

BORDER STATES

★**RULEBOOK**★

★ 1861 CIVIL WAR ERUPTS ★ ★★ ACROSS AMERICA ★★

A BRAHAM LINCOLN AND JEFFERSON DAVIS VIE FOR CONTROL OF THE NATION'S DESTINY. WITH BOTH UNDERSTANDING THAT THE STRUGGLE IS AS MUCH POLITICAL AS IT IS A PROCESS OF ARMS. VICTORY IN BATTLE WILL PROVIDE THE MOST PERSUASIVE POLITICAL ARGUMENT WHEN IT COMES TO THE FIVE SLAVE STATES BORDERING THOSE ALREADY IN CONTENTION - DELAWARE, KENTUCKY, MARYLAND, MISSOURI, AND WEST VIRGINIA. THESE ARE THE STATES BOTH THE CONFEDERACY AND THE UNION NEED TO WIN OVER. IN EACH CASE, HOW THESE SCALES WILL TIP, FAVORING EITHER ABOLITION OR THOSE WHO ENDORSE THE DOCTRINE OF HUMAN 'PROPERTY,' IS YET TO BE DECIDED. BATTLE AND POLITICS WILL SWAY THE BALANCE, AND THE RESULT WILL HELP TELL THE STORY OF THIS BLOODY WAR.

Border States is a tactical game for 2 players, with each player taking control of one side. Your aim is to win the sort of decisive victories that will influence the Border States and rally them to your cause. Effective bluff, and at the same time being able to discern your enemy's intentions, will be your best assets. Playing time is about 45 minutes.

There are two ways to win the game: control sufficient *States* tokens to win by sudden death, or be the player with the most victory points at the end of the 5 turns.

FOR PARENTS AND TEACHERS

This game is designed to act as a fun and highly instructive working model of historical events. Engaging with the game will encourage any child to understand why certain important events occurred, as well as what may have happened if different decisions had been made. Easy rules and attractive components will help the younger player ease into the educational and sociable pastime of historical gaming.

Enjoy the game!

COMPONENTS



1 game board



2 recruitment boards



2 President cards



10 Character cards



17 Battle cards



20 General blocks
- 10 per side -



1 Bible block



1 Artillery block



20 States token



1 cloth bag
& 50 Influence cubes



1 Initiative token



1 Turn token

SETUP

Place the game board between you. One of you takes the role of the Union (in Blue), the other the role of the Confederation (in Red).

- 1 Place the *Influence* cubes in the cloth bag.
- 2 Place the *Turn* token on the **1861** year of the *Turn* track. Set the *Bible* and *Artillery* blocks close to the game board.



- 3 Set the *President* cards close to the board, face-up.
- 4 Stack the 4 *State* tokens of each color and place them in the central spaces of the *Influence* tracks of each states on the game board. 2 *State* tokens from Missouri are moved to the Union side, and 2 *State* tokens from Delaware to the Confederation side.

Stickers' preparation.

Before your first game, carefully peel off the stickers and place them on the large blocks, one sticker per block.

- 10 red blocks: Confederation's generals (red).
- 10 blue blocks: Union's generals (blue).
- 2 grey blocks: *Artillery* and *Bible* stickers.

8

Shuffle the 17 *Battle* cards and place 2 cards back in the box randomly. The 15 remaining cards form the *Battle* deck.



7

Throw the *Initiative* token to determine who will place their *General* blocks first in case of tie during the *Combat* phase.

6

Each player draws 4 of their 5 *Character* cards and keeps them hidden from their opponent.

5

Shuffle your 10 *General* blocks. Draw 4 *General* block and place them in front of you. Form a line with the 6 remaining *General* blocks to create your recruitment queue by drawing them randomly and placing them one by one from left to right.

