

GEARWORLD™

THE BORDERLANDS



RULES OF PLAY

INTRODUCTION

In days before, the gears still turned and the old machines still worked. The sky was clear and blue, and life flourished. Then noxious clouds came and choked the air. Smoke blanketed the sky.

Some people departed in flying cities, ascending above the clouds to the World Above. Others dug deep beneath the ground, vanishing into the World Below. Meanwhile, those in the Borderlands watched the world grow dark as the gears ground to a halt. One by one, the old machines broke down and the secrets of their making and purpose were lost. The people of the Borderlands are scavengers now, surviving on scraps from the World Above and living on the bones of the beforetime.

In the World Above, the “Sky People”—as the Borderlanders call them—live in massive cities that drift above the clouds. For generations, the Sky People subsided on their vast stores of power, but now that power is diminishing, and their long independence from the land must come to an end. The cities’ engineers have designed great, conductive towers called skyworks to be built by the people of the Borderlands. Provided the skyworks function as intended, they will carry the power of the Fire Beneath up into the sky.

The Sky People know much of the Borderlands and its inhabitants, and they know that the Borderlanders will bend to their will without question. In exchange for supplies and scrap, the Borderlanders will build the great towers. They will wage war to gain the favor of the Sky People. They will build the skyworks.

GAME OVERVIEW

In *Gearworld: The Borderlands*, two to four players assume the roles of hostile tribes occupying a continent and its surrounding islands in a post-apocalyptic world. Players must gather scrap, raise horses, mine metals, cultivate strong alliances, and increase their tribe’s strength to defend their lands from ambitious neighbors.

As the game progresses, the tribes produce, trade, and steal resources to develop weapons, bridges, riverboats, ships, and skyworks. When a tribe controls enough skyworks, they receive a multitude of gifts from the floating cities that dock at them, allowing the tribe to thrive and dominate the Borderlands.

OBJECT OF THE GAME

The object of *Gearworld: The Borderlands* is to control three skyworks at the end of a game round.

COMPONENT LIST

- This Rulebook
- 1 Game Board
- 100 Plastic Figures, consisting of:
 - ◇ 25 Blue Figures
 - ◇ 25 Green Figures
 - ◇ 25 Red Figures
 - ◇ 25 White Figures
- 182 Cardboard Pieces, consisting of:
 - ◇ 1 First Player Token
 - ◇ 21 Production Tokens, consisting of:
 - » 4 Coal Mines
 - » 4 Gold Mines
 - » 4 Horse Ranches
 - » 4 Iron Mines
 - » 5 Scrapyards
 - ◇ 100 Resource Tokens, consisting of:
 - » 20 Coal
 - » 20 Gold
 - » 20 Horses
 - » 20 Iron
 - » 20 Scrap
 - ◇ 60 Development Tokens, consisting of:
 - » 8 Bridges
 - » 12 Riverboats
 - » 8 Ships
 - » 12 Skyworks
 - » 20 Weapons
- 1 Six-Sided Die

COMPONENT OVERVIEW

This section describes the *Gearworld: The Borderlands* components in detail.

The Game Board

depicts a map of the continent (Haestus) and the three islands (Claw, Ironside, and Locke) where the players' tribes live. The map is divided into land, river, lake, and sea areas.



The Plastic Figures are used to mark control of land areas, riverboats, ships, and bridges.



The First Player Token indicates which player takes the first turn of a game round.



Production Tokens represent production sites and indicate particular resources they can produce. There are five types of production tokens: coal mine, gold mine, horse ranch, iron mine, and scrapyard.



Coal Mine



Gold Mine



Horse Ranch



Iron Mine



Scrapyard



Token Back

Resource Tokens represent resources generated in land areas containing production tokens. There are five types of resources: coal, gold, horses, iron, and scrap.



Coal



Gold



Horse



Iron



Scrap

Development Tokens represent the developments players can build using their resources. There are five types of developments: bridge, riverboat, ship, skywork, and weapon.



Bridge



Riverboat



Ship



Skywork



Weapon

The Six-Sided Die is used to determine whether the game's dynamic phases occur in a given game round.



TOKEN ANATOMY



- Standard Side:** Each token has a standard side that remains faceup on the game board throughout the game unless the rules state otherwise.
- Spearhead Side:** Horses, weapons, riverboats, and ships have a spearhead side that players may use during attack actions.
- Endpoint:** Players use endpoints to determine the land areas to which riverboats, ships, and bridges are adjacent.
- Strength Points:** Players use strength points to determine the results of an attack action.

SETUP

To begin playing a game of *Gearworld: The Borderlands*, follow these setup instructions. If playing with only two players, see “Two- Player Game” on page 21.

1. **Place Game Board:** Place the game board in the center of the play area.

2. **Prepare Tokens and Die:** Separate the resource and development tokens into supply piles by type, and place them near the game board. Place the production tokens facedown near the game board. Also, place the die near the game board.
3. **Mix Production Tokens:** Randomly mix the facedown production tokens.

SETUP DIAGRAM FOR FOUR PLAYERS



- | | | | |
|----------------|--|----------------------|------------------------|
| 1. Game Board | 5. Scrap Supply | 9. Production Token | 13. Weapon Supply |
| 2. Gold Supply | 6. Horse Supply | 10. Bridge Supply | 14. Skyworks Supply |
| 3. Coal Supply | 7. Plastic Figure Supply
(green player) | 11. Riverboat Supply | 15. First Player Token |
| 4. Iron Supply | 8. Plastic Figure | 12. Ship Supply | |

4. **Determine First Player:** Each player rolls the die. The player who produces the highest result is the **FIRST PLAYER** and takes the first player token. If there is a tie, the tied players reroll the die until one player produces a higher result.
5. **Place Production Tokens:** Starting with the first player and continuing **counterclockwise**, players take turns placing one random production token facedown in a land area on the game board (see "Areas" on page 6). There are more land areas than production tokens, and players can place a maximum of one production token in a land area.
6. **Flip Production Tokens:** After players have placed all production tokens, they flip them all faceup.
7. **Place Plastic Figures:** Each player chooses a player color (blue, green, or white) and takes the plastic figures of that color. Starting with the first player and continuing **counterclockwise**, each player places one of his plastic figures in a land area that does not already contain a plastic figure. Players continue this process until each land area on the game board contains one plastic figure. No more than one plastic figure can be in a land area. Players keep their unplaced plastic figures off the game board in their play area.
8. **Pass First Player Token:** The first player passes the first player token clockwise to the player on his left. The player who receives the first player token is the new first player.

GAME BOARD ANATOMY



- | | | | |
|------------------------|--------------|-------------------|--------------------|
| 1. Continent (Haestus) | 4. Area Name | 7. River Area | 10. River Mouth |
| 2. Island (Claw) | 5. Land Area | 8. Coastal Region | 11. Sea Area |
| 3. Abutment | 6. Lake Area | 9. Deep Sea | 12. Continent Name |

GAME BOARD OVERVIEW

This section describes the areas of the game board and how they interact with each other.

