

BORDER REIVERS

Anglo-Scottish Border Raids
1513-1603



Solo Rulebook

Game Design: Ed Beach



GMT Games, LLC • P.O. Box 1308, Hanford, CA 93232-1308 • www.GMTGames.com

Table of Contents

<p>1.0 Introduction.....3</p> <p>1.1 Key Definitions.....3</p> <p>2.0 Components.....3</p> <p>2.1 Map.....4</p> <p>2.2 Card Decks Display.....5</p> <p>2.3 VP Track.....6</p> <p>2.4 Family Sheets.....6</p> <p>2.5 Permanent Defense Tokens.....6</p> <p>2.6 Defense Tokens.....7</p> <p>2.7 Livestock.....7</p> <p>2.8 Summer Cards.....7</p> <p>2.9 Event Cards.....8</p> <p>2.10 Warden Cards.....8</p> <p>2.11 Target Cards.....8</p> <p>2.12 Attack Indicators.....9</p> <p>2.13 Cubes.....9</p> <p>2.14 Solo Play Aids.....9</p> <p>2.15 Farm Region Tokens.....9</p> <p>2.16 Unused Components.....9</p> <p>3.0 Setup.....9</p> <p>4.0 Sequence of Play.....10</p> <p>5.0 Summer.....11</p> <p>5.1 Populate Discard Pile.....11</p> <p>5.2 Draft Cards.....11</p> <p>5.3 Discard Round.....12</p> <p>5.4 Final Cards.....12</p> <p>5.5 Abbot of Kelso/Keeper of Tynedale.....12</p>	<p>6.0 Autumn.....13</p> <p>6.1 Economic Update.....13</p> <p>6.2 Draw Events.....13</p> <p>6.3 Place Defenses.....13</p> <p>6.4 Update Opposing Players.....13</p> <p>6.5 Place Opponent Defense Tokens.....14</p> <p>7.0 Winter.....14</p> <p>7.1 Solo Player Notoriety.....15</p> <p>7.2 Assemble Target Deck.....15</p> <p>7.3 Resolve Each Attack.....15</p> <p>7.4 Solo Player Attacks.....15</p> <p>7.5 Opposing Players' Attacks.....16</p> <p>7.6 Compute Combat Dice.....18</p> <p>7.7 Resolve Combats.....18</p> <p>7.8 Battle Awards.....20</p> <p>8.0 Spring.....21</p> <p>8.1 Reset.....21</p> <p>8.2 Score VP.....21</p> <p>8.3 Base Attack Dice Reduction.....21</p> <p>9.0 End Game Scoring.....21</p> <p>9.1 Livestock Scores.....21</p> <p>9.2 Selecting the Winner.....21</p> <p>Example of Play.....22</p> <p>Key Terms Index.....26</p> <p>Solo Score Sheet.....28</p>
--	--

1.0 Introduction

IMPORTANT NOTE: This set of rules is used only when you are playing the game solo. If there are 2 or more players, put this booklet back in the box: you won't be using it. Use the "Multi-Player Rulebook" instead.

"In the story of Britain, the Border Reiver is a unique figure. He was not part of a separate minority group in his area; he came from every social class. Some reivers lived in outlaw bands, but most of them were ordinary members of the community, and they were everywhere in the Marches ... He was a fighting man who, on the evidence, handled his weapons with superb skill; a guerilla soldier of great resource to whom the arts of theft, raid, tracking and ambush were second nature ... For many generations he and his people formed a lawless state within, or between, two countries, and in spite of all that was done for their suppression, and the complicated international arrangements that were made for their regulation, they flourished until England and Scotland came under one king."

Steel Bonnets: The Story of the Anglo-Scottish Border Reivers by George MacDonald Fraser

Solo *Border Reivers* places you in the midst of the raids and battles that occurred along the border between England and Scotland during the 16th century (from the Battle of Flodden Field in 1513 CE to the unification of these kingdoms by James I in 1603 CE). You will select a major family of the Borders to lead in an attempt to become the most notorious Border Reiver in the land.

1.1 Key Definitions

Family

A Family is one of the most prestigious kinship groups (known as a "grayne" in the Borders region) that fought for control of the Borders during this historical period. Each Family is based in a geographic region called a March.

Solo Player

The Solo Player is you—the one human participant in the game. You may select to lead any one of the Families listed below each time you play.

Family	Nationality	March
Fenwick	English	English Middle March
Dacre	English	English West March
Kerr	Scottish	Scottish Middle March
Maxwell	Scottish	Scottish West March

Opposing Players

The three Families which you did *not* select to lead become the three Opposing Players—other reiver Families that try to thwart your efforts to score enough Victory Points (VP) to win the game.

2.0 Components

"In an attempt to impose some degree of law and order on what had become an anarchic society, both kingdoms had agreed to divide their Border territories into East, West and Middle Marches and appointed wardens and keepers to govern and police them. Between the west marches of each kingdom, however, was a narrow strip of territory known as the Debateable Land. Although both kingdoms hotly contested ownership of this small piece of ground, neither of them was prepared to take responsibility for the crimes of the inhabitants."

Strongholds of the Border Reivers: Fortifications of the Anglo-Scottish Border 1296-1603 by Keith Durham

The game takes place on a 22" x 34" map of the Borders in the 16th century. The map is divided into the six Border Marches, administrative districts (established by the treaty in 1249 CE between Henry III of England and Alexander III of Scotland) that served as a buffer zone between the two warring kingdoms. In the Solo game, only the two West Marches, the two Middle Marches, and the Debateable Land are in play. You take responsibility for building the strength and the defenses of your March, furthering your ability to raid the Opposing Players and protect your holdings. Detailed information about map elements and other game components is provided in this section of the rulebook.

NOTE: All terms defined in this section (March, Farm Region, Town, etc.) appear capitalized throughout the rulebook so players can know at a glance which items are explained here (in case they need to refer back to this section at a later time). A full index of these key terms (and the sections where they are defined) is provided at the end of this rulebook.

Component List

A complete game of *Border Reivers* contains:

- 1 Mounted Map (22"×34")
- 136 Main Deck Cards
- 60 Mini-Deck Cards
- 90 Wooden Cubes
- 60 Wooden Sheep Meeples
- 42 Wooden Horse Meeples
- 2 Countersheets
- 1 Multi-Player Rulebook
- 1 Solo Rulebook (*this manual*)
- 1 Book of Historical Notes
- 6 Family Sheets (8½"×11")
- 6 Reference Charts (8½"×5.5") *
- 1 Card Decks Display (8½"×11")
- 1 Victory Point Track (8½"×11")
- 20 six-sided dice

* Only the side of the Reference Chart explaining combat is used; the Sequence of Play can be found on the reverse of an unused Family Sheet.

2.1 Map

The game map shows the principal sites of the Anglo-Scottish border region in the 16th Century. To one side of this main play area are six boxes used to help track combats.

2.1.1 Scottish Borders Map

The main section of the map shows the border region and contains six Marches and the Debateable Land. Embedded within each March are a number of regions and boxes, all described below.



Marches

Marches are surrounded by thick brown borders, with a darker line along the border between England and Scotland.

Each March contains:

- 1 Notoriety Track
- 4 Farm Regions
- 4 Permanent Defense sites
- 1 Town (with a Gaol)
- 1 Family Seat (with Feud box)
- 1 Battlefield

Each March serves as the “Home March” for a specific family. Marches are often referred to with a three-letter abbreviation, and each family/march pairing is assigned a specific color.

March Name	Family	Abbreviation	Color
English West March	Dacre	EWM	Orange
English Middle March	Fenwick	EMM	Red
Scottish West March	Maxwell	SWM	Light Blue
Scottish Middle March	Kerr	SMM	Dark Blue

Debateable Land



The Debateable Land sits between the English and Scottish West Marches. This special case March contains only a Notoriety Track and 1 Farm Region. Since it is disputed territory, ungoverned by either kingdom, Raids here are undefended (until the Summer Card SCOTS’ DYKE is played). The Debateable Land is a March for Notoriety tracking and scoring only; not for any other purpose. Additionally, it is never considered to be a part of England or Scotland.

Notoriety Tracks



Each March (including the Debateable Land) has a track to record the current level of Notoriety each Family enjoys with the people of that March. The “3” space is highlighted to indicate the initial Notoriety level of each Family in their Home March. Cubes from the Families in the game are advanced along these tracks as they gain Notoriety during play. The Families in first or second place on these tracks are awarded extra dice when making attacks in this March; if your own Family is in first or second place at the end of a turn you will earn VP.

Farm Regions



The four named, irregularly-shaped regions that appear within each March are Farm Regions. Farm Regions may contain Sheep, which increase the economic value of the region but also make it a juicier target for Raids by enemy players. Each Farm Region can be defended by the 1 to 3 adjacent Permanent Defense sites and by placing a Defense Token in the box with the green border and shepherdess symbol.

Permanent Defenses



Each March has four sites for Permanent Defenses marked with defensive tower symbols: one of the four is a castle with arrows extending in each cardinal direction; the other three are simpler towers known as Peels. Permanent Defense Summer Cards trigger the activation of these defenses which is shown by placing the counter with the matching name over the printed symbol.

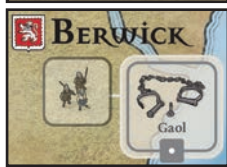
CASTLE GARRISON: Activating a castle with a defensive garrison provides 2 defense dice that protect against Raids on the two adjacent Farm Regions.

PEEL: Activating a Peel provides 1 defense die protecting against Raids on the two adjacent Farm Regions.

Towns

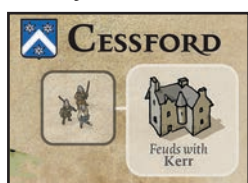


The box with a Gaol in each March is its Town—the municipal seat where captured reivers are retained. The Town contains a Gaol box with a handcuff symbol where Cubes from other Families are stored when they have had reivers captured in Raids on this March. A second box with a militia symbol is present to hold a Defense token allocated to protect against Gaolbreak attacks. Two Towns on the map (Carlisle and Berwick) are Walled



Towns, as indicated by an extra gray box and die symbol around their Gaol; players controlling such a March roll 1 extra Defense die against Gaolbreaks.

Family Seat



The box with a gray-roofed tower house in each March is its Family Seat which represents the ancestral castle of the family in charge of this March. The Family Seat contains a “Feuds with” box. Cubes from other families are stored

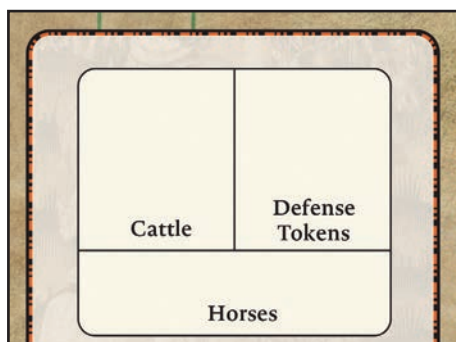
here if the owner of this March stole Livestock from those families. A second box with a militia symbol is also present to hold a Defense token allocated to protect against Feud attacks.

Battlefield



The final element present in each March is a card-sized, rectangular battlefield where an important military action occurred between English and Scottish armies during the Border Reiver period. Each Battle may occur once during the game and is triggered when its corresponding Event Card (2.9) is drawn.

2.1.2 Livestock Boxes



Near each March's Notoriety track are three boxes used by players to store their Horses, Cattle, and Defense Tokens. Players must always display the Cattle owned by the family—as well as any Horses not allocated to a current attack—in these boxes so the other players can review that family's capabilities. When not in use during Autumn and Winter, Defense Tokens are stored face down in their box in a manner so other players can count how many this family possesses.

located to a current attack—in these boxes so the other players can review that family's capabilities. When not in use during Autumn and Winter, Defense Tokens are stored face down in their box in a manner so other players can count how many this family possesses.