SEQUENCE OF PLAY

A game is played in 5 turns, each divided into 4 phases:

1. Preparation
2. Combat
3. Resolution
4. End of the turn



PREPARATION

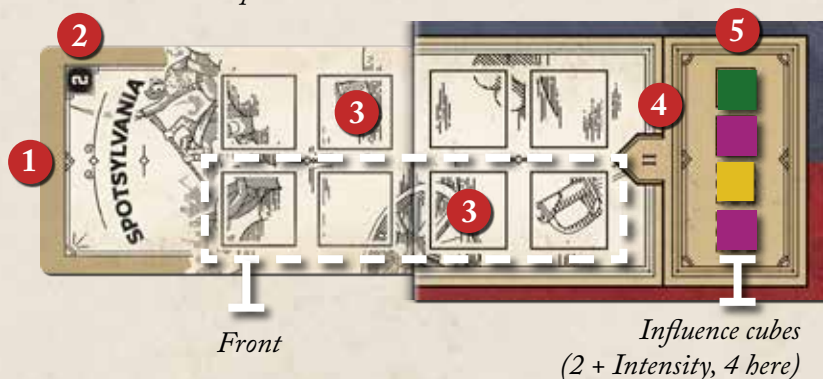


1. Draw the first 3 *Battle* cards from the *Battle* deck and place them face up in front of the dedicated slots on the game board.
 - Each battle is identified by a number: I, II, or III depending on its position on the game board.
 - Each horizontal line of a battle is called a front. There are two fronts per battle.
2. For each battle, draw as many *Influence* cubes from the bag as the *Intensity* value of the *Battle* card + 2, and place them in the *Conquest* area.

! If all the tokens of a given state are located in the players' *Control* areas (see page 17), the drawn cubes are placed back directly into the box and are not replaced.

1. Battle card
2. Battle Intensity
3. Battles spaces

4. Battle number
5. Conquest area





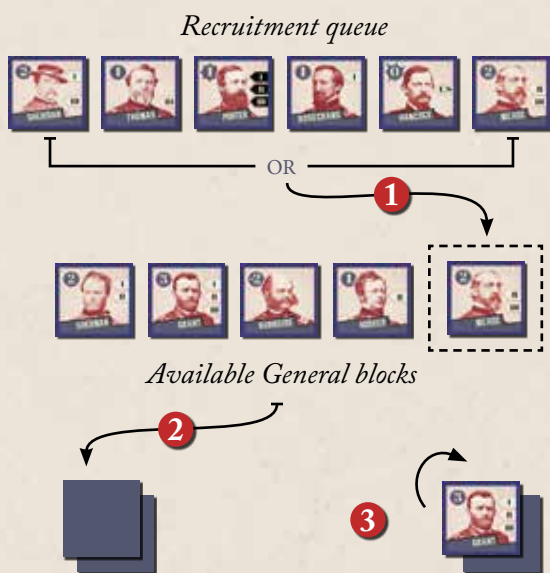
COMBAT



The *Combat* phase lasts 3 rounds. In each round, players place two of their *General* blocks on the battle spaces.

I. RECRUITMENT

1. Each player selects one *General* block located at either end of their recruitment queue and adds it to their available *General* blocks. Once per game, a player may select the *General* block of their choice anywhere in their recruitment queue by using the power of their *President*.
2. Simultaneously, each player chooses 2 *General* blocks from the available ones in front of them. They are stacked and placed face down.
3. Once both players have made their choice, the top-stacked *General* block is simultaneously revealed face-up.



The face-up block can never be the one with the value of -2. If a player makes a mistake, he must reveal their 2nd *General* block. !



Power of the President

Once per game, a player may choose a block of their choice in their recruitment queue. The *President* card is then flipped over and can no longer be used.

II. MOVING TO BATTLE

The player owning the face-up block with the lowest value places his two blocks on the *Accessible Battles* first (see *Accessible Battles* section below). Then their opponent does the same. In case of a tie, the player designated by the *Initiative* token places their blocks first. They then flip the *Initiative* token to its other side. In the event of a future tie, their opponent will then place their blocks first, and so on. The face-down block will remain hidden until the *Resolution* phase.



Both players played a face-up block of value 2. The Initiative token is on the Union player side. They must place their blocks first. The Initiative token is flipped to its other side. For the next tie, the Confederate player will place first.