AREAS

The game board consists of a series of **AREAS** distinguished by orange (land) and blue (water) **BORDERS**. Areas that share a border are **ADJACENT**.

There are four types of areas: land, river, lake, and sea. Each area type is governed by its own set of rules, as follows:

Land

The continent (Haestus) and its islands (Claw, Ironside, and Locke) are composed of **LAND AREAS**, each with a unique name. A player **CONTROLS** each land area in which he has a plastic figure. The player who controls a land area also controls all development, resource, and production tokens in that land area.

Additionally, each land area provides the player who controls it with 1 strength point during attacks (see “Calculate Strength Points” on page 17).

River

Each **RIVER AREA** has two blue borders and is adjacent to both land areas to which it is adjoined. River areas are adjacent to other river areas and sea areas if they share a blue border. Additionally, each river area is a border between two land areas. As such, two land areas are adjacent to each other if they are adjacent to the same river area. Players cannot control river areas.

Lake

There is one lake on the game board. The lake is divided into **LAKE AREAS**. Lake areas function similarly to river areas; however, they are not borders. Land areas adjoined to the lake are only adjacent to each other if they share an orange border or are adjacent to the same river area. Players cannot control lake areas. The center of the lake is impenetrable, and players cannot place or move tokens in it.

Sea

Each land area near the deep sea has a corresponding sea area divided by blue borders (see “The Deep Sea” on page 20). Sea areas are adjacent to the land areas to which they are adjoined. Additionally, sea areas are adjacent to other sea areas and river areas if they share a blue border. Players cannot control sea areas.

COASTAL REGIONS

Many land areas on Haestus and all land areas on the islands have a red, orange, or yellow highlight where the land and sea areas are adjoined. Areas with these highlights comprise **COASTAL REGIONS**, which indicate to where and from where ships can travel when moving between Haestus and the islands (see “Deep Sea Movement” on page 20).

GAME ROUND OVERVIEW

Gearworld: The Borderlands is played over a series of game rounds. Each game round consists of several phases, some of which may not occur every game round (see “Dynamic Game Phases” on page 7). Players perform the phases in the following order:

1. **Build Phase:** During the Build Phase, each player may resolve any number of **BUILD ACTIONS** to build developments (see “Build Phase” on page 7).
2. **Production Phase:** During the Production Phase, players use production tokens they control to produce resources (see “Production Phase” on page 9). The Production Phase is a dynamic game phase.
3. **Trade Phase:** During the Trade Phase, each player may resolve any number of **TRADE ACTIONS** to exchange resource tokens with other players (see “Trade Phase” on page 10). The Trade Phase is a dynamic game phase.
4. **Transport Phase:** During the Transport Phase, each player may resolve one **TRANSPORT ACTION** to move weapons and resources between land areas, riverboats, ships, and bridges he controls (see “Transport Phase” on page 11). The Transport Phase is a dynamic game phase.
5. **Battle Phase:** During the Battle Phase, each player resolves up to two successful **ATTACK ACTIONS** to attack land areas, riverboats, ships, and bridges other players control. Alternatively, each player may resolve one successful attack action and one transport action (see “Battle Phase” on page 13).

During a game round, the first player takes the first turn in each phase by performing all of his actions. Then, continuing **clockwise**, each remaining player takes one turn in that phase. While a player is resolving his turn, he is the **ACTIVE PLAYER**. After each player has completed one turn in a phase, the next phase begins. The Trade Phase is an exception to this process and follows its own rules (see “Trade Phase” on page 10).

After all players have completed the Battle Phase, the player to the left of the first player takes the first player token; he is the first player for the next game round. A new game round begins starting with the Build Phase.

SPECIAL RULES FOR THE FIRST GAME ROUND

During the first game round, the following special rules apply:

- Each player skips the Build Phase entirely.
- Each player resolves the Production Phase; it is not a dynamic game phase during the first round.
- Each player can only resolve one successful attack action and one transport action during the Battle Phase.

DYNAMIC GAME PHASES

The Production, Trade, and Transport Phases are **DYNAMIC GAME PHASES**. Before each dynamic phase, the first player rolls the die to determine whether players resolve that phase. The effect of each die result is as follows:

1–4: Players resolve the phase.

5: Players do not resolve the phase.

6: The first player determines whether or not players resolve the phase.

If players do not resolve a phase, they skip it and proceed to the next phase.

WINNING THE GAME

If a player controls at least three skyworks at the end of a game round, he wins the game. If more than one player controls at least three skyworks at that time, the player controlling the most skyworks wins the game. If those players control an equal number of skyworks, they share the victory.

GAME PHASES IN DETAIL

This section describes the phases of the game in greater detail.

BUILD PHASE

During the Build Phase, players may spend resources they control to build weapons, skyworks, riverboats, ships, and bridges; these are **DEVELOPMENTS**. Developments are the key to winning a game of *Gearworld: The Borderlands*. Although players must control three skyworks to win the game, the other developments are also important as they provide players with the necessary tools to defend their borders, attack their opponents, and transport resources.

BUILDING A SKYWORK



1. The blue player chooses to perform a build action in Simon's Landing. She wants to build a skywork.
2. She removes one coal, one gold, one iron, and one scrap from Simon's Landing and returns them to the supply.
3. She places a skywork in Simon's Landing.

Build Action

Each player may perform any number of build actions during his turn. To resolve a build action, the active player performs the following three steps:

1. Select a Land Area
2. Spend Resources
3. Place the Development

Select a Land Area

The active player selects a land area he controls. The selected land area is called the **ORIGIN AREA**, and it must contain all of the resources necessary to build the chosen development (see page 8). The origin area is also used to govern the placement of the development after it is built.

Spend Resources

The active player spends resources from the origin area to build **one** development of his choice. To spend resources, the active player takes the appropriate resource tokens from the origin area and places them in the supply. Then, he takes the appropriate development from the supply and places it on the game board following the placement rules (see "Place the Development" on page 8).

During a build action, the active player can only spend resources from the origin area. Since the active player can resolve as many build actions during his turn as he wishes, he can build another development in a different (or the same) origin area using another build action. However, only one origin area per build action can supply a player with resources to build a development. A player cannot build a development for which no tokens are currently available (see “Figure and Token Limits” on page 21).

To build a development, the player must spend the following combinations of resources from the origin area:

- **1 Weapon:** 1 iron and 1 coal or 2 gold
- **1 Skyworks:** 1 scrap, 1 iron, 1 coal, and 1 gold or 4 gold
- **1 Riverboat:** 3 scrap
- **1 Ship:** 4 scrap or 4 gold
- **1 Bridge:** 1 scrap and 1 iron

Place the Development

After spending the resources to build a development, the active player places the development on the game board. He must place each weapon, riverboat, and ship on its **STANDARD SIDE**; the **SPEARHEAD SIDE** is only used during attack actions (see “Attack Action” on page 14). Skyworks and bridges only have a standard side.

Developments are governed by the following placement rules:

Weapons and Skyworks: After building a weapon or skywork, the active player must place it in the origin area.

