

BORDER STATES SOLO RULES

1861 The American Civil War rages on.

The Union, with Abraham Lincoln at its head, is opposed to Jefferson Davis's Confederation. In the middle of this conflict, 5 states, called the Border States (Delaware, Kentucky, Maryland, Missouri and West Virginia), are torn between abolitionists and slaveholders. They are the ones who can swing the course of the war.

This extension to the Border States game allows you to play solo. The **Player** takes command of the Union (in blue), the Confederacy is played by the gaming system, the **Automa**. At the start of the game, the Confederation starts with an advantage depending on the chosen difficulty level. The player must reverse the trend before the end of the 5 rounds...

COMPONENTS

- 1 Border States game box*
- 1 double-sided Automata game board*
- 12 Criteria cards*
- 1 solo mode rule book*

PRINT & PLAY

This extension is offered free of charge in "Print & Play". PDF files of the graphics are provided.

You will have to print them and use pawns from other games.

- 1 Turn marker*
- 2 Battle selection tokens*
- 1 six-sided die*

SET UP

Set up the game as normal (see *the rulebook for Border States*):

Steps 3 and 6 are skipped. The *President* and *Character* cards are

put back in the game box.

For step 5, the *General* blocks of the Confederation are set aside for the moment.

Step 7 is modified as follows: the *Initiative* token is placed on its Confederation side.

Finally, **for step 4**, the placement of the *State* tokens will depend on the level of difficulty chosen:

Level 1: move 1 *State* token to the Confederation side for each state.

Level 2: move 2 *State* tokens to the Confederation side for 2 states of your choice, and 1 *State* token for the other states.

Level 3: move 2 *State* tokens to the Confederation side for each state.

Level 4: move 2 *State* tokens to the Confederation side for 4 of the states. For the 5th, move one token towards the Confederation side and place a second one directly in the *Control* area of the Confederation.

Level 5: as for level 3, and, in addition, at the start of each round, when the *Influence* cubes are drawn, the last cube drawn for the battle with the highest *Intensity* value (the first if there are several) is immediately won by the Confederation and placed in front of the corresponding *Influence* track. During the conquest phase, assign the cubes for this battle as follows:

- **3 cubes**: the **winner** chooses 2 cubes and gives the last one to the **loser**.

- **1 or 2 cubes**: the **winner** keeps all the cubes.

***Character* and *President* cards are not used in this game mode.**

Example: To set up a game of difficulty level 1, move towards the Confederation side 1 *State* token for each state.

HOW TO CONFIGURE THE AUTOMA

The **Automa** game board will allow you to manage the behaviour of the latter when there is a decision to be made.

1. Place the board to manage the **Automa** on its *Regular board* side so that it is easily accessible to you. It is recommended that

you place it to the left of the game board to facilitate the movement of the **Automa's** *General* blocks in battles.

2. Place the *Turn* marker on its starting location.

3. Shuffle and place the *Criteria* cards face down on their space.

4. Stack the 2 *Battle selection* tokens on their space.

5. Separate the **Automa's** -2 value *General* block. Mix the 9 blocks remaining and place them in 3 lines of 3 blocks face down on the spaces provided for this purpose.

SEQUENCE OF PLAY

A game is played in **5 rounds**, each divided into **4 phases**, as for the 2 player game.

Certain phases and steps are modified to take into account the requirements of the solo mode.

The changes are described below.

COMBAT

The combat phase takes place over 3 rounds as in the base game.

RECRUITMENT

The **Player** recruits and selects his *General* blocks as normal.

On the **Automa** board, move all remaining *General* blocks upwards.

Flip the 2 blocks at the ends of the top line onto their visible side.

The 3 blocks of the top line are those which will be sent to the battlefield.

MOVING TO THE BATTLEFIELD

1.1 BATTLE ACCESSIBLE BY THE AUTOMA

The *Turn* marker is moved onto the different steps of the first *Battles* track of the **Automa** board. These 4 steps make it possible to identify the battle to which the **Automa** will send its *General* blocks.

1. **Inaccessible battles.** Battles that are not present on the **Automa's** *General* blocks are eliminated.

2. **Battles already occupied.** The battles for which there remain none or only one free slot are eliminated.

3. **Criteria Cards.** The first *Criterion* card is drawn, revealed face up and resolved. See the box below, **Resolution of Criteria cards**.

4. Random determination. If, at the end of the previous steps, there are still more than 2 battles not eliminated, roll the die. Depending on the result of the die, remove the battles in the order determined until there remains no more than one.

At the end of these steps, there will only be one accessible battle left for the **Automa's General** blocks.

Battle eliminated: Each time a battle is eliminated, place a *Selection of battle* token on its location (see insert on next page).

In the case of an Ambush – If the **Automa's Ambush** is face up, the block copies as usual the *General* block's accessible battles visible to the **Player**. **Remember:** The value of the *Ambush* block is 0.

CRITERIA CARDS

On each card are two criteria. Resolve criterion 1 then criterion 2 if necessary. The symbols present on the cards are described below.

For each criterion, if the answer to the question is TRUE or FALSE for all battles still accessible, move on to the following criterion.

Otherwise, the battles for which the answer to the criterion is FALSE are eliminated.

Are there more *Influence* cubes to be won in this battle?

Is the **Player** (in blue) more present in this battle than the **Automa** (in red)?

Is the battle empty of all *General* blocks?