Accessible Battles

Accessible Battles are those whose numbers (I, II or/and III) are printed on the face-up block. Never take into account the numbers indicated on the face-down block. The blocks with a value of 1 may access only 1 battle, those with a value of 2, 2 battles, the *Siege* block and the block with a value of 3, all battles.



The Union player can access battles II and III and the Confederate player can access battles I and II.



Ambush block

The *Ambush* block has a value of 0 and no battle numbers. When played face-up, it copies the *Accessible Battles* of the opposing block.



The Union player copies the Accessible Battles of the Confederate player's General. They can therefore send their Generals to battles I or II.

- ➡ The *Ambush* block copies the *Accessible Battles* of the opposing block but not its value.
- ➡ If both players reveal their *Ambush* blocks face-up at the same time, each player's 2 blocks are set aside and will have no impact during the *Resolution* phase.

!



Siege block

The *Siege* block has a value of 1. It allows access to one of the 3 battles I, II or III, **but the player's 2 blocks must be placed on the same battle.** They cannot be distributed over several battles (see the placement of the blocks below).

III. PLACEMENT OF THE BLOCKS

The players place their 2 blocks on the *Accessible Battles*. They may be placed, in any combination, on the same or different *Accessible Battles*. For a given battle, they can be distributed on the same front or on the 2 opposite fronts.

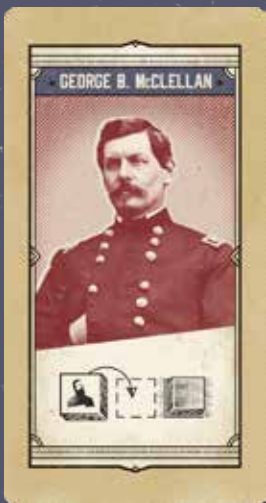
There is only one constraint: **the blocks must always be placed on the free spaces the closest to the arrow.** ❶

The diagram illustrates the placement of blocks on two battle cards, Chattanooga (labeled 1) and Spotsylvania (labeled 2). A large white arrow points from the right towards the battle spaces, labeled "Blocks placement direction". On the Chattanooga card, a red block with a value of 1 is placed in the top battle space, and a blue block is placed in the bottom battle space. On the Spotsylvania card, a red block is placed in the top battle space, and a green block is placed in the bottom battle space. To the right of each card, there are stacks of colored blocks (green, purple, yellow on Chattanooga; yellow, yellow, green on Spotsylvania). Red circles with the number 1 indicate the starting point for block placement next to the battle spaces.

The Union player plays first because the value of his face-up General block is 1 compared to their opponent's 2. They can only go to battle I and decides to place a block on each front. The Confederate player can go to battles I and II. They decide to place their face-up General block next to the Union player's face-down one in battle I and then place his face-down General block in battle II.

! When there are no more available battle spaces for a given battle, it is no longer possible to place blocks there. If a block cannot be placed, it is set aside and will not be taken into account during the *Resolution* phase.

At any time, a player can consult his face-down blocks.



CHARACTER CARDS

When placing their blocks, a player may play as many *Character* cards as they wish. Depending on its effect, a card is applied before or after the placement of the *General* blocks, but only on *Accessible Battles*. A *Character* card is returned to the box after its effect has been resolved.

EFFECT OF CHARACTER CARDS



Reveal an opponent's face-down *General* block.



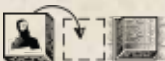
Take the *Bible* block and place it on a *General* block. This *General* can no longer be eliminated by an *Ambush* block. If the *Bible* block has already been placed in the current turn, the player cannot play this card.



Take the *Artillery* block and place it on an empty battle space. This block has a value of 1 at the time of resolution but remains neutral: **it does not belong to the player who placed it and therefore does not count in their battle value.** If the *Artillery* block has already been placed in the current turn, the player cannot play this card.



Change one of the *Accessible Battles* for the face-up *General* block.



Place an additional *General* block on a front if there is no free space left. **A front can only get one additional block.**



RESOLUTION



The *Combat* phase is over once each player has played 6 *General* blocks. Proceed to resolve the battles in the order I, II, III. **The resolution of a battle must be completely finished before moving to the next one.**

I. REVEAL BLOCKS

The face-down blocks are turned face-up.