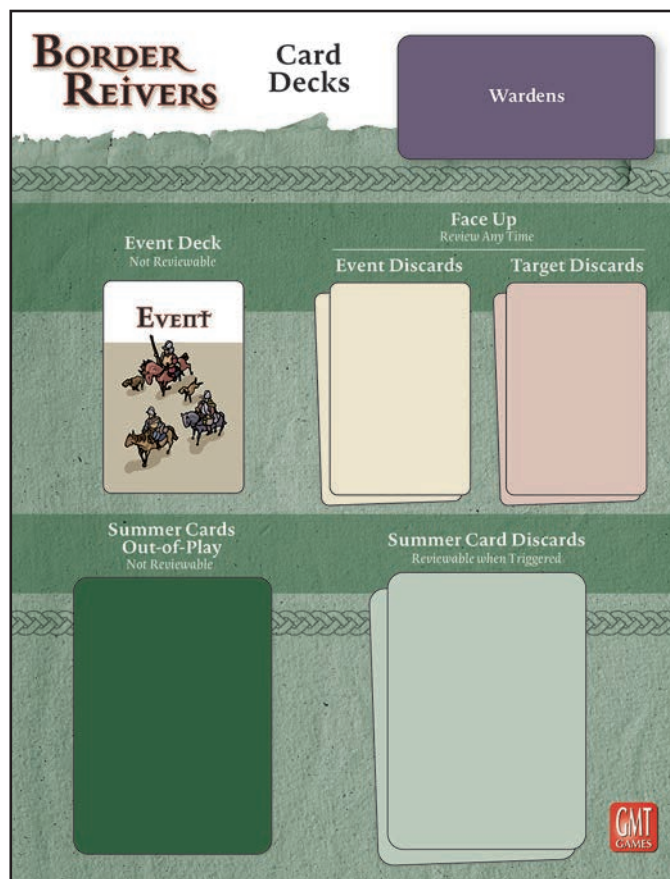
2.1.3 Winter Combat Area



To one side of the map is the Winter Combat Area. This set of boxes is not used in the Solo game.

2.2 Card Decks Display

The Border Reiver Card Decks playaid holds the cards (2.8, 2.9, 2.10, 2.11) and warden tokens (2.6) that are drawn or discarded during play. Some of the piles of cards on this deck may be reviewable, as detailed below:



The Border Reiver Card Decks playaid

EVENT DECK: Face down deck of Event cards that have not yet come into play (2.9). This pile cannot be reviewed (**Exception:** The top two cards can be peeked at if you recruit the WARDEN ALEXANDER HUME.)

EVENT DISCARDS: Face-up discard pile of Event Cards from previous turns. Any cards in this pile are effectively out-of-play; these discards remain accessible to you, if you wish to review the events that have occurred.

TARGET DISCARDS: Face up discard pile of Target (2.11) and Warden (2.10) cards expended by players. Any cards in this pile are effectively out-of-play; these discards remain accessible to you, if you wish to review the targets that have been selected.

SUMMER CARDS OUT-OF-PLAY: Face up pile of Summer Cards (2.8) that are now out-of-play because they were Played (5.2.2), a newly Recruited (5.2.1) card knocked them out of the game, or they were used to increase the strength of the Opposing Players during Autumn. Cards in this pile have been removed from the game and you are not allowed to review them (since this just slows play down without giving you any particularly relevant information). You may want to put the DAY OF TRUCE Summer Card on the top of this pile if it is played on Turn 1 or 2 since recruitment of a Warden later in the game may allow this card to reenter play.

SUMMER CARDS DISCARDS: Face down discard pile of Summer Cards that were Discarded (5.2.4) and may reenter play later as the result of the Offices ABBOT OF KELSO and KEEPER OF TYNEDALE or as a consequence of the DOUBLE CROSS or SPY NETWORK Summer Cards. These cards may be reviewed only when you have triggered one of these occurrences and you are about to put one of these cards back into play.

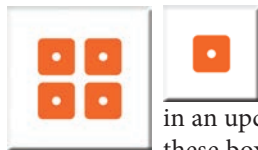
2.3 Victory Track

A separate cardstock card contains the track used to record the Solo Player's current Victory Point (VP) total using one of your Cubes. If you score 100 or more VP, place a second Cube in the "+100" box to the right of the track to show that your score is 100 plus the total shown by the first Cube.



2.4 Family Sheets

Your current possessions are tracked on the Family Sheet for the family you have chosen to represent. All six Family Sheets are identical, only differing in the family name, crest, and color.



ATTACK DICE BOXES: The upper left corner of the sheet contains boxes used to compute the dice you are to roll in an upcoming attack (Section 7.0). Fill each of these boxes with either the die symbol counters or actual dice to represent how many rolls of each type you will be taking.

DEFENSE DICE BOXES: The upper right corner of the sheet contains four boxes used to compute the dice you are to roll in defense against an attack (Section 7.0).



SHEEP ON MAP TRACKER: The very top of each sheet houses a single Sheep on Map marker that starts the game at 4 and moves back and forth across the columns of this tracker when you add or lose Sheep from the map. Read down from the Sheep marker

to see how many Horses and Held cards you can retain during Autumn, or how many Cattle you gain during Autumn. If you recruit one of two specific Offices (ABBOT OF JEDBURGH or PRIOR OF HEXHAM) a new marker reflecting the Office replaces the Sheep on Map marker and is offset two columns to the right.

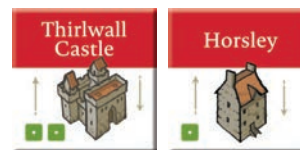
SHEEP	1-3	4	5	6	7	8	9	10	11+
Horse Limit	4	5	5	6	6	7	7	8	8
Hand Size	2	2	3	3	4	4	5	5	6
Cattle Income	3	3	4	5	6	7	8	9	10

The Dacre family (player aid card)

SINGLE CARD DISPLAYS: The Reiver, Warden, Allied Grayne #1, Office #1, and Office #2 or Allied Grayne #2 boxes are each used to display a single card that you have Recruited (5.2.1) during Summer.

HELD CARD BOX: The bottom right corner of each Family Sheet contains a pile of any cards that you have Held (5.3) but not yet used during Winter or Spring. Cards in this box may be held for more than 1 turn (i.e., a card held on Turn 1 can be saved to be played during Winter or Spring of Turn 3).

2.5 Permanent Defense Tokens



A number of Permanent Defense Summer Cards may be Played to allow you to add Defense Tokens to the Castle and Peels of your March. Opposing Players may also gain these defenses when receiving cards in the Autumn. These Permanent Defense Tokens start off-map until the appropriate card brings them into the game.

2.6 Defense Tokens



You start the game with a single Defense Token—your Deputy Warden—and you can add more during play. You gain a specific Defense Token if you Recruit (5.2.1) a Warden and you gain randomly chosen Defense Tokens if you Play (5.2.2) a Defense Token card. The Opposing Players start

the game with a pool of weak Defense Tokens to which stronger tokens are added during play. The color and number of dice at the bottom of a Defense Token show where you may place it and how many defense dice it adds. Tokens with green dice symbols may be placed to defend a Farm Region from Raids; tokens with gray dice symbols may be placed in a Town or Family Seat to defend against Gaolbreaks or Feuds respectively. Tokens with text in this area (“No Defense Dice”, “Attack Dice Halved”) may be placed in any defensive location. Defense Tokens placed by the Opposing Players do not have to adhere to these placement restrictions.

2.7 Livestock

The three types of Livestock in the game represent each family’s wealth in terms of liquid purchasing power (Cattle), overall economic strength (Sheep), or ability to project offensive power (Horses). All three types of livestock are tracked for the Solo Player; only Sheep are tracked for the Opposing Players. You gain Livestock by taking the Play action with a Livestock Summer Card or by invoking certain Default Actions. You also gain Cattle and Sheep when successful in a Raid, or Horses when successful in a Gaolbreak. Opposing Players may also gain Sheep when receiving cards in the Autumn. You score VP for the Livestock you own at the end of the game. Keep a pool of available Livestock tokens of each type in reach so you can add and remove Livestock easily during play.

2.7.1 Cattle



DESCRIPTION: Cattle are used as the currency in the game and you will spend Cattle to Recruit or Play Summer Cards or to increase the effectiveness of some Allied Graynes. You gain Cattle automatically each Autumn based on the number of Sheep that you possess. Cattle can also be added when certain Summer Cards are Played or as the result of a successful Raid. Finally, 1 Cattle is gained each time you hold a card during the Summer card drafting. Cattle come in two denominations (1 and 5).

PLACEMENT: Cattle are placed in public view in the Cattle box on the edge of the map near your March.

VALUE: Cattle are the least valuable type of livestock, worth 1 VP for every 2 Cattle at the end of the game.

2.7.2 Sheep



DESCRIPTION: The number of Sheep present in a Farm Region depicts the Family’s relative wealth. Possessing more Sheep in your Farm Regions allows you to gain more Cattle in the Autumn, to keep more cards in your hand, and to support a larger herd of Horses.

PLACEMENT: Families start the game with 1 Sheep in each Farm Region but can gain or lose Sheep in a region through play. Place Sheep in a cluster within the Farm Region near the Farm Defense token box. Sheep standing up in a Farm Region are unprotected and can be stolen during Raids. Sheep flipped down onto their side are protected by a Bastle (stone farmhouse) and are not harmed when Raids target this region.

VALUE: Sheep are twice as valuable as Cattle, worth 2 VP for every 2 Sheep at the end of the game.

PLEASE NOTE: Animal “meeples” may vary slightly in appearance from those shown in this manual.

2.7.3 Horses



DESCRIPTION: Horses represent the number of horsemen your family may put in the saddle to attack other families or fight battles. Each Horse present in a combat gives you 1 extra combat die.

PLACEMENT: Horses are placed in the Horses box on the edge of the map near your March. Standing Horses in this box are available for offensive use; Horses on their side have already been expended this turn. Horses are moved to a target region just before adding dice to an attack.

VALUE: Horses are the most valuable type of livestock, worth 3 VP for every 2 Horses at the end of the game.

2.8 Summer Cards

Each turn starts with Summer, when you draft cards to increase the power of your holdings and attempt to keep strong cards away from the Opposing Players. A unique set of Summer Cards is used for each of the turns:



Summer Cards come in three distinct types: Recruit, Play, and Hold cards. Within each of the types are various subtypes, each marked with a unique symbol as shown in the table below:

Type	Subtype	Symbol
Recruit	Reiver	
Recruit	Warden	
Recruit	Office	
Recruit	Allied Grayne	
Play	Defense Token	
Play	Livestock	
Play	Permanent Defense	
Play	Bastle	
Hold	Notoriety	
Hold	Attack	
Hold	Defense	
Hold	Target	
Hold	Border Ballad	



In the upper right is the card's subtype symbol and an indication of how many Cattle (if any) are gained or expended by playing the card. The lower left corner shows whether this card is included in a Solo game (if it has either the "4P" or "?" designation), or not included (blank field). The lower right corner lists the card's number within the full set of 126 Summer cards. Below the card's title is the descriptive text that explains the card's effect and any conditions for play. Finally, the bottom of the card contains a colored stripe showing how this card is played by the Opposing Players. Reference this stripe only when the card is awarded to the Opposing Players, never when applying effects for your own family.



Ten Summer cards from the multi-player game (one in Turn 1, three in Turn 2, and six in Turn 3) are replaced with unique versions for the Solo game (see Section 3.0 for instructions on replacing them). These cards all have a brown stripe labeled SOLO CARD at the bottom.