Riverboats: After developing a riverboat, the active player places it in a river or lake area that is adjacent to the origin area. As such, the active player can only build riverboats in origin areas that are adjacent to river or lake areas.

- If the active player is placing the riverboat in a river area, one riverboat endpoint must overlap the origin area, and the other riverboat endpoint must overlap another land area adjacent to the river area in which he placed the riverboat (see “Token Anatomy” on page 3).
- If the active player is placing the riverboat in a lake area, both of the riverboat’s endpoints must partially overlap the lake area and the origin area. A riverboat in a lake area is only adjacent to one land area.

After placing a riverboat on the game board, the active player must place one of his plastic figures on the riverboat, indicating that he controls that riverboat.

BUILDING A RIVERBOAT



1. The blue player initiates a build action and chooses Riverfork as the origin area. She wants to build a riverboat.
2. The blue player spends three scrap from Riverfork to build a riverboat. She returns the scrap to the supply and can place the riverboat in one of several areas.
- 3a. She can place the riverboat in the lake area adjacent to Riverfork.
- 3b. She can place the riverboat in the river area between Riverfork and Scrapwater.
- 3c. She can place the riverboat in the river area between Riverfork and Golddust.
- 3d. She can place the riverboat in the river area between Riverfork and Riverholt.

PLASTIC FIGURES

A player uses his plastic figures to mark land areas, riverboats, ships, or bridges he controls. Each plastic figure on the game board is stationary and only acts as a control marker. If a player gains control of a land area, riverboat, ship, or bridge, he takes a plastic figure from his supply and places it on that land area or development. If a player loses control of a land area, riverboat, ship, or bridge, he removes his plastic figure from that land area or development and places it in the supply in his play area.

Ships: After building a ship, the active player places it in a sea area adjacent to the origin area. As such, the active player can only build ships in land areas that are adjacent to sea areas.

When the active player is placing a ship on the game board, the ship's endpoint must overlap the origin area.

After placing a ship on the game board, the active player must place one of his plastic figures on the ship, indicating that he controls that ship.

BUILDING A SHIP AND A BRIDGE

1. The blue player initiates a build action and chooses The Spur as the origin area. She wants to build a ship.
2. The blue player spends four gold from The Spur to build a ship. She returns the gold to the supply.
3. She places a ship in the sea area adjacent to The Spur and marks the ship with one of her plastic figures.
4. Then, she initiates another build action and chooses Simon's Landing as the origin area. She wants to build a bridge.
5. She spends one iron and one scrap from Simon's Landing to build a bridge. She returns the iron and scrap to the supply.
6. She places a bridge between the two abutments that connect Simon's Landing to Great Water and marks the bridge with one of her plastic figures.

Bridges: After building a bridge, the active player places it on the game board so that it spans the deep sea between Haestus and an island. One bridge endpoint must be aligned in the **ABUTMENT** on the origin area and the other bridge endpoint must be aligned on the corresponding abutment in the land area across the deep sea. The player building the bridge only needs to control the origin area where the bridge is built; the other end of the bridge can connect to a land area controlled by an opponent. For a player to build a bridge between two land areas, both land areas must have an abutment and the bridge token must fit in proper alignment between each abutment.

After placing a bridge on the game board, the active player must place one of his plastic figures on the bridge, indicating that he controls that bridge.

PRODUCTION PHASE

During the Production Phase, players use production tokens they control to produce resources. Each player, in turn order starting with the active player and continuing clockwise, must produce all resources that correspond to the production tokens he controls.

Produce Resources

To produce a resource, a player chooses a production token he controls on the game board. Then, he takes a resource token from the supply that corresponds to the chosen production token and places it in the land area with that production token. Each production token produces the following resources:

- A **coal mine** produces **coal**.
- A **gold mine** produces **gold**.
- A **horse ranch** produces **horses**.
- An **iron mine** produces **iron**.
- A **scrapyard** produces **scrap**.

A player cannot use a production token to produce a resource if that resource already exists in the land area with the corresponding production token. For example, a player cannot use a scrapyard to produce scrap if the land area in which the scrapyard is located already contains scrap. If a land area with a production token already contains the resource that production token produces, that production token cannot produce new resources during the Production Phase. Horses and skyworks allow for exceptions to this rule (see "Special Rules for Horse Production" on page 10 and "Skyworks" on page 19).

When a resource supply is depleted, players cannot produce new resources of that type until they are returned to the supply. As a result, players late in the turn order may not be able to produce resources using all of their production tokens.

PRODUCING RESOURCES



1. The Production Phase begins. A gold production token (gold mine) is in Savery Hill and no gold tokens are in the area. The gold mine produces one gold, so the blue player places one gold from the supply in Savery Hill.
2. A coal production token (coal mine) and one gold token are in Ockham, but there are no coal tokens. The coal mine produces one coal, so the blue player places one coal from the supply in Ockham.
3. A horse production token (horse ranch) is in South Helica. There are horses in South Helica, The Arch, and East Torque. The horse ranch in South Helica produces one horse, but the white

player cannot place it in that area because there is already a horse there. He can place the horse in one of several places.

- 4a. He can place it on the bridge connecting South Helica and Ockham.
- 4b. He can place it in Helica Cove.
- 4c. He can place it in West Torque using the supply route starting in South Helica.
- 4d. He can place it on the ship in the sea area adjacent to East Torque using the supply route starting in South Helica.

Special Rules for Horse Production

When producing horses, players follow the normal rules for production. However, if a land area with a horse ranch already contains a horse, a player can still produce a new horse, placing the horse as follows:

- A player can place a newly produced horse in any land area, riverboat, ship, or bridge he controls that is adjacent to the land area that contains the corresponding horse ranch.
- A player can place a newly produced horse in any land area, riverboat, ship, or bridge he controls that can be traced back to the land area that contains the corresponding horse ranch through a series of contiguous land areas or developments controlled by the same player that each contain a horse (“Supply Routes” on page 19).

A player can only place a horse token using the special rules if the land area with the horse ranch already contains a horse. If there is no suitable land area or development in which to place a horse, the player cannot produce a new horse with that horse ranch during that Production Phase. Players must place horses on the game board on their standard side.

TRADE PHASE

During the Trade Phase, players may trade resource tokens with other players by performing trade actions. A player performing a trade action does not have to be the active player. Any player may perform a trade action with any other player if both participating players control a land area, riverboat, ship, or bridge adjacent to each other. No more than two players can participate in each trade action,

PERFORMING A TRADE ACTION



The blue player initiates a trade action with the red player. She offers two scrap and one horse for one gold and one horse. The red player accepts the offer.

1. The blue player removes one horse and one scrap from Simon's Landing and one scrap from Watt's Coast.
2. The red player removes one horse and one gold from The Watch.
3. The two players exchange resources with each other and freely place their newly acquired resources in any land areas, riverboats, ships, or bridges they control.

and each player can perform any number of trade actions during the Trade Phase.

Prior to performing trade actions, all players may freely discuss potential trades. Players can barter, offer deals, and enter into non-binding agreements.