Ambush

Each *Ambush* block eliminates a *General* block located either to its left, right or opposite on the other front, **even if it belongs to the same side as the *Ambush* block** (the trap has turned against the player). The eliminated block is placed to the side and won't have effect.



The *Ambush* block remains in place, only its victim is removed.

If there are several *Ambush* blocks in a battle:

- Ambushes are resolved from the closest to the farthest from the arrow.
- 2 *Ambush* blocks facing each other are both eliminated.



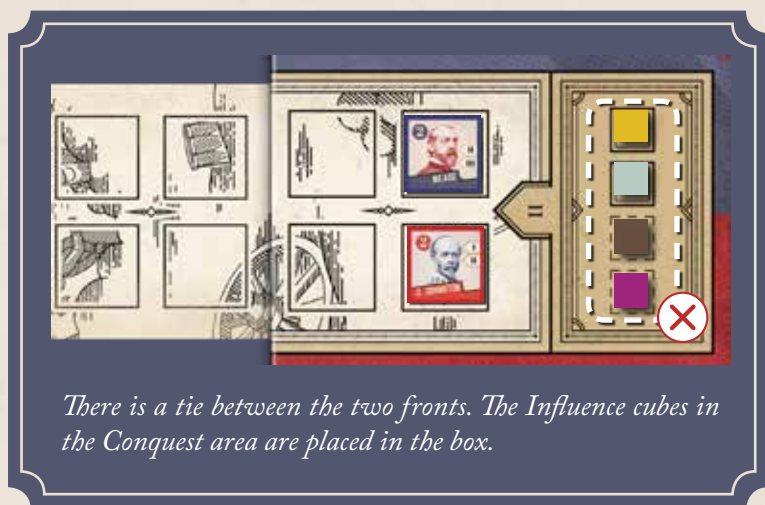
The Union player's ambush must eliminate a block. They have no other choice than to eliminate their own general with the value of 1.

II. WINNING FRONT

The **winning front** is the front where the sum of the values of the *General* blocks of both players is:

- positive (> 0),
- strictly greater than the sum of the values of the *General* blocks of the other front.

If there is no winning front, the battle is indecisive and the *Influence* cubes in the *Conquest* area are placed in the box.



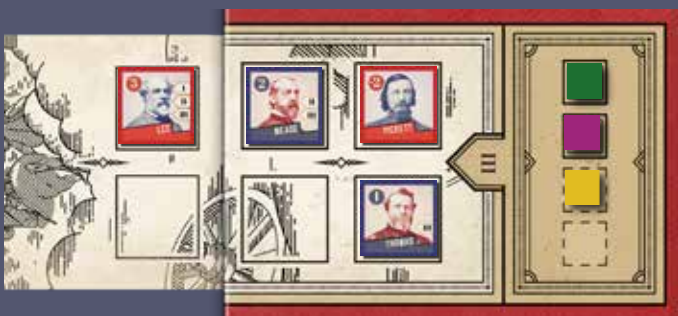
III. CONQUEST

On the **winning front**, the **player having the highest positive value** wins. They are the **winner**. If the other player is also present on this front and their value is also positive, they are the **loser**. In case of a tie, the player closest to the arrow is the **winner**.

The **winner** distributes the *Influence* cubes of the battle:

- **Battle Intensity 0** (2 cubes): they keep the 2 cubes.
- **Battle Intensity 1** (3 cubes): they choose 2 cubes and give the remaining cube to the loser.
- **Battle Intensity 2** (4 cubes): they choose 3 cubes and give the remaining cube to the loser.

If there is no loser, the winner gets all the cubes.



The top front wins 3 (3+2-2) to 1. On this front the Union player has a value of 2 while their opponent has a value of 1 (3-2). They are the **winner** and the Confederate player is the **loser**.



The top front wins 3 (3+0) against 1. On this front the Confederate player has a value of 3 while their opponent has a value of 0. They are designated the **winner**. The Union player has a value of 0 (not positive), so they get no cubes.



The top front wins 4 (2+2) to 3. On this front, both players have a value of 2. The Union player is the **winner** because his General is closest to the arrow. The Confederate player is the **loser**.