2.9 Event Cards



Nine of the 12 cards in the Event deck are used in Solo games to trigger key historical events that impacted the Anglo-Scottish border during the 16th Century. These Events allow the players to capitalize on short-term opportunities like

gaining Notoriety and VP fighting in **Battles**, receiving rerolls on combat dice due to national support for reiver activities, or gaining extra Notoriety for actions that are in vogue during a certain turn of the game. Two Events are drawn each turn during Autumn.

2.10 Warden Cards



Each family receives a single Warden card during setup. This single-use card can be played by the Solo Player to rearrange your Defense Tokens and gain a +1 die roll modifier just prior to a **Raid**, **Feud**, or **Gaolbreak** attack that targets your March. Opposing Players do not rearrange defense tokens but they do receive the +1 die roll modifier when this card is triggered.

2.11 Target Cards



Six Target Cards are provided to each family during game setup. Two of these cards are expended each Winter by each family (and removed from play). The target cards for each family come in six different types, and these cards represent the various roles that a well-rounded reiver would find themselves playing during their lifetime. Those card types are: Reiver, English/Scottish, supporting their family, and targeting either the Opposite March, a Cross-Border March, or a Same Side March.

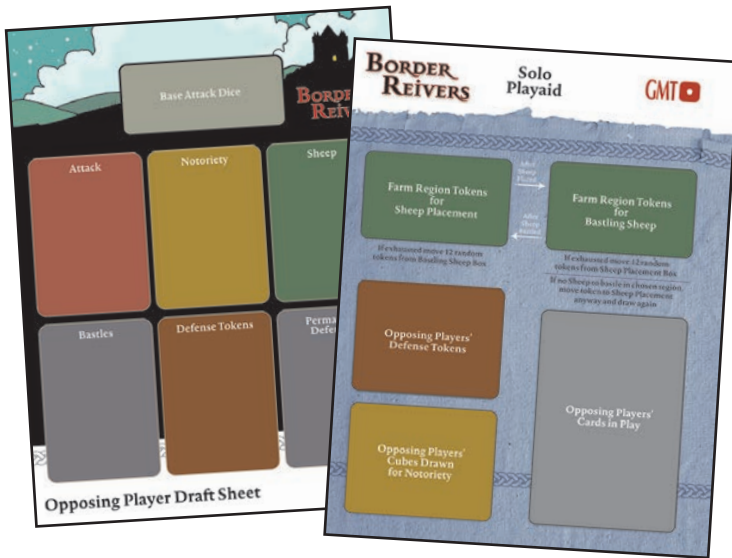
2.12 Attack Indicators



Each family is given a set of two double-sided Attack Indicators that are used to designate which attack target that family has selected and to show whether that combat has been resolved.

2.13 Cubes

A set of 15 wooden cubes that matches a family's color is given to each family during setup. These cubes are used for a variety of game purposes, including: marking **Feuds** with other families, marking when this family has had reivers captured who are in Gaol in another March, tracking VP and Notoriety levels in each March, and deciding which Opposing Player is going to gain Notoriety next.



2.14 Solo Play Aids

On the back of the Grey and Hume Family Sheets are the two cardstock cards used in Solo games:

- Opposing Players' Draft Sheet
- Solo Playaid

The first card is used to track the cards drafted by your opponents. The second playaid (along with the Farm Region Tokens used on it) helps you quickly add Sheep, Permanent Defenses, and Notoriety to the map.

The back of the Fenwick and Kerr Family Sheets each contain Reference Cards with the Solo Sequence of Play. Take one of these two Family Sheets (the one not in use if you choose to play as Fenwick or Kerr) and place it with the other Playaid as you set up the game.

2.15 Farm Region Tokens



A collection of 32 tokens that identify various Farm Regions are included to make random selections during Solo games. 24 of these are in use each game, as detailed in Section 3.

2.16 Unused Components

The following components are only used in Multiplayer games and can be set aside when setting up a Solo game:

- 6 Trait Cards
- Multiplayer Reference Cards (with MP Sequence of Play on one side; Combat Charts on the other)

3.0 Setup

Follow these steps to prepare for a Solo game of *Border Reivers*.

- **HUME and GREY:** Remove the Family Sheets, Cubes, Permanent Defense Tokens, Target Cards, and Warden Cards for these two families.
- **CHOOSE FAMILY:** Choose the family you want to play, either Dacre, Fenwick, Maxwell or Kerr. Take the Family Sheet, Cubes, Permanent Defense Tokens, 6 Target Cards, and 1 Warden Card for this family.
- **FAMILY SHEET:** Place your "Sheep on Map" marker on the highlighted "4" space.
- **LIVESTOCK BOXES:** Place 8 Cattle (one 5, three 1s) in your Cattle box. Place 3 Horses in your family's Horse box. Add a Deputy Warden Defense Token to your Defense Token Box. Opposing players do not need these items in the Solo game.
- **OPPONENTS:** The three families you did not choose in the Choose Family step are your opponents. For each Opposing Family, retrieve their Target Cards and Warden Cards and place them in two separate stacks for each of the families (so six stacks total, half of them with just one card in it). You do not need Family Sheets for your opponents.
- **SOLO GAME AIDS:** Place the three cardstocks listed in Section 2.14 (Opposing Players' Draft Sheet, Solo Playaid, and one copy of the Solo Sequence of Play) next to your Family Sheet. Also take one of the 6 Reference Charts (for solo games you only use the side explaining combat).
- **SHEEP:** Place 1 Sheep standing up in each Farm Region. Place a second Sheep standing up in the Farm Region in the Debateable Land. Do not place any Sheep in the English East March or Scottish East March farm regions.
- **CARD DECKS DISPLAY:** Place the 7 available Warden Defense Tokens (all but ALEXANDER HUME) face up in their box in the upper right corner of the Card Decks Display.
- **NOTORIETY TRACKS:** For all four families in play, place 1 Cube in the 3 space of that family's Home March Notoriety display.
- **FEUD/GAOLBREAK CUBES:** Place 1 Cube for each of the four families in play in the Feud Box of the March directly across the border. Repeat this process adding a Cube in the Reivers in Gaol box of the March directly across the border. (*Example: a Maxwell Cube is placed in both the Gaol in Carlisle and in the Feuds with Dacre box at Naworth.*)
- **NOTORIETY DRAW CUBES:** Place 7 Cubes from each of your three opponents (21 Cubes total) in an opaque cup.

- **OPPONENT DEFENSE TOKENS:** Give your opponents an initial set of Defense Tokens: 5 Deputy Wardens, 6 Rumors, and the 6 Defense Tokens not yet placed that do not have a “4P” designation on them. These tokens are placed face up for now in the Opposing Players’ Defense Tokens box on the Solo Playaid.
- **AVAILABLE DEFENSE TOKENS:** Place all remaining Defense Tokens face down in a single draw pile or cup. This is the pool of tokens that you or your opponents draw from when adding Defense Tokens during play.
- **OPPONENT PERMANENT DEFENSES:** Place the 4 Permanent Defense Tokens from each of your three opponents (12 total) in a different opaque cup.
- **OPPONENT FARM REGIONS:** Take the 32 counters with the names of Farm Regions for the four players in the Solo game and remove the 8 counters for the Home March of the family you have chosen to play. Place the other 24 counters in the Farm Region Tokens for Sheep Placement box on the Solo Playaid.



removed

inserted

- **SUMMER CARDS:** Take the 10 cards with unique versions for the Solo game (i.e. with the brown SOLO stripe on the bottom of the card) and insert them in place of the multi-player summer card of the same number (so the Solo DAY OF TRUCE (s36) replaces the usual Card 36). Remove the 8 cards from each of the three Summer decks that are blank in the lower left corner (no “4P” or “?” indicator). Shuffle each of the three remaining decks separately and place them near the board. Each deck should contain 34 cards.
- **EVENT DECK:** Remove the cards FLODDEN FIELD, HADDON RIGG and BORDER BEACONS from the Event deck. Shuffle the remaining events and place them face down in the designated space on the Card Decks Display.

4.0 Sequence of Play

“Fattened, glossy with good autumn condition, the herds came down off the hills when the weather began to close down and the year turned around the solstice. These weeks also saw the beginning of the raiding season. Dispersed over the hill pasture (and needing to feed and improve their condition in any case), the cattle and sheep were not a feasible target for reivers in the summer. Far better to come for them where they were handily corralled in the inbye fields and fat and fit enough to make a long journey when they had been lifted.”

The Reivers: The Story of the Border Reivers
by Alistair Moffat

The game is played in exactly three turns, each representing about 30 years. Reiver activities along the border varied widely based on the time of year, thus each turn is organized into four seasons, starting with Summer. At the end of the game a special scoring phase is added to complete the game. The rules governing each season are presented in Sections 5.0, 6.0, 7.0 and 8.0. A high-level guide to the activities in a single turn looks like this:

SUMMER

- **POPULATE DISCARD PILE:** Deal 7 of this turn’s Summer cards face down into the Summer Cards Discard pile.
- **DRAFT CARDS:** Deal 3 cards at a time face up. Select one of these cards and undertake your planned action (Recruit, Play, Hold, or Discard) with it, possibly gaining or expending Cattle. The other two cards are drafted by your opponents: as listed on the card either take an immediate action, place it in the proper pile on the Opposing Players’ Draft Sheet, or place it in the Opposing Players’ Cards in Play box on the Solo Playaid. Repeat this step 7 times.
- **DISCARD ROUND:** In one of the 7 rounds in the Draft Cards step above, you must choose to Pass after seeing the cards that were dealt. All 3 of the cards dealt are moved to the Summer Cards Discard pile.
- **FINAL CARDS:** Your opponents play the final 6 cards in the deck in the same fashion that cards are played for opponents during the Draft Cards step.
- **OFFICE DRAFTS:** If you have the ABBOT OF KELSO or KEEPER OF TYNEDALE Office in play, draft a card from the Summer Card Discards pile if this is Turn 2 or 3. If these cards are instead in play for your opponents, follow their instructions to allow them to receive an extra card from discard.

AUTUMN

- **ECONOMIC UPDATE:** Check your Hand Size and Horses against their capacity based on the Sheep in your March. Discard any extra cards or Horses if above those limits. Then gain Cattle income.
- **DRAW EVENTS:** Pick 2 random events for this turn.
- **PLACE SOLO PLAYER DEFENSES:** Allocate your Defense tokens to boxes in your March.

- **OPPONENTS USE DRAFTED CARDS:** The opponents expend the cards in each of the six stacks on the Opposing Players' Draft Sheet to enhance their attack strength, Notoriety, Sheep, or defenses.
- **PLACE OPPONENT DEFENSES:** Shuffle all Defense Tokens available to the Opposing Players. Draw them (without looking at them) one at a time so as to fill all the Town and Farm Region Defense Token boxes in the three Opposing Players' Marches.

WINTER

- **SOLO PLAYER NOTORIETY PLACEMENT:** Add your Notoriety to the Marches and play any Notoriety cards you want to utilize.
- **SELECT TARGET CARDS:** Select two Target Cards you will play this turn. Add two Target Cards chosen at random from each opponent. Shuffle all 8 Target Cards.
- **DRAW TARGETS/RESOLVE COMBATS:** Draw one Target Card at a time from this stack. If one of your own, choose a final target, compute dice, and resolve the attack, possibly earning VP. If an opponent's Target Card, use the solo priorities to determine where that attack might be targeted. If the attack is on the Solo Player, resolve that attack as usual (VP earned by the Opposing Players are ignored; Cattle lost by the Solo Player are returned to the bank).
- **BATTLE AWARDS:** Post-combat awards are granted for any Battle that was only contested by one side.

