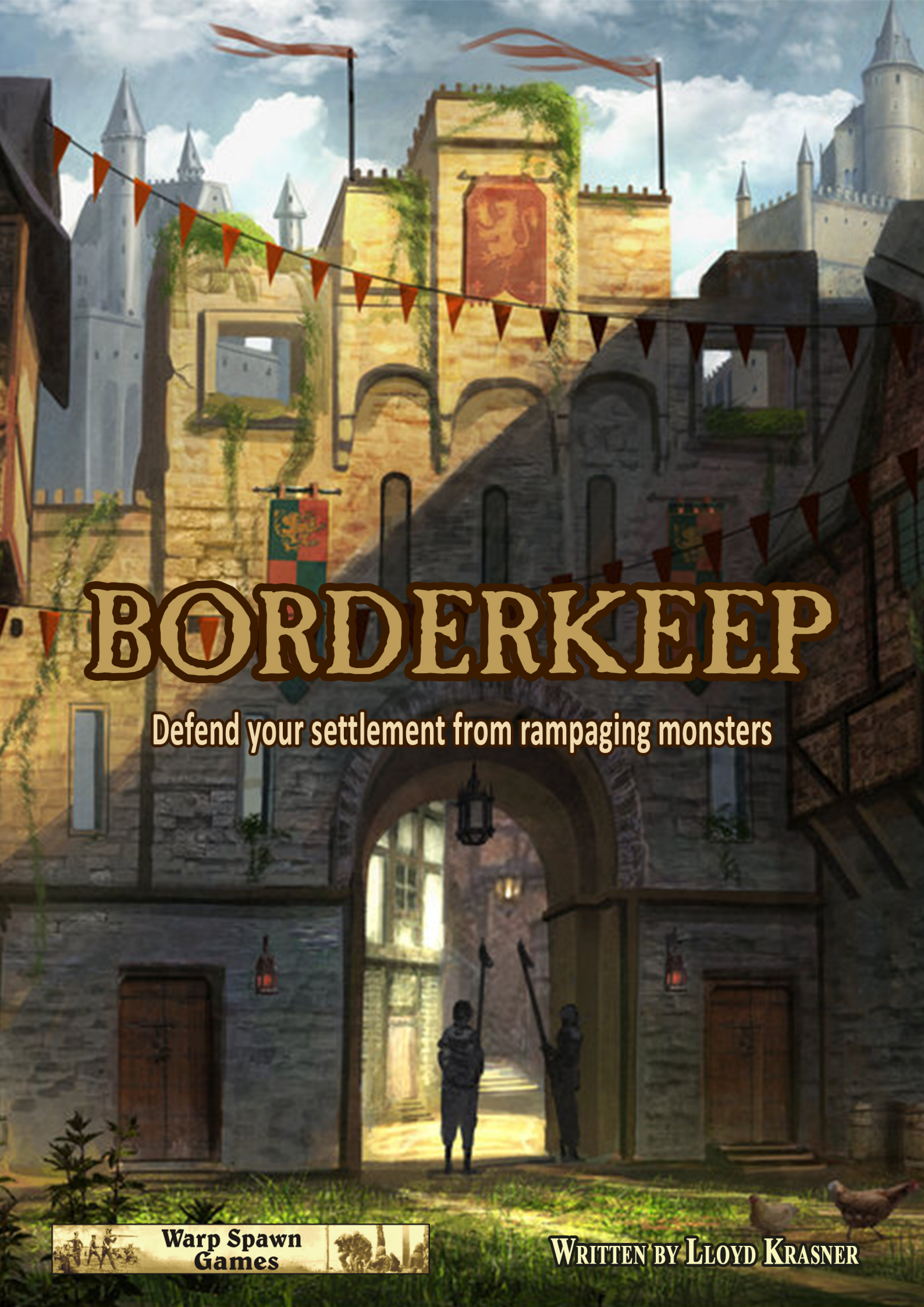

BORDERKEEP
Defend your settlement from rampaging monsters
Warp Spawn Games
Written by Lloyd Krasner

BORDERKEEP

INTRODUCTION

Multiplayer card game or solo rules.
Each player controls a small town in a fantasy setting. Every turn players build structures and hire heroes to defend their town. Some cards are used to send monsters and disasters to destroy your opponent's towns.

THE DECK

The deck has 75 cards. These will have to be constructed before play is possible.

SETUP

Six sided dice (D6) are needed.
Roll high on 1D6 to determine turn order.
Players start with a hand of 7 cards, 30 gold, 1 guard token, a castle with 4 walls, and an income = 3 gold.
Gold can be used to substitute for any other commodity on a 1 to 1 basis.

