple (if Production takes place) you collect 2 Followers for your Temple. Each Follower is used to "convert" a territory. Each Follower must be placed in a territory that: **a)** is not occupied by you, and **b)** is adjacent to a territory that you do occupy, and/or **c)** is adjacent to a territory which is already has one of your Followers in it (of either type if you hold both Temples). Only one Follower of any type may be placed in a Territory.

Example: Two Followers may not be in a territory, even if the Followers are from different Temples. You may also use your Followers to "convert" a Riverboat, a Ship, a Bridge or a Blimp following the above rules.

Note! One player may control both Temples.

3) Trade and Shipment Phases - You may not trade or ship Temples or Followers.

4) Attack Phase - If another player has placed a Follower in your territory, your territory is converted and you may not count that territory's forces offensively or defensively (even as an ally) against the player who holds the Follower's Temple. Also, you may not pass through your converted territory as part of an attack against the player holding the Follower's Temple. However, when you hold the Temple, and your Temple's Follower is in a territory, you may attack that territory and its points can not count against you. If you win the attack, remove the Follower from the map. (Since your Followers can not occupy your own territories.)

UNIVERSITIES

1) Attack Phase - In order to establish a University, during one Attack Phase you must forgo your attacks and "pay an endowment" by turning in any 2 resources to the box (gold, horses, iron, coal or timber) in any combination. They may be taken from one or more territories you control. The lead player has the first option of deciding to forgo attack, and so on to the left. When one player has decided to forgo attack and endow a University, no other player may endow during that Phase. After paying the endowment, take the University and set it to one side off the map.

2) Development Phase - In the Development Phase which follows your endowment, place your University on any land territory you occupy (under the rectangle, or under a City).

3) Production Phase - During the Production Phase, for each University you control, you collect one Book of Knowledge and place it in any territory you occupy. Books of Knowledge are used as follows:

- a) If placed in a territory which has no Followers in it, the Book will prevent a Follower from entering that territory.
- b) If placed in a territory which a Follower occupies, the Book causes the Follower to be removed from the map. The book prevents any other Follower from occupying that territory as long as the book remains there.
- c) If placed in a territory which produces resources, the book causes that territory to produce 2 resource tokens of its type on subsequent Production Phases. (This includes Iron, Coal, Timber, Gold and Horses.) But no territory may produce more than 2 resource tokens, under any circumstances. And, if there is already one resource token in the territory, it will only produce one additional token. (Again except for Horses which will always produce two as long as there is room on the horse chain.)

4) Trade and Shipment Phases - Players may not trade or ship Universities or Books of Knowledge.

BLIMPS

1) Development Phase - To develop a Blimp you must remove from the map all of the following: a Gold, an Iron, a Coal and 2 Books. The Gold, Iron and Coal must be assembled in one of your territories, and the Books may be taken from any territory you occupy. When you develop a Blimp, you must moor it in the territory where the resources which developed it were assembled. You also must place a warrior on it. Blimps are considered non-land territories like Boats, Ships and Bridges.

2) Trading Phase - Blimps may not be traded.

3) Shipment Phase - Blimps may ship without limit to any or all of your territories and may pick up and drop off your resource tokens and Weapons along your route of travel as you wish. At the end of its journey the Blimp must be moored adjacent to (above) one land territory, or a Riverboat, a Ship or a Bridge. (Note: if the Riverboat or Ship move while the Blimp is moored to it, the Blimp remains moored and moves with it.)

4) Attack Phase - The Blimp is worth 5 points in an attack. It may also carry a Horse and a Weapon as well as its Warrior for a possible total of 10 points. A Blimp may ship into an attack just as other modes of transportation according to rule 5F in the basic game. At the end of the attack, the Blimp establishes a mooring over the attacked territory (or adjacent to a Blimp if it was a Blimp-on-Blimp attack). A Blimp is adjacent to another Blimp if they are moored above the same territory. A Blimp may be attacked in the same way that Boats and Ships are attacked either from another Blimp or from the territory in which it is moored.

Note: The territories where you have Temples, Universities or Books of Knowledge are subject to attack and can be taken over by another player. The attacking player controls the Temples, Universities and Books which may be in any captured territory. If you capture a Temple, you gain the use of all Followers on the map for that Temple which are in territories that you don't control. If you have a Follower of that Temple in one of your own territories, it is removed from the map.

KEY

1 Gold + 1 Iron + 1 Coal + 2 Books = 1 Blimp

Credits:

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