SPRING

- **RESET:** Stand up all of your Horses. Reset Debateable Land Farm Region to exactly 2 Sheep. Discard current events. Return Defense Tokens to either your Family Sheet or the Opposing Players' Defense Token pool.
- **SCORE VP:** Add VP for Notoriety and Reivers in Gaol to your score. If Turn 3, play Spring cards. Record end-of-turn total VP.
- **BASE ATTACK DICE REDUCTION:** Halve (rounded down) the number of dice in the Base Attack Dice box.

END-OF-GAME SCORING (TURN 3 ONLY): You are awarded VP for livestock in your possession. Compare your final score to the victory targets for a Solo game.

5.0 Summer

Summer on the borders was a peaceful time when construction projects were completed and the livestock could graze in comfort across the hills and dales.

5.1 Populate Discard Pile

To start Summer, deal the top 7 cards in this turn's Summer Deck into the Summer Cards Discard pile without looking at them. If this is Turn 1, that discard pile is empty. If it is a later turn you will be supplementing the cards that remained in the discard pile at the end of the previous turn. You may only look at the cards in this discard pile when you have committed to a

play to retrieve one for yourself. (*Examples: The Offices ABBOT OF KELSO and KEEPER OF TYNEDALE allow cards to be retrieved from discard, as do the steps to resolve the Summer cards SPY NETWORK and DOUBLE CROSS.*)

5.2 Draft Cards

Now deal yourself the next 3 cards in the Summer Deck face up. Choose one to Recruit, Play, Hold, or Discard, options which are each explained in the subsections below.



The two cards that you did not select are awarded to your opponents. Look at the stripe across the bottom of the card to determine how to play it for the other families. Attack, Notoriety, Sheep, Bastle, Defense Token, and Permanent Defense cards are placed directly in the corresponding box on the Opposing Players' Draft Sheet; these cards will aid your opponents during Autumn. Seven cards have a light gray stripe (such as ABBOT OF

KELSO shown above). Four of them are Livestock cards which trigger immediate action; follow the instructions on such a card and then place it immediately in the Summer Cards Out-of-Play pile. ABBOT OF KELSO, KEEPER OF TYNEDALE, and HEAVY SNOWS have delayed effects; place them in the Opposing Players' Cards in Play box on the Solo Playaid to remind yourself to trigger their effects later in play.

Cattle are not tracked for Opposing Players; do not change Cattle totals for any player when cards are being awarded to the opponents. If the order in which these two cards are awarded to the opponents matters, the Solo Player chooses the order in which these cards are resolved.

Repeat this step a total of 7 times (so 21 cards are dealt in total), noting that in one round all three cards are discarded as described in 5.3 below.

5.2.1 Recruit

The RECRUIT action may be used with Summer Cards of these types: Reiver, Warden, Office, or Allied Grayne. You must have enough Cattle to afford the card; pay this Cattle cost (if any) to the bank. Then place the recruited card face up on the matching box of your Family Sheet. If there already was a card here, move that previous card to the Summer Cards Out-of-Play pile. If you recruited a Warden, retrieve the corresponding Warden Token from the top of the Card Decks Display and add it to your Defense Tokens box on the map. If you already had a Warden Token in that box, remove it from play along with the corresponding card for the previous Warden.

SPECIAL CASES:

- The "Office #2/Allied Grayne #2" slot does not become available until Turn 2; in the rare case that you choose to recruit a second Office or Allied Grayne on Turn 1 the first one must be moved to the Out-of-Play pile.

- b) Special rules apply if it is Turn 2 or later and you are recruiting an Office or Allied Grayne when the “Office #2/ Allied Grayne #2” slot is already occupied. In that case you may move any previously played Office or Allied Grayne to the Out-of-Play pile and then swap the remaining cards as desired (as long as you do not end with more than 2 Offices, 2 Allied Graynes, or 3 cards total of these two types).

5.2.2 Play

The PLAY action may be used with Summer Cards of these subtypes: Defense Token, Livestock, Permanent Defense, and Bastle. You must have enough Cattle to afford the card; pay this Cattle cost (if any) to the bank. Then add the card to the Summer Cards Out-of-Play pile and add the livestock or defenses to your holdings as follows:

5.2.2.1 Defense Tokens

Draw the specified number of Defense Tokens from the cup holding these chits. Place them face-up in your Defense Tokens box on the map.

5.2.2.2 Cattle

Take the specified number of Cattle from the bank and add them to your Cattle box on the map.

5.2.2.3 Sheep

Take the specified number of Sheep from the bank and add them, standing up, to Farm Regions in your March as instructed on the card. You do not need to allocate Sheep evenly as long as any constraints mentioned on the card are satisfied.

5.2.2.4 Horses

Take the specified number of Horses from the bank and add them, standing up, to your Horses box on the map.

5.2.2.5 Permanent Defenses

Choose specific Castle Garrison and/or Peel Permanent Defense tokens from among the four provided to your family during setup—the number of such tokens should correspond to those specified on the card. Add each marker to the matching, named Permanent Defense site in your March.

5.2.2.6 Bastle

Select standing up Sheep in Farm Regions of your March as specified on the card and flip these Sheep onto their side to indicate that they are protected from Raids.

5.2.3 Hold

The HOLD action may be used with Summer Cards of these subtypes: Notoriety, Attack, Defense, Target, and Border Ballad. Place the card in the Held Cards box of your Family Sheet. You can place a card here even if it puts you over your current Hand Size because Hand Size Limits only apply during the Autumn. These cards will be played in an upcoming Winter or Spring. Gain +1 Cattle from the bank.

5.2.4 Discard

Any Summer Card may be discarded to take a Default Action instead. The possible Default Actions are listed in the following rule section. Cards discarded this way are added to the Summer

Cards Discards pile. These cards may reenter play as the result of the Offices ABBOT OF KELSO and KEEPER OF TYNEDALE, or as a consequence of the SPY NETWORK or DOUBLE CROSS Summer Cards.

5.2.5 Default Actions

Default Actions are less powerful moves that you may want to take if you have a shortfall in a particular type of livestock, or if you are worried about the defenses of your March. Default actions are received when a card is Discarded during Summer.

Each time a Default Action is received, undertake exactly one of the following moves:

- Add 1 Horse
- Add 1 Sheep
- Add 3 Cattle
- Add 1 Notoriety to your Home March
- Bastle 1 Sheep (2 if this is Turn 2 or later)

Livestock are added (or Sheep bastled) just as described in Section 5.2.2 with no restrictions on the Farm Region chosen when adding or bastling Sheep. To add 1 Notoriety, simply advance your Cube on the Notoriety Track in your home March by 1 space (e.g., from the “3” space to the “4” space).

GAMEPLAY TIP: Toward the end of Summer, make sure you have enough Sheep to support your current number of Horses and Held cards (see 6.1). If not, a Default Action to add Sheep may be a good play.

5.3 Discard Round

In one of the seven rounds in the Draft Cards step above, you must choose to Pass after seeing the cards that were dealt. Move all 3 of the cards dealt to the Summer Cards Discard pile. Once this move is taken during a Summer Phase it is no longer available as a move until the Summer Phase of the following turn. If you select a card in the first 6 rounds of card drafting you must use the seventh round for discarding.

GAMEPLAY TIP: Discarding all 3 cards is a useful move in a number of circumstances including: when all 3 cards are marginally useful in your circumstances and you are hoping for better; when the cards are too expensive for your situation; or when the cards would help your opponents more than any of them help you.

5.4 Final Cards

When only six cards remain in this turn’s Summer card deck, drafting is over. Take each of the six remaining cards and play it for your opponents, exactly as if it was one of the two cards given to your opponents in one of the earlier rounds of drafting.

5.5 Abbot of Kelso/Keeper of Tynedale

On Turns 2 and 3 if you have recruited either the ABBOT OF KELSO or KEEPER OF TYNEDALE Offices, you end the Summer by selecting a card from the Summer Cards Discards pile. Play the selected card normally based on its type (Recruit, Play, or

Hold) except that you never add or subtract Cattle (i.e., this move is made for “free”). The card selected may be Discarded right back into the Summer Cards Discards pile if you prefer to take a Default Action.

If one or both of these Offices are in the Opposing Players’ Cards in Play, follow the instructions of each Office at this time to award a random card from the Summer Cards Discard pile to your opponents, exactly as if it was one of the two cards given to your opponents in one of the earlier rounds of drafting.

6.0 Autumn

Autumn marked the time on the borders when reivers and their families prepared for the upcoming winter raids.

6.1 Economic Update

Begin Autumn by making sure your Sheep on Map tracker is positioned properly on your Family Sheet based on the number of Sheep you own on the map and whether or not you have an office (ABBOT OF JEDBURGH, PRIOR OF HEXHAM) that moves the marker two columns to the right. Then take the following three actions, as necessary, using the numbers in the column directly below your Sheep on Map marker:

SHEEP	1-3	4	5	6	7	8	9	10	11+
Horse Limit	4	5	5	6	6	7	7	8	8
Hand Size	2	2	3	3	4	4	5	5	6
Cattle Income	3	3	4	5	6	7	8	9	10

- HORSE LIMIT:** If you have more Horses than your current Horse Limit, return the excess to the bank.
- HAND SIZE:** If you have more Held cards than your current Hand Size, discard (to the Summer Card Discards pile) your choice of cards to get the number down to your Hand Size.
- CATTLE INCOME:** Finally, add Cattle (as in 5.2.2.2) equal to the Cattle Income.

6.2 Draw Events

Two Events are now flipped face up from the top of the Event deck. If any of the Battles that take place in a specific March are drawn (i.e., all Battles except the Rising of the North), place the event card over the battlefield on the map. Any other events that are drawn are placed in the Current Events area on the edge of the map near the English East March. These non-Battle events alter the resolution of attacks made by any player for the rest of the turn. The ROUGH WOOING and MARY QUEEN OF SCOTS events allow combat dice to be rerolled (see 7.7). If one of these events is drawn, place the specified number of reroll dice on this card *now* so you can track how many rerolls have been taken. Dice are taken off this card as rerolls are used by eligible families. No more than 3 of the reroll dice from one of these events can be used in a single combat. (Typically, a succession of different families will take advantage of these rerolls before they are all exhausted).

6.3 Place Defenses

Now take the Defense Tokens on your Family Sheet and allocate them to the Farm Defense Token and Town Defense Token boxes in your March. Only *one* token may be added to each box. Tokens may only be placed in a Farm Defense Token box if they have at least one green die (or are text only, such as “Attack Dice Halved”) on their face up side; tokens may only be placed in a Town or Family Seat Defense Token box if they have at least one gray die (or are text only) on that same side. Tokens with both green and gray dice may be placed anywhere, though some tokens are more valuable for defense in one type of box than the other. It is possible that you could possess too many tokens to place all of them on the map; if so, any excess are returned to your Defense Token box.

6.4 Update Opposing Players

Follow the steps below in order to prepare the Marches and opposing players for winter. There is one step per stack of cards accumulated during the Summer on the Opposing Players’ Draft Sheet. All cards in a pile consulted during a step are moved out-of-play once that step has been completed.