OBJECTIVE

Have the most defenders and structures at the end of the game. Each defender and structure is worth 1 victory point.
The game ends when the last card is drawn from the deck.
In a multiplayer game, the game ends if all but one player's town is destroyed.

TURN SEQUENCE

Players take turns. Each turn has 5 phases:
1. Draw Phase
2. Upkeep Phase
3. Production Phase
4. Build Phase
5. Attack Phase
6. Heal Phase

THE GOLDEN RULE

In all situations, Gold can be used to substitute for any other commodity on a 1 to 1 basis. For example: you may have to pay an upkeep of 1 magic. You can substitute 1 gold instead.

1. DRAW PHASE

Draw one card. Max hand size = 7. Discard excess cards. Pay 7 Magic to draw an extra card. If you bought the card, discard it if it is a Disaster or Attack card.

2. UPKEEP PHASE

All defenders have an upkeep = 1 Food or Weapon. Heroes have an additional upkeep of 1 Magic. Some buildings have an upkeep in their card description. If the upkeep is not paid the card is discarded.

3. PRODUCTION PHASE

Collect revenue from all structures and defenders that produce revenue. Revenue comes in different forms: Gold, food, magic, etc. Keep tract of each form of revenue.

4. BUILD PHASE

Put structures and defenders into play by paying their cost. Defenders must be paid for in Food and/or Weapons. Magical defenders can also be paid for with Magic. Structures must be paid for in Wood or Stone. Magical structures can also be paid for with Magic. Artifacts must be paid for in Magic.

5. ATTACK PHASE

Players cannot play attack cards until turn 3. Attack cards include Disasters & Monsters.
Play one Attack card on the opponent to your left. If you have more than one attack card, you may play the additional card on the next player, and so on.
Resolve disasters according to the card text.
Resolution of battles with monsters may take several segments. The monster and all defenders attack once during the segment.
Attack order is determined by each cards initiative. Initiative = 10 attacks before Init = 9, and so on.
All cards of the same initiative level attack simultaneously.
An attacking card rolls a number of six sided dice equal to its Attack Dice (AD). Each roll of 1 causes the other side to lose 1 hit. The attacker decides where hits are inflicted. Each card has a number of hits. If this hit total is reduced to 0 the unit is destroyed.
The monster will keep attacking until destroyed.
If the monster destroys all the defenders, the monster is discarded and the defender must discard 1D6 structures.
If there are no structures left, then castle walls are destroyed.
If all castle walls are destroyed, the player is eliminated.
Some units have Spells. Roll on the Spell Table at the beginning of each segment to see what spell the unit can cast.

6. HEAL PHASE

All surviving defenders recover all lost hits. Walls may be rebuilt for 3 Stone or Wood each. Defender & Structure cards destroyed this turn may be put back in your hand for 2 Magic each.
Summoned minions are destroyed.
Destroyed guard tokens are returned to play for free.

THE GUARD TOKEN

Each player starts the game with one. The guard is a non-hero defender. The guard has initiative = 2, Attack Dice =2, and Hits = 2. The guard has no upkeep.

SOLO RULES

Do not draw extra cards. You are the target of all attack cards. Resolve attack cards the turn they are drawn.
You win if you get through the deck.

ATTACK CARD LIST: DISASTERS

Card Name	Notes
Assassin	Kill one of any opponent's heroes
Blizzard	Opponent produces no food next turn
Caravan	You gain 2D6 Gold.
Draught	Opponent produces no food next turn
Earthquake	Roll 1D6 for every structure. On a roll of 1 it is destroyed
Magical Vortex	Opponent discards 1D6 cards from his hand.
Plague	Roll 1D6 for every defender. On a roll of 1 it is destroyed
Prosperity	You gain 2D6 Gold.
Spies	Look at any opponent's hand; Draw 1 card
Thieves	Any Opponent loses 2D6 gold from his treasury.
War	You may attack any opponent with one or more of your defenders

SPELL TABLE

1D6	Spell Name	Notes
1	Elemental Blast	Init +5 AD + 3 this segment
2	Ensorcell	Target enemy unit has AD = 0 this segment
3	Defense	Hits +3 for 2 segments
4	Heal	Friendly units gain back 3 hits
5	Summon	Minion has: Init = 3, Attack = 4, and Hits = 2
6	Death	AD + 7 this segment

