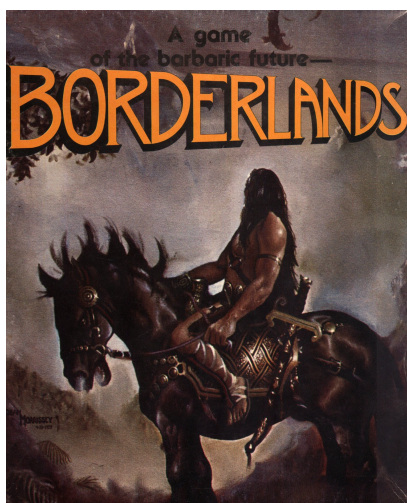


Borderlands Quick Rules



INTRODUCTION

In **BORDERLANDS** play begins with tribes occupying an isolated continent. They harvest timber; raise horses; mine coal, iron and gold; and try to live in peace. As play progresses, the tribes trade resources to each other and develop boats, cities, and weapons. Poorly defended borders attract raids by ambitious neighbours. Diplomatic manoeuvres and threats may hold off aggression for a while, but only strategic development and strong defences will assure safety. The first player(s) whose tribe occupies three cities at the end of the attack phase will found a civilisation and win the game.

BORDERLANDS — A game of trade, technological development, territorial conquest, and diplomacy in the barbaric future.

Set-Up

- 1) Place production counters randomly face down on map, then reveal them.
- 2) Players take 20 warriors and take turns to fill all map territories that do not contain a warrior.
- 3) Decide who the lead player will be; he does all events first then the lead player goes to the player on his left.

Events

- 1) Development (not on first turn)
- 2) Production *
- 3) Trade *
- 4) Shipment *
- 5) Attack

* Roll a D6; on a 1-4, an event happens. On a 5 it does not happen and on a 6 you vote (lead player has a tie-breaking vote).

Development

Combine various resource tokens to make things (must be in the same territory):

- | | |
|--|--|
| 1 Iron + 1 Coal | 1 weapon |
| 2 Gold | 1 weapon |
| 1 Timber + 1 Coal + 1 Iron + 1 Gold..... | 1 City |
| 4 Gold | 1 City |
| 2 Timber..... | 1 River Boat (for the first turn boats are made) |
| 3 Timber..... | 1 River Boat (on subsequent turns) |

Production

Territories with production counters produce 1 resource of that type as long as there are no resources of that type already there. *Exception:* If you have a Horse already there, you may put the Horse in an adjacent territory you own forming a horse chain. If you have a city in or adjacent to a production site, it produces 2 resources a turn but you can only place a maximum of 2 resources in that territory (with the exception that you may only produce 1 Horse).

Trade

You may trade with any one that you have a common border with; you may trade and receive any amount of resources as long as at least 1 token is traded and 1 token is received by you. You can place traded resources back into any of your territories freeing up resource sites.

Shipment

You may ship resource tokens, weapons and horses from one territory you own to another you own. You get 1 shipment as standard and 1 extra for every 3 territories you own above the number of territories you had at the start of the game.

- 1) **By Foot:** You may ship any number of tokens from one territory you own to another adjacent territory you own.
- 2) **By Horse:** You may move a horse 2 territories, dropping off and picking up any amount of resources as you go as long as you own the territories and they are adjacent.
- 3) **By Horse chain:** You may move any number of tokens along a chain of territories dropping off and picking up along the way as long as you own the territories, they are adjacent and you have a horse in each one.
- 4) **By Boat:** You may move a boat along the river, crossing up to 8 border lines (counting both sides of the river), dropping off and picking up tokens along the way. You may not move a boat between territories where it is forbidden by superior force (see boat passing rule).

Limitations: You may not end up with two weapons or two horses in the same territory.

Attack

You may attack any territory adjacent to one you own (not your own):

- 1) You may make 1 logistic shipment for every city you own at the start of the attack phase. This is like a normal shipment but you can only do it if you are going to attack this turn.
- 2) You may move a horse (or horse with weapon) into the territory you are attacking, or a boat along the river adjacent to the territory you are attacking using the shipping rules.
- 3) You now count the points you have bearing on the attacked territory from yours and allied adjacent territories, including boats and any horse or weapon you moved into the attacked territory plus 1 point for being the attacker.
- 4) Your opponent counts the points he has in the attacked territory and points in adjacent territories he or allies own, including boats.
- 5) You need to have more points to make a successful attack than your opponent.
- 6) If successful, you replace your opponent's warrior with yours.
- 7) If successful, you may have a second attack (not on the first turn) or a free shipment.
- 8) If you find you don't have enough points to be successful, the attack does not happen and you take back point (2) and may try an attack elsewhere.

Alliances

If you are a third party and own territories or boats adjacent to an attacked territory, you may remain neutral or lend your points to either the attacker or the defender.

Boat Passing Rule

A boat may pass between two territories along the river if it can surpass the point value of the two territories or it is allowed to pass. If the territories are owned by two different opponents, you may ally with one and add his points to your boat to pass.

Boats are territories and can be attacked.