Trade Action

The two players performing a trade action may trade any resource tokens they control with each other, even if the resource tokens are not in adjacent land areas or developments. Players can only use a trade action to trade resource tokens; they cannot trade development tokens. Each player who completes a trade action **must** receive at least one resource token. Players can trade resource tokens that were already traded in a previous trade action, and players can trade the same resource token type with each

other as a way to move those resource tokens to more advantageous locations. After two players have agreed to trade, they resolve a trade action following these steps:

1. The player earlier in the turn order removes any resource tokens he is trading from his land areas, riverboats, ships, or bridges.
2. The other player removes any resource tokens he is trading from his land areas, riverboats, ships, or bridges.
3. Both players exchange the resource tokens they agreed to trade.
4. The player earlier in the turn order places any resource tokens he received on any land areas, riverboats, ships, or bridges he controls.
5. The other player places any resource tokens he received on any land areas, riverboats, ships, or bridges he controls.

After a player has accepted resources from another player during a trade action, both players must complete the trade action (see "Binding and Non-Binding Agreements" on page 15). Prior to a resource token exchanging hands, players can rescind the trade agreement and cancel the trade action. If a player rescinds a trade agreement after starting a trade action, any resources removed from the game board must be placed on the land area, riverboat, ship, or bridge from which they were removed.

Although a player cannot **produce** a resource token in a land area that already contains that type of resource, there is no limit to the number of resources that a player can have in a land area or on each riverboat, ship, or bridge. There is a restriction to this rule for horses (see "Restricted Tokens" on page 20).

TRANSPORT PHASE

During the Transport Phase, each player may resolve one transport action to move resources and weapons on the game board. For each skywork a player controls, he may resolve one additional transport action (see "Skyworks" on page 19).

The transport action allows a player to move resources so he can build developments next turn or move weapons to more advantageous positions for attacking and defending. Players can have any number of resources in each land area or on each riverboat, ship, or bridge. There is a restriction to this rule for horses (see "Restricted Tokens" on page 20).

Transport Action

Players perform transport actions in turn order; the first player completes all of his transport actions before the next player performs his transport actions.

During each transport action, the active player may transport any number of resource and weapon tokens using **one** of the following transport methods:

- Foot
- Horse
- Riverboat
- Ship
- Supply Route

Foot

Resolving a transport action by foot is the basic method for a player to move resources and weapons. To resolve a transport action by foot, the active player chooses a land area, riverboat, ship, or bridge he controls. Then, he may move any number of resource tokens from the chosen land area, riverboat, ship or bridge to **one** adjacent land area, riverboat, ship, or bridge he controls.

Horse, Riverboat, and Ship

To resolve a transport action by horse, riverboat, or ship, the active player performs the following sub-actions:

- Load
- Unload
- Move

A player can repeat these sub-actions as many times as he desires and in any order that he desires, but he cannot move his horse, riverboat, or ship after he has spent all of its movement points (see “Move” in the next column). For example, a player can load a weapon onto a riverboat, move the riverboat two spaces, and then load a resource onto the riverboat again (see “Transporting by Riverboat” on page 13).

Load

Players can **LOAD** resource and weapon tokens onto horses, riverboats, and ships as follows:

- **Horse:** To load a resource or weapon token onto a horse, the active player takes the weapon or resource token from the land area, riverboat, ship, or bridge **the horse occupies** and places it on the horse token.
- **Riverboat/Ship:** To load a resource or weapon token onto a riverboat or ship, the active player takes an appropriate token from an adjacent land area, riverboat, ship, or bridge and places it on that riverboat or ship token.

There is no limit to the number of resource and weapon tokens that may be loaded onto any horse, riverboat, ship, or bridge.

Unload

Players can **UNLOAD** resource and weapon tokens off of horses, riverboats, and ships as follows:

- **Horse:** To unload a horse, the active player takes a resource or weapon on the horse and places it in the land area or development the horse occupies. At the end of a transport action, the active player **must unload all resources and weapons from the horse** and place them in the land area or on riverboat, ship, or bridge the horse occupies.
- **Riverboat/Ship:** To unload a riverboat or ship, the active player takes an appropriate token from the riverboat or ship and places it in any land area, riverboat, ship, or bridge he controls that is adjacent to the riverboat or ship.

Move

Horses, riverboats, and ships each have **MOVEMENT POINTS**. The active player can spend the horse’s, riverboat’s, or ship’s movement points during a transport action to move it long distances—carrying any loaded resources or weapons along with it.

- **Horse:** Each horse has 2 movement points. To spend a movement point, the active player moves a horse into any adjacent land area, riverboat, ship, or bridge he controls.
- **Riverboat:** Each riverboat has 8 movement points. To spend a movement point, the active player moves a riverboat into any adjacent river or lake area. The active player cannot end his transport action with his riverboat in the same river or lake area as another riverboat (see “Stacking Limits” on page 19).
- **Ship:** Each ship has 10 movement points. To spend a movement point, the active player moves a ship into an adjacent sea area. Players can also use ships to move resources and weapons from Haestus to an island and from an island to Haestus (see “Deep Sea Movement” on page 20). The active player cannot end his transport action with his ship in the same sea area as two ships (see “Stacking Limits” on page 19).

At the end of a transport action, if the active player has two of the same type of restricted token in one land area he controls or on one riverboat, ship, or bridge he controls, he must remove the duplicate restricted token from the game board (see “Restricted Tokens” on page 20).

Supply Route

The active player may move resource and weapon tokens along a chain of land areas, riverboats, ships, and bridges he controls that contain horses (see “Transporting by Supply Route” on page 19).

TRANSPORTING BY FOOT AND BY HORSE



1. The red player initiates a transport action by foot. She takes one scrap and one weapon from Southern Waste and moves them to Grey Water, an adjacent land area.
2. The blue player initiates a transport action by horse. She loads one scrap and one weapon onto the horse in Westfeld and moves them into The Watch, an adjacent land area, using 1 movement point.
3. The blue player unloads the weapon from the horse into The Watch. Then, she moves the horse and scrap from The Watch into Watt's Coast, an adjacent land area, using 1 movement point for a total of 2 movement points. She unloads the scrap in Watt's Coast.

TRANSPORTING BY RIVERBOAT



The blue player initiates a transport action using a riverboat.

1. She loads one iron from Westfeld onto the riverboat.
2. She unloads one iron from the riverboat into The Watch.
3. She loads one weapon onto the riverboat from The Watch.
4. She moves the riverboat one river area, spending 1 movement point.
5. She unloads one weapon from the riverboat into Mill Run.
6. She moves the riverboat three river areas, spending 3 movement points.
7. She ends the transport action with her riverboat in the mouth of the river, adjacent to the red player's ship in the sea space adjacent to Menlo Point.

BATTLE PHASE

During a Battle Phase, each player may perform an attack action to attack a land area, riverboat, ship, or bridge controlled by an opposing player (i.e., a land area or development that contains another player's plastic figure). Players use **STRENGTH POINTS** provided by land areas, horses, and developments to determine the outcome of attack actions. If an attack is successful, the active player gains control of the land area, riverboat, ship, or bridge he attacked, placing one of his plastic figures on that land area or development and removing the opponent's plastic figure that was previously there.