STRUCTURE CARD LIST

Card Name	Cost	Notes
Alchemists Shop	4	Revenue = 1 magic
Armorer	8	Revenue = 3 weapons
Bakery	4	Revenue = 3 food
Ballista	6	Initiative = 8, Attack Dice = 3
Barracks	6	Upkeep = 1 Food; Nonhero defenders cost 2 less
Blacksmith	4	Revenue = 1 weapon
Bombard	10	Initiative = 12, Attack Dice = 4
Brewery	8	Revenue = 5 food
Butcher	6	Revenue = 4 food
Catapult	8	Initiative = 10, Attack Dice = 2
Defensive Wall	3	
Farm	2	Revenue = 2 food
Fletcher	6	Revenue = 1 weapon; Missile units cost 3 less
Guard House	6	Gain another Guard Token
Guild Hall	10	Pay 5 gold to draw 1 card
Herbalist	4	Revenue = 1 magic
Inn	8	Revenue = 2 gold, Upkeep = 1 food
Library	8	Revenue = 2 magic
Logging Camp	6	Revenue = 2 wood
Market Place	4	Convert 2 of any commodity into 1 gold
Mason	6	Revenue = 2 stone
Mine	8	Revenue = 2 gold
Moat	8	Attacker is - 1 AD
Quarry	8	Revenue = 3 stone
Shield Smith	6	Revenue = 2 weapons
Stables	6	Revenue = 1 gold, Upkeep = 1 food; Mounted units cost 3 less.
Tavern	6	Revenue = 1 gold per 3 defenders (round up); Nonmagical Heroes cost 2 less.
Temple	8	Maximum hand size = +1
Wizards Tower	10	Revenue = 3 magic; Magical Heroes cost 3 less
Woodmill	8	Revenue = 3 wood

UNITS CARD LIST

Card Name	Cost	Init	AD	Hits	Notes
NONHERO DEFENDER CARD LIST					
Archers	8	6	1	1	Missile
Crossbowmen	9	5	3	1	Missile
Guard	-	2	2	2	
Halberdiers	9	3	4	2	
Handgunners	8	4	3	1	Missile
Knights	11	3	4	4	Mounted
Light Horsemen	7	3	2	2	Mounted
Longbowmen	10	7	2	1	Missile
Medium Cavalry	9	3	3	3	Mounted
Shieldmen	6	1	2	3	
Swordsmen	7	2	3	2	
HERO CARD LIST					
Cavalier	15	5	5	4	Mounted
Druid	19	6	3	2	Magic, Spells
Nobleman	13	3	3	2	Revenue = 1 Gold
Priest	14	4	1	1	Magic, Spells
Ranger	14	8	4	2	Mounted, Missile
Warrior	13	4	6	3	
Wizard	16	5	2	1	Magic, Spells
ARTIFACT CARD LIST*					
Magic Armor	5	+1	+1	+3	
Magic Bow	7	+5	+2	+0	
Magic Sword	7	+2	+4	+1	
ATTACK CARD LIST: MONSTERS					
Bandits	-	5	2	3	
Barbarians	-	3	4	6	
Demons	-	3	5	6	Spells
Djinn	-	7	4	4	Spells
Dragon	-	5	7	5	
Giant	-	4	6	6	
Goblin Horde	-	1	1	4	
Necromancer	-	4	3	3	Spells
Nomads	-	5	3	3	
Ogres	-	2	4	5	
Orc Army	-	3	3	5	
Sorcerer	-	5	2	2	Spells
Trolls	-	1	3	5	
Warlord	-	5	5	5	

NON-CARD VERSION

Paper & pencil required. You have to write down what units you own.
The game is over after 5 Monster attacks.
Instead of drawing cards roll on the following tables:

EVENT TABLE

1D10	Event	Notes
1-4	Construction	Roll on the Structure table: you may build the indicated **Structure**.
5	Recruit Hero	Roll on the Hero Table: you may hire the indicated **Hero**.
6-7	Recruit Troops	Roll on the Troop Table: you may hire the indicated **Troop**.
8	Disaster	Roll on the **Disaster Table**.
9	Monster	Roll on the **Monster Table**: the indicated Monster attacks.
0	Reroll	-

HERO – TROOP - DISASTER TABLE

1D10	Hero/Artifact	Troop	Disaster
1	Cavalier	Swordsmen	Earthquake
2	Ranger	Shieldmen	Plague
3	Nobleman	Halberdiers	Blizzard
4	Warrior	Archers	Draught
5	Wizard	Crossbowmen	Magical Vortex
6	Druid	Handgunners	Thieves
7	Priest	Longbowmen	Assassin
8	Magic Sword	Light Horsemen	Spies
9	Magic Armor	Medium Cavalry	Prosperity
0	Magic Bow	Knights	Caravan