- ATTACK:** Count the total strength of all the Attack +X cards in this stack (an “Attack +3” card is 3 strength). Divide this total by three (representing the fact that you have 3 opponents) and drop all fractions. The result gives you the number of dice to add to the Base Attack Dice box, found at the top of the Opposing Players’ Draft Sheet.
- NOTORIETY:** Remove one card at a time from this stack. As each card is removed, draw a Cube from the Notoriety Draw Cup. The Cube’s color shows the player who will gain the number of points of Notoriety specified on the card. Then roll *two dice*—one before the other—to see in which March that Notoriety is gained. Dice results are associated with Marches as follows:
 - Scottish West March
 - Scottish Middle March
 - English Middle March
 - English West March
 - Debateable Land
 - Solo Player’s Home March

Notoriety will be added for this Opposing Player to one of the Marches indicated by these die rolls. Use this priority scheme to pick the exact March in which this player becomes more notorious:

- First Die Takes Lead:** If adding Notoriety to the March indicated by the *first die* roll puts this opponent in the lead (or a tie for the lead), place it there.
- Second Die Takes Lead:** If adding Notoriety to the March indicated by the *second die* roll puts this opponent in the lead (or a tie for the lead), place it there.
- Default:** Otherwise add the Notoriety to the March indicated by the *first die*.

If the Opposing Player represented by the Cube already has Notoriety in that March, move the existing Cube along the track by the value on the bottom of the card and place the Cube in the box for drawn Notoriety Cubes on the Solo Playaid. If

that player had no previous Notoriety in that March, place the Cube that was drawn on the Notoriety Track at the value on the bottom of the card. Repeat this complete process until all Notoriety +X cards have been moved out-of-play.

- **SHEEP:** Count the total strength of all the Sheep +X cards in this stack. Take this many Sheep and—one at a time—place them standing on the map in a Farm Region determined by a random draw from the Farm Region Tokens for Sheep Placement box on the Solo Playaid. Add the counter drawn to the Farm Region Tokens for Bastling Sheep box (where it may be drawn in the step that follows). If there ever is a situation where there are no Farm Region Tokens in one of these two boxes and you need to draw one, move 12 Farm Region Tokens (selected at random) from the other box over to form a new draw pile.
- **BASTLES:** Count the total strength of all the Bastles +X cards in this stack. Flip over this many Sheep one at a time in opposing players' Farm Regions. Determine where to flip down each Sheep by a random draw from the Farm Region Tokens for Bastling Sheep box on the Solo Playaid. Add the counter drawn to the Farm Region Tokens for Sheep Placement box. Based on earlier **Raids**, you may draw a Farm Region where there are no remaining unbastled Sheep. In this instance still move the counter drawn to the Farm Region Tokens for Sheep Placement and then draw another token (so the bastling still occurs somewhere).
- **DEFENSE TOKENS:** Count the number of Defense Tokens to be added. Draw this many from the Available Defense Tokens cup and add them to the pile of Opposing Players' Defense Tokens on the Solo Playaid. If there are any cards saying "Add Warden's Token" in this pile add the corresponding Warden Defense Token to the Opposing Players' Defense Tokens pile.
- **PERMANENT DEFENSES:** Count the strength of all the Permanent Defenses +X cards in this stack. Draw exactly this many counters from the Opponent Permanent Defenses Cup and place each one in its named location on the map.

6.5 Place Opponent Defense Tokens

To complete the Autumn preparations, flip all the tokens in the Opposing Players' Defense Tokens pile face down and randomize them. Then place one token at a time from this pile in the Defense Token box in each Farm Region and each Town and Family Seat in an opponent's March (18 boxes in total). Do not flip any of these tokens over to their front side when placing them. Ignore the fact that some tokens with green dice might have been placed in Town Defense Boxes and some with gray dice will be in Farm Defense Boxes. You will have some tokens left over in the Opposing Players' Defense Tokens pile that are not used this turn.

7.0 Winter

Winter was when the reputation of a Border Reiver was made. These were the "riding times" where there were livestock to be stolen, outlaws to be apprehended, and family reputations to be defended.

In *Border Reivers*, Winter consists of Notoriety placement by the Solo Player followed by eight attacks, two by the Solo Player and six by the Opposing Players. To resolve each attack, a target is selected, attack and defense dice computed, and then the attack is resolved. Combats can be one of four types (**Raid**, **Feud**, **Gaolbreak**, or **Battle**) and these attacks can cause Livestock to change hands, Notoriety to be gained or lost, and VP to be scored.

To provide the proper context for the rest of the rules in this section, a summary of the pros and cons of the four types of combat that can be initiated is shown below. The use of these four terms (**Raid**, **Feud**, **Gaolbreak**, and **Battle**) in rules and on cards always explicitly refers to just that one type of combat (e.g., the MAID LILLIARD card applies to **Battle** combats only and can never be used for a **Raid**, **Feud** or **Gaolbreak**).

RAID

Raids were attacks where the intent was to steal cattle and sheep held by another reiver family. Often initiated under the cover of darkness to make the initial theft of livestock easier, the biggest challenge was to get the stolen herd home before the warden's men on a "Hot Trod" could pursue and apprehend the thieving horsemen.

A **Raid** is an attack on a Farm Region that is best attempted where there are plenty of Sheep unprotected by Bastles and few defense dice provided by adjacent Permanent Defenses. In a **Raid** you are very likely to gain Cattle and Sheep but you will score fewer VP than with other attacks and you will not receive a Notoriety boost. You also run the risk of losing a Horse if a reiver is Captured or Hanged.

FEUD

After years of rivalry, thefts, and perceived injustices, the emotions between two rival families on the border would often boil over into a deadly feud. These direct attacks of one family on another could be very deadly, as evidenced by the hundreds of Maxwells slain by the Johnstones during the 1593 Battle of Dryfe Sands.

A **Feud** is an attack on a Family Seat where one of your Feud Cubes is present. Since the attacker receives an extra die for each such Cube at that location, the more poisoned the relationship the better. Choose to **Feud** when you want to score significant VP and are not afraid to risk losing Horses. The winner of a **Feud** combat (usually the attacker) also gets a significant boost in Notoriety over their opponent within that March.

GAOLBREAK

As the name implies, Gaolbreaks were attempts to free previously imprisoned reivers from a town gaol. With well-placed friends on the inside and enough horsemen approaching at night, even prisoners in walled towns such as Carlisle could be sprung loose (as occurred in 1596 during the famous Rescue of Kinmont Willie).

A **Gaolbreak** is an attack at a Town where one or more of your reivers have been captured. Since the attacker receives an extra die for each such captive at that location, the more possible

reivers to set free the better. A **Gaolbreak** scores less VP than a **Feud** but that is offset by the valuable addition of one or more Horses. Notoriety is gained much like in a **Feud** if one or more prisoners escape.

BATTLE

Throughout the 16th Century the rivalry between England and Scotland would heat up and one side or the other would send a major army to invade the other land. When these battles occurred, border horsemen were valued auxiliary troops that would fight alongside their national army as light horsemen known as “prickers.”

A **Battle** is an opportunity provided by an Event card that allows a reiver to pursue glory fighting for his native land, either England or Scotland. **Battles** vary in historical size with the larger ones offering the greatest chance of scoring hits to earn VP (but in those **Battles** it is also more likely for the other side to successfully block each hit). Successfully leading your nation can award you with a potentially huge Notoriety boost, especially in the largest **Battles**.

7.1 Solo Player Notoriety

For the first step of Winter, you will add Notoriety to Marches based on play of Held cards and on the Allied Graynes and/or Offices you have Recruited to your Family Sheet. Shrewd Notoriety allocations can set you up with Marches where you roll additional attack dice and score VP at the end of the turn.

NOTE: Although the Notoriety Tracks only go to the number 12, there is no actual limit on the possible Notoriety a family may have in a March. If a family’s Notoriety marker ever exceeds 12, leave one of their Cubes on the 12 space and start advancing a second Cube up from 0.

Follow the three steps below to place your Notoriety.

PLAY HELD NOTORIETY CARDS

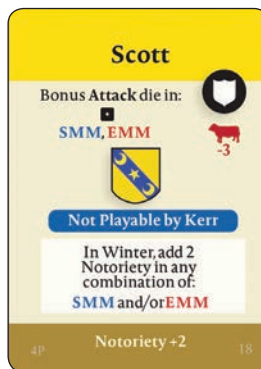
There are a number of Summer Cards that can be Held for play for “when it is your turn to place Notoriety...” Such a card can only be played now during the first round of Winter. Apply the indicated effects and then add the card to the Summer Cards Out-of-Play pile.

UPDATE NOTORIETY FROM OFFICES



About two-thirds of the Offices allow you to add 2 or more Notoriety to Marches on your side of the border. These increases can be spread as desired among the legal choices shown on this Office. For each point of Notoriety being placed, advance your Cube on the Notoriety Track in a legal March by 1 space.

UPDATE NOTORIETY FROM ALLIED GRAYNES



All Allied Graynes allow families to add at least 1 Notoriety to a March. Notoriety from Allied Graynes is usually applied to the Middle or West Marches but can be placed either in England or Scotland. These increases can be spread as desired among the legal choices shown on this Allied Grayne. For each point of Notoriety being placed, advance your Cube on the Notoriety Track in a legal March by 1 space.

7.2 Assemble Target Deck

The attacks taken by each Family (including the Solo Player) are determined through the use of each Family’s six Target Cards. The characteristics of each Target Card determine the type(s) of combat families can initiate and where on the map this attack can take place.

GAMEPLAY TIP: Selection of targets is an important consideration each combat round. You should consider these questions (and more) when deciding which target to choose:

- Is there an event that makes **Feuds** or **Gaolbreaks** more effective?
- Can I fight a **Battle** for England or Scotland before any of the other families hailing from my side of the border?
- Am I expecting to roll a lot of dice for this combat (if so, I should play a card that gives +1 on each attack die)?
- Do I have a March where I will get extra dice from being in 1st or 2nd place in Notoriety?

Assemble an eight-card deck of Target Cards as follows:

- At random, draw two unused Target Cards from each of your opponents (do not look at them).
- Now select two of your own Target Cards that you want to use for attacks this winter.
- Shuffle all eight of these cards and keep them out of sight so you cannot see which player’s card is on top.

7.3 Resolve Each Attack

The eight cards in the Target Deck are now revealed one at a time. The attack (if any) triggered by that Target Card is resolved entirely before any other cards are flipped over. Target Cards are used differently by the Solo Player and Opposing Players: use the rules in *either* Section 7.4 *or* Section 7.5 below to establish a final target depending on whose Target Card has been revealed. Computing combat dice and resolving combat is the same regardless of who the attacker is, so jump to Sections 7.6 and 7.7 for the last few steps on resolving any combat.

7.4 Solo Player Attacks

When one of your own Target Cards is revealed, your next step is to lock onto a specific final attack target and combat type, based on the information shown on your Target Card.

PLACE ATTACK INDICATOR



Take your Attack Indicator for this round of combat and move it onto the map, arrow side up. The arrow should point to the final target for this attack:

Raid The final target is a Farm Region.

Feud The final target is a Family Seat.

Gaolbreak The final target is a Town.

Battle The final target is a Battle.

You may not choose a final target that was selected earlier in the turn. **Exception: Battles** can be selected as targets twice as long as one selecting family is English and the other is Scottish.

The final target must also be eligible based on the Target Card that was drawn from the top of the deck in 7.3, which means it must adhere to these rules:

- If the Target Card is one of the three entitled “Target XXX March,” a **Raid** or **Battle** may be chosen in the Marches shown in the “Targets” section of that card that list the desired attack type (and it is not the out-of-play English or Scottish East Marches). (*Example: In the card shown at right a Raid can be chosen in the English West March; a battle can be chosen in that March plus the Scottish Middle March.*) These cards can also be used to select a **Feud** or **Gaolbreak** anywhere one of their Cubes is present (as shown at the bottom of the card).
- If the Target Card is the “Reiver” card, any Farm Region on the map (including the Debateable Land, but not including the East Marches) may be targeted for a **Raid** and the attacker will gain +1 to all dice rolled. Other attack types may not be chosen with this card.
- If the Target Card lists the Family name (as shown to the right), a **Feud** or **Gaolbreak** may be targeted anywhere that one of their Cubes is present, and the attacker will gain +1 to all dice rolled. This card may also be used for a **Raid** on any March, but the +1 bonus is lost.
- If the Target Card lists “English” or “Scottish”, any Battle on the map may be targeted and the attacker will gain +1 to all dice rolled. This card may be used for a **Raid**, **Feud**, or **Gaolbreak** in a March across the border, but the +1 bonus is lost.