While resolving an attack action, the active player is the **ATTACKING PLAYER**. The player who controls the land area or development that is the target of the attack is the **DEFENDING PLAYER**. All other players are **NEUTRAL PLAYERS**.

TRANSPORTING BY SHIP



1. The white player initiates a transport action using a ship. He moves the ship from the sea area adjacent to Menlo Point to the sea area adjacent to Grey's Rock, spending 3 movement points.
2. He loads one weapon from Grey's Rock onto the ship.
3. He moves the ship from the sea area adjacent to Grey's Rock to the sea area adjacent to Watt's Coast, spending 2 movement points.
4. He unloads the weapon from the ship into Watt's Coast, ending the transport action.

Attack Action

Players perform attack actions following these steps:

1. Declare Attack Target
2. Form Alliances
3. Declare Attacking Force
4. Declare Defending Force
5. Calculate Strength Points
6. Determine Attack Result

Declare Attack Target

The attacking player declares which land area, riverboat, ship, or bridge he is attacking; that land area or development is called the **TARGET**. The target must be a land area or development controlled by another player either adjacent to a land area or development you control or within range of your spearhead(s) (see "Spearheads" on page 15).

After declaring a target, the attacking player tips the plastic figure in that target to its side. This functions as a reminder of the declared target, and more importantly, it indicates the attacking player's commitment to the attack. After the plastic figure on the declared target is tipped to its side, the attacking player must resolve the attack. Prior to tipping the plastic figure on the target, the attacking player can plan his attack, but he is not committed to it and can rescind any declarations.

Form Alliances

Any neutral player who controls land areas, riverboats, ships, or bridges adjacent to the target may choose to lend his strength points to the attacker or defender by forming an alliance.

To form alliances, players follow these steps:

1. **Discuss:** Through discussion, players may attempt to persuade each other to form an alliance during the next step.
2. **Declare Alliance:** In turn order, starting with the player to the left of the attacking player, each neutral player with land areas, riverboats, ships, or bridges adjacent to the target declares his allegiance. He may declare his allegiance to the attacking player, the defending player, or he may remain neutral. This declaration is **binding**, and any alliances formed exist for the remainder of the current attack action only. A neutral player does not need permission to form an alliance with the attacking or defending player.

When calculating strength points, neutral players who form alliances add their strength points to the attacking or defending player's strength points. The neutral player can only add strength points from land areas, horses, and developments that are already adjacent to the target.

Declare Attacking Force

The attacking player declares the **FORCE** he is using to attack the target. His force can consist of any number of land areas, horses, and developments he controls adjacent to the target and up to two **SPEARHEADS**.

FORMING ALLIANCES



The blue player initiates an attack action and selects Newcomb's Point as the target. She tips the red player's plastic figure over in the target area. She has one land area (Cog Slopes) that is adjacent to the target, which gives her force 1 strength point.

She asks the white player for help, and he agrees to help her (he also has a land area adjacent to the target), which gives the blue player's force a total of 2 strength points.

The red player's force has 2 strength points (1 from the target land area and 1 from the horse in it).

Players proceed to the Determine Attack Result step of the attack action.

Land Areas

Each land area in the game has 1 strength point that players can use for attacking and defending. Any horse, weapon, or skywork in a land area provides additional strength points (see "Calculate Strength Points" on page 17). If the attacking player declares land areas as part of his force during an attack action, any horses, weapons, and skyworks in those land areas are included in his force as well.

Riverboats, Ships, and Bridges

Any riverboats, ships, and bridges adjacent to the target can provide additional strength points to the attacking force when attacking (see "Calculate Strength Points" on page 17). Any horses or weapons on a riverboat, ship, or bridge provides additional strength points. When the attacking player declares any riverboats, ships, or bridges adjacent to the target as part of his force during an attack action, any horses or weapons on those developments are included in his force as well.

BINDING AND NON-BINDING AGREEMENTS

Gaining advantage through diplomacy is an important part of *Gearworld: The Borderlands*. As such, players are free to discuss and promise whatever they wish at any time during the game. For example, a player can agree to ally with a player during an attack or to trade two gold to a player in a future turn.

All agreements made between players are non-binding with the following exceptions:

- Agreements to resolve the current trade action after either player has received resource tokens from the other player (i.e., a player cannot receive resources while performing a trade action and then refuse to give the promised resources in return). See "Trade Action" on page 11.
- Agreements to form an alliance during the "Form Alliances" step of an attack action.

Spearheads

Spearheads allow the attacking player to gain strength from his horses, weapons, riverboats, and ships that are not adjacent to the target.

Each spearhead is comprised of one spearhead **LEAD** and zero, one, or two spearhead **REINFORCEMENTS**. The lead is the primary part of the spearhead, and the reinforcements are ancillary parts of the spearhead that a player may load and unload onto the lead to increase the spearhead's strength.

To declare a spearhead as part of the attacking force, follow these steps:

1. **Declare Spearhead Lead:** The attacking player declares one of his horses, weapons, riverboats, or ships as the spearhead lead.
2. **Declare Spearhead Reinforcements:** The attacking player declares up to one horse and up to one weapon as the spearhead reinforcement. A player cannot declare a horse as a spearhead reinforcement if the declared spearhead lead is a horse, nor can he declare any reinforcements if the declared spearhead lead is a weapon.

3. **Prove Spearhead Lead Range:** The attacking player must prove that the spearhead lead is within **RANGE** of the target.

- A weapon lead is in range if it is adjacent to the target area or development.
- A horse lead is in range if the attacking player can move it into the target following the rules for a transport action by horse—spending up to 2 movement points (see “Horse, Riverboat, and Ship” on page 12). The attacking player cannot move a horse lead using a supply route.
- A riverboat or ship lead is in range if the attacking player can move **adjacent** to the target following the movement rules for a transport action by riverboat or ship—spending up to 8 movement points for a riverboat and up to 10 movement points for a ship, obeying stacking limits (see “Transport Action” on page 12).

4. **Prove Spearhead Reinforcement Range:** A spearhead reinforcement is in range if the attacking player can move it **adjacent** to or **into** the target by loading it onto the lead horse, riverboat, or ship, following the rules for a transport action (see “Horse, Riverboat, and Ship” on page 12). That is, if the spearhead lead is a horse, riverboat, or ship, the active player can resolve load and unload sub-actions to move the spearhead reinforcements into range.

When proving range, the attacking player does not physically move any tokens at his time; he only moves his tokens if the attack is successful (see “Successful Attacks” on page 17).

5. **Flip Tokens:** After declaring a spearhead and proving that the lead and all reinforcements are within range of the target, the attacking player flips each of these tokens to its spearhead side to indicate its inclusion in his force and to remind him that he must move the token if the attack is successful (see “Successful Attacks” on page 17). A player may choose to leave weapon and horse tokens on their standard side if they are already on a riverboat or ship, even if that riverboat or ship is participating in a spearhead. Any tokens on their standard side remain on the riverboat or ship; they are not part of the spearhead and cannot be used when calculating strength points.