IV. PLACEMENT OF THE INFLUENCE CUBES

1. The **winner** places their *Influence* cubes first in front of the *Influence* tracks on the game board.
2. The **loser** then places their cubes in the same way.
3. Proceed to the resolution of the next battle.



Battle I

*The Confederate player is the **winner**. They take the 2 brown cubes and 1 of the 2 yellow cubes. They give the last yellow cube to the Union player, who is the loser.*

Battle II

*The Union player is the sole **winner**. They get the yellow cube and the 2 purple cubes.*



END OF TURN



I. INFLUENCE OF THE STATES

For each state, the *State* tokens will move to one side or the other:

- The movement capacity of a *State* token is equal to the difference in *Influence* cubes between the 2 players for that state.
- The same *State* token can be moved more than once.
- If the move causes a *State* token to enter a player's *Control* area, it is secured. That *State* token is permanently controlled.

The game ends immediately if a player has 4 *State* tokens of 4 different colors in their *Control* area, or 5 *State* tokens of any color. If both players reach this condition at the same time, then resume the game and determine victory at the end of the 5th turn (see page 18).

II. PREPARATION FOR THE NEXT TURN

1. Each player takes their 3 remaining *General* blocks in their recruitment queue. They then have 4 *General* blocks available for the next turn.
2. On the battles:
 - The 6 placed *General* blocks are removed, shuffled face down, and then set in a row to form a new recruitment queue.
 - The *Artillery* and *Bible* blocks are placed back next to the *Initiative* token.
 - The 3 *Battle* cards are discarded and returned to the box.
3. Remove the *Influence* cubes used this turn from the game by placing them back in the box.
4. Move the *Turn* marker one year and begin the *Preparation* phase of the next turn.





Missouri : 2 cubes for the Union player, only 1 cube for the Confederate player, so the movement capacity is 1 ($2-1$). One State token is moved 1 space to the Union side.

Kentucky : 2 cubes for the Union player, 0 for the Confederate player, so the movement capacity is 2 ($2-0$). 2 State tokens are moved 1 space to the Union side into its Control area.

West-Virginia: No cube won in this turn, State tokens do not move.

Maryland: 1 cube won by each player ($1-1$), no State tokens moved.

Delaware: 2 State tokens are moved 1 space to the Confederate player's side. 1 State token could have been moved also twice to the Confederate Control area.

END OF THE GAME AND VICTORY

If the game goes till the end of the 5 turns, then calculate the score of each player. Each *State* token present on a player's side, i.e. either on their side of the *Influence* tracks or in their *Control* area, scores 1 point.

Starting back from the previous example, the Union player scores 5 points because they have 5 State tokens (Missouri and Kentucky) on their side. The Confederate player scores 10 points because 10 State tokens are on their side (Virginia, Maryland and Delaware).

The player with the most victory points wins the game.

In the event of a tie, the winner is the one who:

- Has the most *State* tokens in their **Control** area.
- Played the fewest *Character* and *President* cards.
- And if the tie still persists, the Union player wins... we won't rewrite history this time.

THANKS

"I would like to thank my wife, Christelle, and my two daughters, Maylis and Pauline, for their support throughout this adventure of editing Border States. A huge thank you to Fred, Seb, Chris, Juju, Pom, Nico and Maxime who helped me a lot and without whom Border States would not have existed. Thanks also to those who tested the game, contributing to its evolution, as well as all the players I met in different conventions or events.

And finally, thanks to Denis and Julien from Shakos for believing in this idea, in this approach to the subject, and for allowing me to make this game."

VARIANTS

WITHOUT CHARACTER CARDS

Play the game without the *Character* cards and the power of the *Presidents*.

DETERMINISTIC

All cubes in the bag will be drawn.

At set-up:

1. Discard one *Battle* card of *Intensity* 0 and one *Battle* card of *Intensity* 2.
2. Remove 5 *Influence* cubes from the bag, 1 for each color.

WAR OF ATTRITION

Each *State* marker can only be moved once per turn.



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SHAKOS