Finally, the special **Battle** RISING OF THE NORTH can be chosen as if it was a **Battle** in their Home March. The Solo Player targeting this card has the choice of representing the Catholics or the Protestants (based on what bonus they want to receive if they win). However, it is possible that the Opposing Players may have already committed to this **Battle** and taken the Catholic side so in that case, the Solo Player can only choose the Protestant side.

COMMIT HORSES

Once the Attack Indicator is in place, the attacker takes 1 or more available Horses from the box in their March and moves them adjacent to the Attack Indicator to show that they are also part of the attacking force. At least 1 Horse must be committed to each attack and if this is your first attack of the Winter, at least 1 available Horse must be left back in the box so that Horse can lead the second attack. If a player enters Winter with only 1 Horse, they may attack only when their first Target Card is drawn.

REVEAL DEFENSES/USE WARDEN

(skip this step entirely if a Battle has been targeted)

Next, the attacker flips over the Defense Token protecting the target. Defense Tokens with only gray dice symbols contribute to Farm Region defense with their usual number of dice in the Solo game, as do Defense Tokens with all green symbols in Towns or Family Seats. If your target is not a **Battle**, then just after you reveal the Defense Token at the target site, roll a die. If the die roll is less than the number of dice provided by that Defense Token, the Warden for that March appears to aid this defensive effort. Do not move any Defense Tokens. However, do add a +1 die roll modifier (DRM) (in addition to any DRM from a Warden Defense Token here) to each defensive die rolled, including those from permanent defenses. After a Warden for a March has appeared, remove that player’s Warden card from the game as a reminder that this player has expended his “once per game” ability to send his Warden in defense. You no longer need to roll for the appearance of the Warden in response to any attacks on this March.

PLAY HELD ATTACK CARDS

You may now further boost your chances by playing one or more Held Summer cards that are appropriate to this combat type. Resolve the card as per its instructions.

7.5 Opposing Players’ Attacks

In the Solo game, attacks by Opposing Players are only resolved if they target either the Solo Player or a **Battle**. The subsections below—organized by Target Card type—contain step-by-step instructions walking you through how to resolve each attack (and helping you determine which Target Cards can be ignored). The general considerations presented first apply to any Opposing Player attack, regardless of the Target Card drawn.

GENERAL CONSIDERATIONS

- ATTACK INDICATORS:** Place Attack Indicators as usual to ensure that targets are not attacked more often than allowed in a single turn.
- SOLO PLAYER DEFENSES:** If the attack targets the Solo Player’s March, choose whether you want to expend your Warden card (by placing it in the Target Discards pile) in order to move or swap in a different Defense Token and/or to gain a +1 die roll modifier on all your Defense dice (you need not move Defense Tokens to gain the die roll modifier). Any move or swap of tokens undertaken must result in all tokens ending up in a valid final location (e.g., only tokens with green dice can be in a Farm Region; grey

dice are required for a token occupying a Town or Family Seat slot). Tokens may not be moved or swapped if they were on the Family Sheet when the attack was declared. Moving/swapping of a Defense Token falls into one of these three cases:

- » **MOVE:** Possible if the target location is not defended by a token. Any token with properly colored dice symbols elsewhere in the March may move to the target.
 - » **SWAP:** A Defense Token elsewhere in the March is exchanged with the one at the target.
 - » **REPLACE:** A Defense Token elsewhere in the March replaces the one at the target and the previous token is moved back to the Family Sheet because it does not have the properly colored dice to swap into this other spot.
- **DEFENSE CARD PLAYS:** The Held cards WARDEN'S TITHE and HEAVY SNOWS may be played at this time.

ENGLISH/SCOTTISH TARGET CARD

1. **RANDOM BATTLE:** Determine if there is a **Battle** that this family can target. If so, this opponent attacks it with a +1 DRM rolling the Base Attack Dice computed in Autumn plus any combat dice from Notoriety in this March. (If more than one **Battle** is possible, determine which one is attacked at random.) VP are not scored; just record the number of hits so Post-Combat Awards can be granted. If one of the possible targets is the RISING OF THE NORTH, an opposing player always targets the Catholic side if available, the Protestant side if the Catholic side has already been targeted.
2. **NO ATTACK:** If no **Battle** is available this Target Card is ignored.

FAMILY TARGET CARD

1. **FEUD OR GAOLBREAK:** Determine if there is a **Feud** or **Gaolbreak** Cube from this family in the Solo Player's March. If so, this opponent attacks one of these (if both **Feud** and **Gaolbreak** Cubes are present they attack the target with the most Cubes; determine randomly if there is a tie). The attack is resolved with a +1 DRM and gains dice from the Base Attack Dice computed in Autumn, any combat dice from Notoriety in this March, and one die per Feud or Gaolbreak Cube from that player at the target. (Remove Feud Cubes after these dice are computed). Resolve the attack as usual but VP are not scored for the opponent.
2. **NO ATTACK:** If no **Feud** or **Gaolbreak** against the Solo Player is available for this opponent, ignore this Target Card.

REIVER TARGET CARD

Immediately roll a die and use that to determine which of the three cases below applies:

- 1 to 2** **NO ATTACK:** Ignore this Target Card.
- 3 to 5** **RAID:** This opponent attacks the Solo Player with a **Raid** with a +1 DRM. The Farm Region targeted is determined by computing the following value for each of the Solo Player's Farm Regions that have not yet been attacked this turn:

[Number of unbastled Sheep] – [Number of dice this region gains from Permanent Defenses]

Example: A farm region has 3 Sheep, 2 of them unbastled. A Castle Garrison (2 defense dice) and 1 Peel are adjacent to the area. The value in this case is: 2 (for the unbastled Sheep) minus 3 (for the Permanent Defenses) which equals -1.

The region with the highest such value is targeted; roll randomly to determine the Region if there are several regions tied with the same "highest" value. The attack gains dice from the Base Attack Dice computed in Autumn, any combat dice from Notoriety in this March, and one die for each unbastled Sheep.

If the opponent scores Sheep hits move the Sheep stolen to their March. Sheep are placed in Farm regions chosen by the Solo Player within this opponent's March. Place one Sheep in each region before adding a second Sheep to any region.

6

FYRE TO THE DOOR RAID: Same as a roll of "3 to 5" above except the values are calculated based on the *total* number of Sheep in each region (whether bastled or not). Before computing attack dice, flip up any Sheep in this region that had bastles; these defenses have been lost.

TARGET "X" MARCH TARGET CARD

Review these possible attacks in order, resolving the first one below that is possible:

1. **HOME MARCH BATTLE:** If this opponent could target a **Battle** in their Home March, they choose to fight that **Battle** rolling the Base Attack Dice computed in Autumn and any combat dice from Notoriety in this March. VP are not scored; instead, just record the number of hits so Post-Combat Awards can be granted.
2. **RAID DEBATEABLE LAND:** If this Target Card lists the Debateable Land as a valid target and that Farm Region has not yet been **Raided** this turn, this opponent attacks the Debateable Land. Do not roll dice to resolve this attack. Instead place their Attack Indicator here to show it has been attacked and immediately award them the two Sheep. Sheep are placed in two different Farm regions chosen by the Solo Player within this opponent's March.
3. **RAID SOLO PLAYER:** If this Target Card lists the Solo Player's March, it is targeted with a **Raid**. Resolve this attack as specified in the Reiver Target Card "3 to 5" result listed above (except the attack does not gain a +1 DRM).
4. **RISING OF THE NORTH:** If the RISING OF THE NORTH event is in play and one side of that **Battle** has not yet been targeted, this opponent targets that **Battle** now (choosing the Catholic side if both are available). This opponent attacks with the Base Attack Dice computed in Autumn (only). VP are not scored; instead, just record the number of hits so Post-Combat Awards can be granted.
5. **NO ATTACK:** If none of these three attacks was possible, ignore this Target Card.

7.6 Compute Combat Dice

Once the Solo Player target is locked in or an Opposing Player's Target Card is known to be resulting in an attack, then assemble the attack and defense dice needed to resolve this combat. Use the boxes in top left corner of your Family Sheet to facilitate gathering the dice.

The sources of attack and defense dice for a combat vary based on both the attack type and whether or not it is being initiated by the Solo Player or an Opposing Player. See the following four tables for a complete breakdown on populating these Attack dice boxes, paying particular attention to the headings in RED which describe when they apply.

ATTACK DICE	ALL Attacks
Notoriety	2 dice if in sole possession of 1 st in Notoriety in this March. 1 die if 2 nd place or tied for 1st place. (None if tied for 2 nd).

ATTACK DICE	Attacks of Proper Type (Raid, Feud, Gaolbreak)
Raid Sheep	1 die for each Sheep without a Bastle in the target Farm Region.
Feud Cubes	1 die for each of the attacker's Cubes in the "Feuds with" box in this Family Seat. Return these Cubes to the attacker after computing these dice.
Gaolbreak Cubes	1 die for each of the attacker's Cubes in the "Reivers in Gaol" box in this Town. Leave these Cubes in place; they might be freed if the attack is a success.

ATTACK DICE	Solo Player Attacks
Allied Grayne	Use "Bonus ATTACK die in" for this March on the Allied Grayne card. (If this grayne is the Armstrongs or Elliotts, cattle may be expended at this time for extra Attack dice. Allied Graynes that add extra combat dice for attacks in "any March" may not add dice to the Rising of the North Battle.)
Reiver	Use "Bonus ATTACK dice" for this Combat Type on the Reiver card. (If the Reiver is Ralph Eure, 3 cattle may be expended at this time for 1 extra Attack die.)
Horses	1 die for each Horse committed to the attack.
Offices	2 dice if the bonus from CAPTAIN OF BERWICK or KEEPER OF LIDDESDALE is allocated to this attack. Each Office can only be used once per turn.
Held Attack Cards	See effect text from card for details.

ATTACK DICE	Opposing Player Attacks
Base Attack Dice	1 die for each die in the Base Attack Dice box on the Opposing Players' Draft Sheet

NOTE: Three Defense Tokens *halve* the number of dice that the attacker will roll. Apply this effect after all other adjustments to the number of dice and round up in favor of the attacker.

Assemble the Defense dice in the same fashion, using the table below to determine the dice to be rolled against this attack.

DEFENSE DICE	Instructions for Computing these Dice
Peels	1 die for each Peel adjacent to the Farm Region targeted by this Raid .
Castle Garrison	2 dice for each Castle Garrison adjacent to the Farm Region targeted by this Raid .
Defense Token	1 die for each dice icon on the Defense Token. If both green and gray dice icons appear, use the proper color for this type of attack (i.e., green dice icons if this is a Raid ; gray dice icons if a Feud or Gaolbreak). Add 1 die if this is a Gaolbreak occurring in a Walled Town (either Berwick or Carlisle).
Battle Dice	1 die for each die icon present on the Battle Event card.

7.7 Resolve Combats

To resolve any combat, roll all the dice that were allocated for the attacker and defender in 7.6.

ATTACKER +1 DIE ROLL MODIFIERS: With certain target cards, the attacker adds +1 to the number shown on each die rolled. Due to these modifiers, results of "7" may occur; treat those as if a "6" had been rolled instead.