Note: A player may wish to declare a spearhead lead using a horse or weapon that is in a land area, riverboat, ship, or bridge adjacent to the target for the purposes of moving that horse or weapon into the target if the attack is successful.

DECLARING A SPEARHEAD



The blue player initiates an attack action and selects Newcomb’s Point as the target. She tips the red player’s plastic figure over in the target area. She has two land areas adjacent to the target area, one of which contains a horse, currently giving her 3 force strength points.

The red player’s force has 4 strength points (1 for the target area and 3 for the weapon in it).

The blue player needs more strength points for this attack action to succeed.

1. The blue player uses the horse in The Teeth to spearhead the attack action. The horse is in range because it can reach the target area using one transport action. She flips the horse to its spearhead side. Declaring the horse as a spearhead gives the blue player’s force 1 more strength point for a total of 4 strength points.
2. If the attack action succeeds, the blue player must move the spearheading horse into the target area.

Players proceed to the Determine Attack Result step of the attack action.

Declare Defending Force

The defending player declares the force he is using to defend the target. His force consists of the target and any horse, weapon, or skywork in the target. Additionally, his force includes any number of land areas, riverboats, ships, or bridges he controls adjacent to the target. Any horses, weapons, or skyworks in those land areas or on those developments are included in his force as well.

Calculate Strength Points

During this step, the attacking player calculates his force's strength points. To do this, he adds the strength points of each land area, horse, and development he declared as part of his force as well as the strength points provided to him by neutral players through alliances. The sum is his force's **STRENGTH VALUE**.

After the attacking player calculates his force's strength points, the defending player calculates his own force's strength points. To do this, he adds the strength points of each land area, horse, and development he declared as part of his force as well as the strength points provided to him by neutral players through alliances. The sum is his force's strength value.

Each land area, horse, and development is worth the following strength points:

- Land Area: 1
- Horse: 1
- Bridge: 2
- Riverboat: 3
- Weapon: 3
- Skyworks: 3
- Ship: 5

Determine Attack Result

If the attacking force's strength value is equal to or higher than the defending force's strength value, the attack is a **SUCCESS**. If the attacking force's strength value is lower than the defending force's strength value, the attack is a **FAILURE**.

Successful Attacks

The attacking player moves all spearheads using the movement rules for transport actions; he cannot move any non-horse resources from the land area, riverboat, ship, or bridge they were in prior to that movement.

After moving his spearheads, the attacking player flips all tokens that have their spearhead sides faceup to their standard sides and takes a plastic figure from his supply and places it on the target. Now, he controls that target. The defending player removes his plastic figure from the target and places it in his supply. If multiple horses and weapons are in the target at the end of the action, any duplicates are removed from the game board (see "Restricted Tokens" on page 20).

After resolving a successful attack action, the active player may perform another attack action or perform a transport action. If he chooses to perform another attack action, he does so following the rules for attack actions. If he chooses to resolve a transport action, he follows all the normal rules for transport actions.

After a player resolves a second successful attack action or a transport action, his turn ends and he returns each tipped plastic figure back to its standing position. Additionally, the attacking player may choose to end his turn without performing a second successful attack action or a transport action.

During the first game round, the active player cannot perform a second attack action after his first successful attack action. However, he may perform a transport action after a successful attack action.

Failed Attacks

The attacking player flips all tokens that have their spearhead sides faceup to their standard sides. Then, he may choose to perform another attack action declaring a different target. The plastic figure on the target from the previous attack action remains tipped on its side to indicate that it cannot be the target of another attack during the current active player's turn. The attacker is free to declare any of his land areas, horses, and developments, as part of his force for subsequent attack actions.

The active player can continue to perform attack actions until he has resolved two successful attack actions. He cannot resolve more than two successful attack actions per turn. If the active player fails his second attack action during his turn, he may instead choose to perform a transport action. After completing both of his successful actions or voluntarily ending his turn, he returns each tipped plastic figure back to its standing position.

PLAYER ELIMINATION

If a player no longer has any plastic figures on the game board, he is eliminated from the game.

RESOLVING AN ATTACK ACTION



The blue player initiates an attack action and selects The Teeth as the target. She has one land area adjacent to the target area, giving her force 1 strength point.

The red player has one land area adjacent to the target, and both land areas have a weapon in them, giving her force 8 strength points total.

1. The blue player declares the ship in the sea area adjacent to Brontes as her first spearhead in the attack action. The ship is in range because it can reach the target area using one transport action. She flips the ship to its spearhead side. Declaring the ship as a spearhead gives the blue player's force 5 more strength points for a running total of 6 strength points.
2. The blue player declares her ship in the sea area adjacent to East Scrape and her horse in West Scrape as her second spearhead. They are in range because they can reach the target using one transport action (by ship). She flips the ship and horse over to their spearhead sides. Declaring the ship and horse as a spearhead gives the blue player's force 6 more strength points, for a total of 12 strength points.
3. The blue player's force has 12 strength points and the red player's force has 8 strength points, so the attack action succeeds. The red player takes her plastic figure from The Teeth and returns it to her supply.
4. The blue player takes one of her plastic figures from her supply and places it in The Teeth.
5. The blue player moves the first spearheading ship to the sea area adjacent to The Teeth and flips it to its standard side.
6. The blue player moves the second spearheading ship to the sea area adjacent to The Teeth and the spearheading horse into The Teeth and flips them to their standard sides. The weapon in The Teeth remains there and now belongs to the blue player.

ADDITIONAL RULES

This section clarifies some rules and describes rules not previously addressed.

STACKING LIMITS

River, lake, and sea areas have a **STACKING LIMIT**. Rivers and lakes have a stacking limit of one riverboat per area. Each sea area has a stacking limit of two ships. A player cannot place (using a build action) or end the movement of (using a transport or attack action) a riverboat or ship in an area if doing so exceeds that area's stacking limit. However, a player can move a riverboat or ship **through** an area that has reached its stacking limit, loading and unloading resources and developments along the way.

SKYWORKS

Players who control skyworks receive production and transport benefits.

During the Production Phase, a land area with a skywork can produce extra resources. Additionally, any land area adjacent to the land area with the skywork that is controlled by the same player can produce extra resources. Any of these land areas that contain production tokens can produce up to two of the corresponding resource during the Production Phase. Horses are an exception to this rule; a skywork cannot increase horse production.

If a land area with a production token receives the benefits of a skywork during the Production Phase, and two resource tokens corresponding to the production token in that land area are already present, a player cannot produce additional resource tokens; if only one such resource token is in a land area, a player can produce one resource. If multiple skyworks are in adjacent land areas controlled by the same player during the Production Phase, their effects do not stack. A player cannot produce more than two resources with one production token. For example, a land area with a gold mine and one gold token in it that is adjacent to two skyworks produces only one gold token during production.

During the Transport Phase, the active player can perform one additional transport action for each skywork he controls.