MONSTERS TABLE

1D100	Attacker
01-07	Goblin Horde
08-14	Dragon
15-21	Giant
22-28	Ogres
29-35	Orc Army
36-42	Trolls
43-48	Demons
49-56	Djinn
57-63	Sorcerer
64-70	Necromancer
71-77	Bandits
78-84	Barbarians
85-91	Warlord
92-98	Nomads
99-00	Same as last time



STRUCTURE TABLE

1D100	Structure
01-03	Farm
04-06	Brewery
07-09	Bakery
10-12	Butcher
13-15	Market Place
16-18	Temple
19-21	Guild Hall
22-24	Tavern
25-27	Inn
28-30	Wizards Tower
31-33	Library
34-36	Alchemists Shop
37-39	Herbalist
40-42	Barracks
43-45	Armorer
46-48	Shield Smith
49-51	Fletcher
52-54	Blacksmith
55-57	Defensive Wall
58-60	Guard House
61-63	Moat
64-66	Catapult
67-69	Ballista
70-72	Bombard
73-75	Stables
76-78	Quarry
79-81	Mason
82-84	Woodmill
85-87	Logging Camp
88-90	Mine
91-00	Pick one

CASTLE LOG

MONSTER ATTACKS
(solitaire only)

1	2	3	4	5

CASTLE

Walls ☐ ☐ ☐ ☐ *Guards* ☐

TURNS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

RESOURCES

Magic ☐ *Weapons* ☐ *Food* ☐ *Wood* ☐ *Stone* ☐ *Gold* ☐

STRUCTURES

Card Name	*Built*	*Cost*	*Notes*
Alchemists Shop		4	Revenue = 1 magic.
Armorer		8	Revenue = 3 weapons.
Bakery		4	Revenue = 3 food.
Ballista		6	Initiative = 8, Attack Dice = 3.
Barracks		6	Upkeep = 1 Food; Non-hero defenders cost 2 less.
Blacksmith		4	Revenue = 1 weapon.
Bombard		10	Initiative = 12, Attack Dice = 4.
Brewery		8	Revenue = 5 food.
Butcher		6	Revenue = 4 food.
Catapult		8	Initiative = 10, Attack Dice = 2.
Farm		2	Revenue = 2 food.
Fletcher		6	Revenue = 1 weapon; Missile units cost 3 less.
Guard House		6	Gain another Guard Token.
Guild Hall		10	Pay 5 gold to draw 1 card.
Herbalist		4	Revenue = 1 magic.
Inn		8	Revenue = 2 gold, Upkeep = 1 food.
Library		8	Revenue = 2 magic.
Logging Camp		6	Revenue = 2 wood.
Market Place		4	Convert 2 of any commodity into 1 gold.
Mason		6	Revenue = 2 stone.
Mine		8	Revenue = 2 gold.
Moat		8	Attacker is -1 AD.
Quarry		8	Revenue = 3 stone.
Shield Smith		6	Revenue = 2 weapons.
Stables		6	Revenue = 1 gold, Upkeep = 1 food; Mounted units cost 3 less.
Tavern		6	Revenue = 1 gold per 3 defenders (round up); Non-magical Heroes cost 2 less.
Temple		8	Maximum hand size = +1.
Wizards Tower		10	Revenue = 3 magic; Magical Heroes cost 3 less.
Woodmill		8	Revenue = 3 wood.

ARMY LOG

NON-HERO DEFENDERS

Troop	#	*Init*	*AD*	*Hits*	*Notes*
Archers		6	1	1	Missile
Crossbowmen		5	3	1	Missile
Guard		2	2	2	
Halberdiers		3	4	2	
Handgunners		4	3	1	Missile
Knights		3	4	4	Mounted
Light Horsemen		3	2	2	Mounted
Longbowmen		7	2	1	Missile
Medium Cavalry		3	3	3	Mounted
Shieldmen		1	2	3	
Swordsmen		2	3	2	

HEROES

Hero	#	*Init*	*AD*	*Hits*	*Notes*
Cavalier		5	5	4	Mounted
Druid		6	3	2	Magic, Spells
Nobleman		3	3	2	Revenue = 1 Gold
Priest		4	1	1	Magic, Spells
Ranger		8	4	2	Mounted, Missile
Warrior		4	6	3	
Wizard		5	2	1	Magic, Spells

ARTIFACTS

Type	#	*Init*	*AD*	*Hits*	*Notes*
Magic Armor		+1	+1	+3	
Magic Bow		+5	+2	+0	
Magic Sword		+2	+4	+1	



BATTLE LOG

ATTACKERS				DEFENDERS			
Unit	**Initiative**	**Attack Dice**	**Damage**	**Unit**	**Initiative**	**Attack Dice**	**Damage**