DEFENDER DIE ROLL MODIFIERS: The defender receives a +1 die roll modifier for each of these situations:

- A Warden Defense Token is defending this target.
- The defender has played his Warden card in response to this **Raid**, **Feud** or **Gaolbreak** in his Home March.



This die roll modifier applies to all defensive dice rolled, regardless of whether they came from a Defense Token or a Permanent Defense. These two modifiers are cumulative, meaning that if both are true, all of the defender's dice are adjusted by +2. In this case it is possible to receive a result of "8;" treat those as if a "7" is the result instead.

DETERMINING RESULTS, USING REROLLS: Based on the type of Combat, each roll is evaluated and the immediate results are determined as shown by either the "Roll of X" lines below or by looking at the Combat Results Chart. Some events and Offices may allow families to reroll dice if the result was a "Miss." You must pick a single source (e.g., Held attack card, Event card,

Office, the Warden Robert Carey) for any rerolls you are taking and once that has been chosen, you cannot take additional rerolls from a second source. In addition, each Miss may only be rerolled once, even from a single source of rerolls. Both sides should roll their dice before either decides on rerolls. Always assume that the Opposing Players opt to use rerolls whenever possible (Event cards and Robert Carey are the only possible source for Opposing Players).

NOTE: MARY QUEEN OF SCOTS rerolls may not be used during Raids on the Debateable Land. Rerolls from either MARY QUEEN OF SCOTS or ROUGH WOOING may not be used at the Rising of the North Battle.

RAID AND FEUD DEFENSE ROLLS: Modified defense rolls of exactly 6—or rolls of 7 or higher—against **Raid** and **Feud** attacks trigger a powerful result the first time they occur and lesser results afterwards. To properly reward the defending player, resolve all modified rolls of 7+ first, then modified rolls of 6, then modified rolls of 5.

APPLYING RESULTS: Many of these outcomes award VPs to the attacker or defender. If you are the recipient of these VP, move your VP marker on the VP track and record the VP award on the Score Sheet. *Ignore any VP scored by the Opposing Players.* Finally, Post-Combat Awards are granted based on the type of combat and which side is determined to be the winner.

CLEANUP: Attacking Horses from Solo Player attacks are returned to the box in the Solo Player's March but are flipped on their side to show they are not available until a future turn. Flip the Attack Indicator for the combat over to its reverse side to show that the combat has been resolved. All Attack cards played in this combat are moved to the Summer Cards Out-of-Play pile. The Target Card assigned to this combat is moved to the Target Discards pile and is out of the game.

RAID

Attack Dice

Roll of 1, 2: Miss

Roll of 3, 4: CATTLE HIT, award 1 VP if not blocked.

Roll of 5, 6: SHEEP HIT, award 2 VP if not blocked.

Defense Dice

Roll of 1, 2, 3, 4: Miss

Roll of 5: BLOCK. A block nullifies the most common hit (between Cattle and Sheep) until they are equalized. If tied, nullify a Cattle hit. (**Example:** *The attacker has 3 Sheep hits and 2 Cattle hits. The first block nullifies a Sheep hit so the hits become 2 of each. The next Block nullifies a Cattle hit to make it 2 Sheep hits, 1 Cattle hit.*)

Roll of 6: First roll of a 6 is a CAPTURE. Subsequent 6s are BLOCKs (as if a 5 was rolled). If a CAPTURE occurs, the attacker loses 1 Horse; add a Cube from the attacker in the Reivers in Gaol box in the defender's Town.

Roll of 7: First roll of a 7 is HANGED. Subsequent 7s are CAPTUREs (as if a 6 was rolled). If a HANGED result occurs, the attacker loses 1 Horse and the defender gains 6 VP.

NOTES:

1. Ignore Horses lost in attacks by the Opposing Players.
2. CAPTURE and HANGED results are not also BLOCKs. They have no effect on the number of hits scored by the attacking player.
3. When attacking, the Solo Player can never lose more Horses than were initially sent on this Raid. There is no limit on the number of Cubes that can be added to the Reivers in Gaol box.

Post-Combat Awards

CATTLE: When attacking the Solo Player gains one Cattle for each unblocked Cattle hit from the bank. When the Opposing Players score unblocked Cattle hits, remove Cattle from the Solo Player's Family Sheet until none remain.

NOTE: Cattle are never received as a Post-Combat Award from Raids on the Debateable Land; however, VP are scored from the Cattle hits here as usual.

SHEEP: The attacker gains one Sheep for each unblocked Sheep hit from the target region. Sheep protected by Bastles cannot be stolen in this manner. If more Sheep hits remain after the unbastled Sheep have all been taken, those hits still score VP, but no additional Sheep are lost. Sheep stolen by the Solo Player in a **Raid** are removed from the target Farm Region and distributed as desired by the Solo Player into one or more Farm Regions of their own March. Sheep stolen by an Opposing Player are handled in a similar fashion though it is the Solo Player who gets to choose which Farm Region(s) they are placed in within the attacker's March.

FEUD CUBES: If the attacker gained at least 1 VP in the attack, the defender has gained a new **Feud** with that attacking family. Add one of the defender's Cube to the Feud box in the attacking family's March.

FEUD

Attack Dice

Roll of 1, 2, 3, 4: Miss

Roll of 5, 6: HIT, award 3 VP if not blocked.

Defense Dice

Roll of 1, 2, 3, 4: Miss

Roll of 5: BLOCK. A block nullifies one of the attacker's hits.

Roll of 6: First roll of a 6 is a HIT, award 3 VP and the attacker loses 1 Horse. Subsequent 6s are BLOCKs (as if a 5 was rolled).

Roll of 7: HIT, award 3 VP and the attacker loses 1 Horse.

NOTES:

1. Ignore Horses lost in attacks by the Opposing Players.
2. When attacking, the Solo Player can never lose more Horses than were initially sent on this Feud.

Post-Combat Awards

Whichever side scored more hits gains 2 Notoriety in this March (or 4 Notoriety if Ill Week event is in play). The losing side drops by 1 Notoriety (but not below 0) in the March. If both sides scored the same number of hits no Notoriety change occurs.

GAOLBREAK**Attack Dice**

Roll of 1, 2, 3, 4: Miss

Roll of 5, 6: HIT, award 2 VP if not blocked. Remove 1 of the attacker's Cubes in the defender's Reivers in Gaol box for each hit. Attacker also gains 1 Horse from the bank which is placed standing up in their Horses box for each hit *but never more than twice as many Horses as the attacker had Cubes in this Gaol* at the start of the combat. If more hits occur than the number of Cubes at the start of the combat, those hits still score 2 VP each.

Defense Dice

Roll of 1, 2, 3, 4: Miss

Roll of 5, 6: BLOCK. A block nullifies one of the attacker's hits.

Roll of 7: HANGED. The attacker loses 1 Horse and the defender gains 6 VP. If the attacker still had at least one Cube in the defender's Reivers in Gaol box after the HITS were applied, remove 1 Cube now.

NOTES:

1. Ignore Horses gained or lost in attacks by the Opposing Players.
2. HANGED results are not also BLOCKS. They have no effect on the number of hits scored by the attacking player.
3. When attacking, the Solo Player can never lose more Horses than were initially sent on this **Gaolbreak**.

Post-Combat Awards

If the attacker freed at least one Cube from Gaol they gain 2 Notoriety in this March (or 4 Notoriety if Ballad of Kinmont Willie event is in play) and the defender drops by 1 Notoriety (but not below 0) in the March.

BATTLE**Attack Dice**

Roll of 1, 2, 3, 4: Miss

Roll of 5, 6: HIT, if not blocked award the number of VP specified on the Event card for this **Battle**.

Defense Dice

Roll of 1, 2, 3, 4: Miss

Roll of 5, 6: BLOCK. A block nullifies one of the attacker's hits.

Post-Combat Awards

FIRST ATTACK: Post-combat awards are not awarded when the first attack on a **Battle** card is resolved. Instead, add Cubes next to the attacker's Attack Indicator as a reminder of the number of unblocked hits scored (so 3 Cubes if 3 unblocked hits were achieved). Leave these Cubes in place until a second attack occurs or until you know this was a Battle contested by only one side (see 7.8).

SECOND ATTACK: Once the second attack on this Battle card has been resolved players will know whether it was the first or second attacker who scored the most unblocked hits. That family gains Notoriety in this March equal to the value shown on the Event card. If both sides scored the same number of unblocked hits, each family gains half of the Notoriety listed on the card. The Event card for this Battle can then be discarded and both Attack Indicators returned to their respective families.

If no family makes a second attack on this **Battle**, then the first family becomes the winner at the end of Winter (see 7.8).

RISING OF THE NORTH: Post-Combat awards for this Battle are an exception to the rule above; these awards are not granted at all if the two sides tie in the number in unblocked hits. Also note that this **Battle** has unique post-combat awards either granting expended Horses to a Protestant winner or Notoriety in the March of your choice to a Catholic victor. Award these benefits as usual if the Solo Player wins this battle. However, if the Opposing Players win as the Protestant, instead of receiving 3 Horses, add 1 to their Base Attack Dice immediately. And if the Opposing Players win as the Catholic, award their 3 Notoriety using the procedure for adding Notoriety found in Section 6.4.

7.8 Battle Awards

Some **Battles** may not have been contested by both possible sides. Granting of Post-Combat Awards for these **Battles** occurs here at the end of Winter.

COMPLETELY UNCONTESTED BATTLES

If there are **Battles** that were not contested on *either* side, simply discard that event by moving it to the Event Discards pile.

CONTESTED BY ONLY ONE SIDE

If a **Battle** was contested by only one side, that side is declared the winner at this time, even if they did not score any unblocked hits. Award that family with the Post-Combat Awards outlined in Section 7.7. All these awards can be granted simultaneously except if the Catholic side won the RISING OF THE NORTH. In that case award that benefit (+3 Notoriety in any one March) last.

8.0 Spring

The onset of Spring allowed livestock to disperse to the hills, bringing an end to the raids and allowing the borders to begin the process of renewal.

In the game, you spend Spring resetting for the next turn and recapping the previous turn by updating your score. Unlike in a multiplayer game, there are no Bonus Actions in a Solo Game.

8.1 Reset

During the end of turn reset, undertake these actions:

- **ATTACK INDICATORS:** Any of these markers still on the map are returned to their owner.
- **HORSES:** All flipped down Horses are returned to a standing position in your Horses box.
- **DEBATEABLE LAND:** The Farm Region in the Debateable Land is set to exactly 2 Sheep.
- **DISCARD EVENTS:** The current events are discarded to the Event Discards pile.
- **DEFENSE TOKENS:** Return your own Defense Tokens to your Family Sheet and move all other Defense Tokens off of the map to the Opposing Players' Defense Tokens pile on the Solo Playaid.

You can skip all the reset activities listed above during the Turn 3 Spring since there is no upcoming turn for which to prepare.

8.2 Score VP

“The Border ballads are world famous. They are earth poetry. That they survived in such quantity is due largely to the industry and enthusiasm of Sir Walter Scott, who saved them from oblivion... For those who can take the ballads—and not everyone can—they provide a haunting impression of the Border spirit, captive and restless in a hostile world, sometimes breaking free in exhilarating imagination, but always returning to the resigned sadness of the North.”