SUPPLY ROUTES

A supply route is a continuous string of land areas and/or developments containing horses. Players can use a supply route as a method of transport during a transport action. The active player may move any number of resources and weapons along a chain of adjacent land areas or

developments he controls that each contain a horse. To perform a transport action using a supply route, the active player follows these steps:

1. The player chooses a land area or development he controls that contains a horse; the chosen land area or development is the start of the supply route.
2. The player moves any number of resources or weapons in that land area or development to an adjacent land area or development he controls that contains a horse. The player may end the transport action at this point. Or, he may move any number of resources or weapons (even zero) in the current land area or development to an adjacent land area or development he controls that contains a horse. The player may continue moving resources and weapons in this manner as long as there are additional adjacent land areas or developments he controls that contain horses.

TRANSPORTING BY SUPPLY ROUTE

1. The blue player initiates a transport action by supply route. She takes one coal from Dry Shore and moves it to Southern Waste, an adjacent land area containing a horse.
2. She takes one coal and one iron from Southern Waste and moves it to Grey Water, an adjacent land area containing a horse.
3. She does not move any resources from Grey Water to Watt's Coast, but proceeds following the supply route in order to continue this transport action.
4. She takes one weapon from Watt's Coast and moves it to The Watch, an adjacent land area containing a horse. She ends the transport action.

A land area or development cannot be part of the same supply route more than once per transport action. As such, resources and weapons transported via supply route only move in one direction along the supply route. A player cannot use a supply route when proving range for a spearhead during an attack action (see “Spearheads” on page 15).

THE DEEP SEA

The area between sea areas along Haestus and sea areas along the islands is the **DEEP SEA**. Areas and developments on opposite sides of the deep sea are never adjacent.

Deep Sea Movement

Ships can move across the deep sea following these rules:

- **From Haestus to Island:** A player can move a ship from a sea area adjacent to a land area on Haestus to any sea area adjacent to a land area on an island if the color of the coastal regions of Haestus and the island match. This movement costs 4 movement points.
- **From Island to Haestus:** A player can move a ship from a sea area adjacent to a land area on an island to any sea area adjacent to a land area on Haestus if the color of the coastal regions of the island and Haestus match. This movement costs 4 movement points.

A player can spend movement points before or after crossing the deep sea if he has sufficient movement points to do so.

BRIDGES

Players use bridges to connect one land area on Haestus to one land area on an island. A player can only build a bridge from a land area that has an abutment. The player building the bridge only needs to control the land (origin) area where the bridge is built; the other end of the bridge can connect to a land area controlled by an opponent. For a player to build a bridge between two land areas, both land areas must have an abutment and the bridge token must fit in proper alignment between each abutment.

After building a bridge, a player always places one of his plastic figures on it. If a player takes over a bridge from another player during an attack action, he replaces the defender’s plastic figure with his own. A bridge is adjacent to the two land areas to which it connects and the sea areas adjacent to those two land areas. The bridge is adjacent to any ships in those sea areas, and ships in those sea areas can load and unload tokens on and off the bridge if the ship and the bridge are controlled by the same player. No more than one bridge can connect the same two land areas, but one land area can have bridges that connect to different land areas. A bridge can have one horse and one weapon on it in addition to the plastic figure.

Bridges do not block or interfere with ship movement. Ships can pass through bridges as if the bridges were not there.

RESTRICTED TOKENS

Weapons and horses are restricted tokens. As such, a player can only have one weapon and one horse in a land area, riverboat, ship, or bridge at the end of any action. If a player has more than one weapon or more than one horse in a land area, riverboat, ship, or bridge at the end of an action, he must remove the duplicates from the game board so there is only one weapon and one horse in that land area or development. A player returns the removed duplicates to the supply.

If the active player moves a horse during a transport action or as a result of a successful attack action, it can pass through a land area, riverboat, ship, or bridge with a horse on it, but if the horse ends the transport or attack action in a land area or development that already contains a horse, the active player must remove one of the horses from the game board. This rule applies to weapons as well. The active player can move a weapon through the same land area or development as another weapon, but he must remove it from the game board if it is in the same land area or development as another weapon at the end of an action. Similarly, a riverboat or ship can carry more than one horse or weapon at a time during a transport action or as a result of a successful attack action, but if more than one horse or weapon is on the riverboat or ship when the riverboat or ship ends its transport or attack action, the player controlling the riverboat or ship must remove the duplicates from the game board.



FIGURE AND TOKEN LIMITS

If a player ever has all of his plastic figures in use and needs more, he can use a second set of plastic figures if possible or find another indicator to mark his figure placement on the game board. Tokens, however, cannot be supplemented. Their numbers are limited to the components supplied in the game. In cases of conflict, players always receive tokens in turn order starting with the first player.

TWO-PLAYER GAME

For a two-player game of *Gearworld: The Borderlands*, players do not use the islands. As a result, players cannot place production tokens or plastic figures on any island during setup. Because islands are not used, players cannot build bridges or ships. Players cannot control any land area on an island at any time during the game.

Additionally, players use one fewer of each production token during setup (i.e., players place four scrapyards and three each of the other types of production tokens). Before setup, players return the unused production tokens to the game box. Each player takes the plastic figures of two colors, rather than just one color. Each player uses his two colors of plastic figures as if they were all just one color. Players apply all other game rules normally.

OPTIONAL RULES

If all players agree at the start of the game, players may use one or more of the following optional rules.

ALL OR NOTHING

Players cannot share a victory. At the beginning of the game, players decide either that play will continue until one player has three or more skyworks and has more skyworks than any other player at the end of a round or they agree upon a tiebreaker to determine the winner. Possible tiebreakers are the highest result from a die roll, the most strength points from developments, or the most total strength points.

ON THE CONTINENT

In a three- or four-player game, players do not use the islands. Players do not place production site tokens or plastic figures on any island during setup. Players cannot build bridges or ships. Players cannot control any land area on an island at any time during the game.

Players use one fewer of each production site token during setup (i.e., players place four scrapyards and three each of the other types of production tokens). Before setup, players return the unused production tokens to the game box.

POLITICAL MACHINATIONS

When rolling the die for a dynamic game phase, if the die roll produces a 6 result, the first player does not determine whether or not to resolve the phase. Instead, players must vote to determine if they resolve the phase for which the die was rolled. To conduct a vote, each player, starting with the first player and continuing clockwise around the game board, openly votes **to resolve** the phase, or **to skip** the phase. The choice that receives the most votes takes effect (i.e., the phase is resolved or skipped). The first player breaks all voting ties.

Players can discuss freely during the voting process to sway each other's decisions. Each player has one vote and he cannot abstain from voting.

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GEARWORLD: THE BORDERLANDS

Axel stood on the teeth of the Spur Gear, looking out over the long slope down toward the sea. From here, he could see nearly all of Claw Island. He could see his people down by the river, crawling over the corpse of a machine so old Axel had no idea what it might have once been.

They would salvage springs, cogs, gears, shafts—any machined parts they could find that were still strong and had not corroded. Scrap. Claw Island was rich in scrap. Their settlement was built on the Spur Gear, a massive piece of an old machine that lay perfectly flat atop a hill. For clicks in every direction, the Borderlands were covered in ruined machines and hunks of metal from the minuscule to the enormous.