Are there more *Influence* cubes of the same colour to be won in this battle?

BATTLE ELIMINATED

If a decision step results in the elimination of a battle, place a Battle selection token identifying the battle concerned marking it as eliminated.

Example: battle II is not accessible to any General block, it is therefore eliminated.

1.2 SELECTION OF THE AUTOMA'S GENERAL BLOCKS

The *Turn* marker is moved onto the different stages of the **Automa** board's second *Generals* track. These steps allow you to identify which of the **Automa's** *General* blocks will be sent to the accessible battle.

As soon as there are no more than two *General* blocks available for the **Automa**, any remaining steps are skipped.

1 – **Accessibility of the battle.** If the battle is not accessible by one of the **Automa's** face-up *General* blocks, the latter is eliminated and placed face down on the edge of the board.

Note – If, by chance, the battle is inaccessible to all the **Automa's** face up *General* blocks, its 3 *General* blocks are eliminated and the **Automa's** turn ends immediately.

2 – **General of greater value.** If one of the face-up *General* blocks has a greater value than the other, it is kept. The other is eliminated and placed face down on the edge of the board.

3 – **Random determination.** Roll the die to determine which face-up *General* block is kept. The other is eliminated and placed face down on the edge of the board.

Example: Battle II is the accessible battle defined during the battle Selection phase. The General block 2 I/III is therefore eliminated and placed face-down outside the board.

The 2 remaining General blocks are placed in the Initiative box. This phase is finished; move on to the next phase.

1.3 INITIATIVE DETERMINATION

Move the Turn marker to the Initiative space.

Initiative is determined normally, as in the base game.

If the **Automa** has the initiative, move on to the next step,
Placing the blocks.

If the **Player** has the initiative, place your *General* blocks normally. At the end of this placement, all battles are made accessible to the **Automa** again. Repeat the steps of phase **1.1 Battle accessible by the Automa** again. Once this phase is complete, move on to the next phase, **Placing the blocks**.

Note – If, by chance, no battle is accessible to the **Automa**, its *General* blocks are eliminated and the **Automa**'s turn ends immediately.

2. PLACING THE BLOCKS

The Turn marker is moved onto the different steps of the third track *Front Lines* of the **Automa** board. These steps help identify how the **Automa**'s *General* blocks will be placed on the accessible battle.

General
face down

General
face up

Top front

Lower front

If the answer to the question asked during a step is TRUE, we determine the placement of the **Automa**'s *General* blocks and this phase is finished. If the answer is FALSE, move on to the next step. Move the **Automa**'s *General* blocks on the placement diagram to the right of the track when placement is determined.

1 Is the **Automa** in the majority on one of the battle fronts? If the answer is TRUE, place the **Automa**'s *General* blocks on this front following the placement diagram.

2 Is the **Player** in the majority on one of the battle fronts? If the answer is TRUE, roll the die and add to the result the value of the **Automa**'s face-up *General* block.

* If the result is 4 or less, place the **Automa**'s *General* blocks on the front where the **Player** is most present following the placement diagram.

* If the result is 5 or more, place the **Automa's General** blocks on the front where the **Player** is least present following the placement diagram.

3 Randomly determine the placement of the **Automa's General** blocks by rolling the die and following the placement diagram.

Details:

As in the normal game, the Automa's General blocks are placed on the free spaces closest to the arrow.

If there is only one free slot on the selected front, the General block closest to the placement arrow is placed on this front. The other is placed on the other front.

If there are no free slots on the selected front, the Automa's General blocks are placed on the other front.

Then place the **Automa's General** blocks on the corresponding battle on the game board.

At the end of this phase, reposition the *Turn* marker on its starting location.

In this example, the choice of front is determined on the last step: the die. The result of the die thrown to place the blocks was "3".

RESOLUTION

Battle resolution is identical to the base game with the exception of the **Automa's Ambush** block. The *Ambush* block when played by **Automa** can (not must) eliminate a *General* block next to or in front of it. It eliminates a block only if it allows it to win the battle. The rule remains unchanged for the **Player's Ambush** block.

Furthermore, if the **Player** is **defeated** in a battle and gains an *Influence* cube, this cube is drawn at random.

END OF ROUND

1. INFLUENCE OF THE STATES

When the **Automa** needs to move the *State* tokens, it does so in

the following order of priority:

- 1 – The tokens located in the Confederation side.
- 2 – The tokens located in the Union side.
- 3 – The other tokens.

In solo mode, a *State* token can only be moved once per round (war of attrition variant).

Note – If all *State* markers in a state are in the *Control* area of the **Player** and/or the **Automa**, this state is said to be **neutralized**. The *Influence* cubes of this state which were drawn during the *Preparation* phase are discarded and are not replaced. If a battle ends up with no *Influence* cube to be won, it is immediately eliminated.

2. PREPARATION FOR THE NEXT ROUND

The **Player** follows the instructions of the base game. Mix the **Automa**'s 9 *General* blocks and place them on their spaces on the **Automa** board. Then shuffle the *Criteria* cards and place them face down on their location to replenish the deck.

END OF GAME AND VICTORY

Victory conditions are similar to those of the base game.

VARIANTS

A simplified board (*Light Board*) is provided, limiting the number of steps to be followed during the different phases of the game. You can use it to master the mechanics of the solo mode, or to play the game more quickly. In this case, ignore the steps not present on the board.