It was a good sight, and it made Axel proud. His people had done well in recent turns. A bridge now linked their island to Grey Water, allowing trade with Haestians and giving Axel's people an opportunity to expand their lands. They had found coal beneath the hill on the west side of the island, and the Sky People had dropped a cache of treasures down by the sea. The cache contained several cunning contraptions with intricate gearwork as well as a small supply of feed and medicine. Axel had taken one of the machines for himself and rebuilt it; it braced his left arm now, its gears connected to the microboiler on his back, augmenting his strength. But as proud as he was of his new machine, it was the other thing in the cache that had him most excited. A schematic. Dizzily complex, it was etched into the interior of the bronze shell containing the cache. Axel couldn't make anything of it. He had it brought to his best savant, Locke. If anyone could—

"Axel!" He turned to see a youth scrambling across the Spur Gear toward him. "Trouble!" Ping skittered to a stop, his toolbelt jangling, and he nearly dropped his rifle. Axel snatched the gun from him and examined it.

"Your autoloader's gears are grinding, Ping," he said. "All our machines are unique, irreplaceable; you should take better care of it."

"I will, Axel, I promise," said Ping. "But you have to come, quick!" He swept his tall, cylindrical hat from his head and mopped at his sweaty brow. He left a trail of grease behind. The boy had been running.

Axel handed Ping's rifle back to him. "Byron's boys?" Ping nodded. Axel pulled his bandanna up over his face and slipped his goggles down into place. "Where?"

"Raiders in the strait," gasped Ping. "They've brought up a steamship. It'll reach the scavengers in a quarter arc. We have to go protect them!"

Axel turned toward the river and reached up to his goggles. His fingers found the lens suspended on its brass armature and brought it around to settle in front of his right eye. A Sky People lens, one that allowed him to see great distances. He found the boat quickly. It was nearly 40 meters long and built of hammered iron and brass. Byron must have traded a lot of gold to the Greenholters for that. He could see the gleaming brass gears turning above the ship's ponderous paddle wheel and its two tall smokestacks belching smoke. "Black smoke," he said.

"Yes," said Ping. "They're burning coal."

"These aren't raiders," said Axel. "You don't burn coal to raid scrap. They've come for the whole island. We have to sound the alarm." He gripped Ping's shoulder with his augmented left hand. "Run out to the scavengers and get them back."

"What about the bridge?" Ping turned his hat in his hand, fingers working nervously. He was right to be afraid. The bridge was the lifeblood of trade for the whole island, their almost sole link to Haestus. Byron's boys would certainly be making it a target.

"Let me worry about the bridge, Ping." Ping nodded and turned to go. Axel tightened his grip. "Be safe. You're not there to fight Byron's boys, you hear me?"

"We aren't so many left in the Borderlands that we can afford to waste one," Ping said. "I know, Axel." Then he was gone. Axel trudged across the Spur Gear toward the bridge and began preparations to weather Byron's assault.

The battle for The Spur lasted nearly two arcs. Byron's boys came on foot up the slope from the sea, and others came mounted on horseback thundering from Grey Water to the bridge. Without Ping's warning, Axel and his people might have been caught unaware and wiped out. As it was, they took up positions along the length of the bridge and along the top of the Spur Gear, firing rifles and ducking whenever Byron's boys returned fire. Locke did something to the bridge that caused gears to turn and a wall to rise, helping to protect those on the bridge from Byron's riders.

Reinforcements from Simon's Landing and Far Point joined the battle, driving Byron's boys back toward the sea. The ship's cannonades pounded the bridge, but Axel ordered their own artillery into position to return fire. The resulting salvo drove the invaders back and caused the ship to turn for home, pausing only to pick up the tattered remains of Byron's invading force.

When it was over, Locke visited Axel in the surgery. The chirurgeon was pulling a ball out of his shoulder. "I think I know why they came," said Locke.

"We all know why they came," said Axel. "For our land. For our scrap. For our machines and our coal. Because there's too little left in the Borderlands, and the junk the Sky People toss down to us isn't enough."

"All these things were true last turn," said Locke, "and they didn't come then."

"What, then?"

Locke grinned, white teeth shining through the soot and grime that covered most of her face. It made her look like a creature from a fairy tale. "For this, I think." She bent and lifted up the curved shell of the Sky People cache. "This was unusual, of course. Most of what we find from the Sky People are leavings: broken machinery, discarded feed, forgotten junk, and rusted parts. It's rare they toss down such a bounty of useful things."

"I know," said Axel. "But Byron's boys must know that what feed and medicine we found in there is gone by now."

"But this isn't." Locke turned the shell over, revealing the etching within. "I've deciphered only some of it." Axel turned to look. The chirurgeon tsk-ed and twisted him back into position.

"It looks like a tower of gears," said Axel.

"And large. Taller than any structure I've ever seen," said Locke. "We know almost nothing about the Sky People. Some say they once walked among us. But, if so, that was in the beforetime, when all the machines still worked and the gears still turned. What we do know is that in their cities in the sky they want for nothing. Above the clouds they somehow have all the coal, and iron, and feed, and everything else they need." Her long fingers brushed the metal of the casing, as if she were reading the schematic with her fingertips.

"Maybe they're not people at all," said Axel. "Maybe they don't need those things."

"Then why do they discard feed and medicine and other things people can use? The cities wander the sky, dropping their refuse upon us, and we learn hints about them from their waste. No, they are people of some sort. But the one thing they do need...is this." She pressed her fingertip against the schematic.

"What is it?"

"A conduit. It seems like it harnesses power from the Fire Beneath somehow. All it does is turn. Gears turn gears, turn crankshafts, turn more gears, carrying power into the sky."

"Power for the Sky People?"

"Yes," she said, grinning again. "And the cities of the Sky People will flock to it. The tower will rise up above the clouds. The flying cities will come to it, and they will take the power from the gears and rain down gifts and blessings upon Claw Island. We will always have enough to eat, and no one, not even Byron, will dare move against us."

"But first," said Axel, "we must build one."



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STRENGTH POINTS

The attacking player wins if his force has an **equal or greater** number of strength points than the defender's force. Each land area, horse, and development is worth the following strength points:

- Land Area: 1
- Horse: 1
- Bridge: 2
- Riverboat: 3
- Weapon: 3
- Skyworks: 3
- Ship: 5

MOVEMENT POINTS

- Horse: 2
- Riverboat: 8
- Ship: 10

BUILDING COSTS

- Weapon: 1 iron and 1 coal **or** 2 gold
- Riverboat: 3 scrap
- Skyworks: 1 scrap, 1 iron, 1 coal, and 1 gold **or** 4 gold
- Bridge: 1 scrap and 1 iron
- Ship: 4 scrap **or** 4 gold

TURN ORDER

1. Build Phase (Skip During First Turn)
2. Production Phase (Dynamic)
3. Trade Phase (Dynamic)
4. Transport Phase (Dynamic)
5. Battle Phase (Only 1 Attack Action During First Turn)