Steel Bonnets: The Story of the Anglo-Scottish Border Reivers by George MacDonald Fraser

Although VP from combat successes accrue during Winter, the final accounting takes place in the Spring. Perform these scoring activities at this time:

- **REIVERS IN GAOL:** Add 2 VP to your score for each Cube in your town's Gaol.
- **SCORE NOTORIETY VP:** VP are awarded based on the ranking of your Notoriety in each of the seven Marches (including the Debateable Land) compared to the other families. VP are awarded if you are in first or second place and scale based on the current turn:

MARCH NOTORIETY VP SCORING

Turn	1 st Place	2 nd Place
1	3	1
2	6	2
3	9	3

If you are tied for 1st place in a March, you drop down and receive the 2nd place VP instead. If you are tied for 2nd place in a March, you gain no VP.

- **SPRING CARDS:** If this is Turn 3, you can now play one or more of the five Border Ballad Spring cards to gain additional VP.
- **RECORD END-OF-TURN VP TOTALS:** Scoring for the turn is now complete. Ensure that all VP are recorded and totaled for the turn on the *Border Reivers* Score Sheet.

8.3 Base Attack Dice Reduction

If this is Spring of Turn 1 or 2, halve the number of dice in the Base Attack Dice box (rounding down so fewer dice remain).

Example: There were 5 Base Attack Dice at the start of Spring. They are now reduced down to just 2 dice.

9.0 End Game Scoring

At the end of Turn 3, you are awarded additional VP based on the Livestock you have accumulated. These VP are added to arrive at your final score.

9.1 Livestock Scores

Add VP for the Livestock you possess as follows:

- **HORSES:** Gain 3 VP for every 2 Horses in your possession (an odd Horse is ignored).
- **SHEEP:** Gain 2 VP for every 2 Sheep in your possession (an odd Sheep is ignored).
- **CATTLE:** Gain 1 VP for every 2 Cattle in your possession (an odd Cattle is ignored).

9.2 Checking your Victory Level

Look up your final score in the table below to determine how famous you have become through your Solo efforts as a Border Reiver. Results of 160 VP or higher are considered to be victories.

SCORE	WIN?	VICTORY LEVEL
99 and below	Loss	Ill-Drowned Geordie
100 to 119	Loss	Nebless Clem Croser
120 to 139	Loss	Fingerless Will Nixon
140 to 159	Loss	Young Scrope
160 to 169	Win	Archie Fyre the Braes
170 to 179	Win	Bold Buccleuth
180 to 189	Win	Jock of the Peartree
190 to 199	Win	Sir Robert Carey
200 and up	Win	Kinmont Willie

Example of Play

Thomas finished in third place in a recent six-player *Border Reiver* session, narrowly behind the winner. Before the group gets together again, he wants to try a Solo game to improve his play. He once again chooses to control the Dacre family.

Setup

SOLO PLAYER: Following along with the setup instructions in 3.0, Thomas completes the setup for the Dacre Family Sheet and the English West March. He is careful to only take a Deputy Warden Defense Token (and no Rumor Defense Token) since that is an obvious difference from the setup for the Multi-Player Game.

OPONENTS: He then sets up the six stacks of Target and Warden Cards related to the three Opposing Players.

MAP: Next placed are items that go out on the map: one Sheep in each of the sixteen Farm Regions (plus two in the Debateable Land) and three Cubes from each player (to represent a Feud, a captured reiver, and their initial Notoriety).

CUPS AND DRAW PILES: The chits used for randomization of the Opposing Players are set up next. First, two separate opaque containers are filled with:

- Notoriety Draw Cubes (7 for each opponent)
- Permanent Defense Tokens (4 for each opponent)

Then, the tokens listed below are placed in the appropriate boxes on the Solo Playaid:

- Opponent Defense Tokens (all 6 Rumors, 5 Deputy Wardens, 6 others without a “4P” mark)
- Farm Region Tokens (8 for each opponent)

Finally, a draw pile for Available Defense Tokens that can be recruited through Summer Card play is created from the 12 remaining Defense Tokens (which all have a “4P” mark).

SUMMER CARDS: The last step is to configure the Summer Decks for each of the three turns:

1. The ten cards that are replaced for the Solo game are taken out-of-play and the corresponding Solo cards added.
2. The eight cards with neither a “4P” nor a “?” in the lower left corner are removed from each deck.
3. Each of the decks (34 cards in each) is shuffled.

EVENT CARDS: The 3 events not applicable are removed from the Event Deck; the remaining 9 cards are shuffled.

Summer – Populate Discard Pile

Play is ready to begin. Thomas deals the top 7 Summer Cards into the Summer Cards Discard pile. He doesn’t know it yet, but the cards placed there are as follows:

- #5, Henry Percy
- #8, Early Defenses
- #11, Bishop of Carlisle
- #13, Keeper of Liddesdale
- #25, Shiels
- #31, Signal Fires
- #37, Duke of Albany

Summer - First Draft

Now Thomas gets to reveal the first cards that he can consider drafting:

- #1, Johnnie Armstrong
- #14, Keeper of Tynedale
- #35, Defensible Church

Now the obvious play is to draft Johnnie Armstrong with his lofty 2 Raid rating to power up your raiding game for the first few turns. But the more nuanced play is to draft Keeper of Tynedale. Although this card’s ability doesn’t trigger until the end of the Turn 2 and 3 Summers, it does allow Thomas to choose his Discard Round strategically those turns, moving an expensive card into the Discard Pile and then retrieving it with the Keeper at no Cattle cost. Thomas chooses #14, Keeper of Tynedale, places it on his Family Sheet in the Office #1 box and pays the 4 Cattle to the bank. Johnnie Armstrong is placed face-up in the Attack box on the Opposing Player Draft Sheet; Defensible Church is similarly placed in the Bastles box.

Summer - Second Draft

The cards for the next round of drafting are:

- #18, Scott
- #27, Scottish Highland
- #30, Signal Fires

More tough decisions. The Scott card can be very strong if paired with Bold Buccleuth, but that reiver doesn’t come out until Turn 3. It is also important to grab an Allied Grayne sometime during Turn 1, because the Solo Player has a nice advantage of always placing Notoriety last. But Thomas is worried about spending 7 of his 8 Cattle on the first two drafts—and is hoping for a West March Grayne—so he drafts #30, Signal Fires and places his castle garrison at Bew Castle. His cattle drops 1 to 3 and Signal Fires goes into the Summer Cards Out-of-Play pile. Scott and Scottish Highland are placed on the Opposing Players’ Draft Sheet which looks like this:



Summer - Third Draft

The cards for the next round of drafting are:

- #16, Captain of Berwick
- #24, Chillingham Cattle
- #42, Foggy Night

Finally an easy choice! Thomas can't take the Captain—he already has drafted an office. And he needs Cattle for unrestricted drafting later this turn. So #24, Chillingham Cattle it is. His Cattle total jumps to 9 and the card is placed in the Out-of-Play pile. The other two cards, both Attack +2, join Johnnie Armstrong in the Attack box.

Summer - Fourth Draft

Thomas then flips these three cards for the fourth draft:

- #6, Earl of Angus
- #12, Provost of Dumfries
- #28, Border Cheviots

Well Provost is out (“Must be Scottish to play”), so that card is put on the Opposing Players’ Draft Sheet immediately. Choosing between the other two is trickier. 3 new Sheep could be a boon economically, but Thomas decides he doesn't yet have the defenses to protect them. So he drafts #6, Earl of Angus and places that in the Warden space of his Family Sheet, paying the required 1 Cattle to the bank. Border Cheviots joins Scottish Highland on the Opposing Players’ Draft Sheet. At least that should make for some extra Sheep in opposing Marches to afford better Raid targets.

Summer - Fifth Draft

And now for the fifth draft:

- #9, Early Defenses
- #29, Signal Fires
- #38, Devil's Beeftub

For the first time, Thomas is tempted to dump this set of three cards into the Summer Cards Discard pile. He has already drafted two defensive cards, so the first two are not of great interest. Devil's Beeftub is tempting, however. In the large Raids you can get by Turn 3, it can add 10 or more VP. So he decides to draft it, boosting his Cattle back up to 9. Thomas also makes a mental note to save his Reiver Target Card (with its +1 die roll modifier) for the final turn to play at the same time. Devil's Beeftub is placed face up on his Family Sheet (there is no need to keep cards hidden in the Solo game). Two more draft rounds—he wants a Reiver or Grayne from one of those!



And the other two cards fill the empty slots (Defense Tokens and Permanent Defenses) for his opponents.

Summer - Sixth Draft

Well a Grayne does come up in the next draft:

- #17, Forster
- #39, Local Guide
- #41, Maid Lilliard

...but not the West March Graynes (Carleton and Johnstone) he was hoping to see. It's a risk, but he decides to discard this card set. The chances that either a West March Grayne or a Reiver appears in the final three cards seems high. These three cards all go into the Summer Card Discards pile (where he might retrieve one later with Keeper of Tynedale)—no cards go to the opposing players in this sixth round.

Summer - Final Draft

And the final round cards are:

- #19, Johnstone
- #20, Carleton
- #23, Galloway Cattle

Success! Thomas' patience has paid off. He drafts Johnstone (figuring that the extra Notoriety placement from that family is worth slightly more than Carleton's ability to add a combat die in the Debateable Land). He pays 3 Cattle, ending the Summer with 6. Carleton is added to the Opposing Players' Draft Sheet. He reads the bottom of Galloway Cattle and sees "Opponents immediately add random card from discard." He draws #17, Forster and adds it to the Attack pile. Galloway Cattle is then placed out-of-play, its effect having been triggered.

Summer - Final Cards

By rule, the last six cards in the Turn 1 Summer Deck are awarded to the Opposing Players. Two of them trigger immediate effects:

- #15, Abbot of Kelso has an ongoing effect and is placed on the Solo Playaid in the Opposing Players' Cards in Play box.
- #s36, Day of Truce awards Notoriety to Thomas' opponents immediately. He draws a light blue and dark blue Cube from that cup, awards 2 more Notoriety to Maxwell and Kerr in their Home Marches, and then places the drawn Cubes in the Opposing Players' Cubes Drawn box on the Solo Playaid. Day of Truce is added to the Out-of-Play Pile.

The other 4 are added to the draft sheet, which ends Summer looking like this (with cards sorted in numerical order):



Autumn

ECONOMIC UPDATE: Thomas gains 3 Cattle for a total of 9.

DRAW EVENTS: This turn's events are:

- #4, Ancrum Moor (placed in SMM)
- #7, Rough Wooing (placed in Current Events Area with 4 dice).

PLACE SOLO PLAYER DEFENSES: Thomas allocates the Earl of Angus to the Eden Valley and his Deputy Warden to Caldew Valley—his two farm regions most likely to be attacked since they have no Permanent Defenses.

OPPONENTS USE DRAFTED CARDS: Working across the Opposing Player's Draft Sheet from left to right:

- **ATTACK:** Total is +13. Dividing by 3 that yields 4. Four dice are placed in the Base Attack Dice box; these Attack cards are placed out-of-play.
- **NOTORIETY:** Three +2 cards are resolved as follows:
 - » **Fenwick Cube:** Rolls are 3, 5. Second die takes lead in Debateable Land—2 Fenwick Notoriety placed there.
 - » **Kerr Cube:** Rolls are 3, 4. Neither die takes lead so 2 Kerr Notoriety to EMM.
 - » **Fenwick Cube:** Rolls are 1, 5. Neither die takes lead so 2 Fenwick Notoriety to SWM.

- **SHEEP:** Four added per draws from the Farm Region Tokens for Sheep Placement box (all regions drawn move right into the Bastling box). Regions drawn are: SMM (Tweeddale), SWM (Eskdale, Annandale x2)
- **BASTLES:** The four Sheep placed in the step above are placed on their sides. The four Farm Region tokens slide to the left into their original box.
- **DEFENSE TOKENS:** A random draw awards the Riding the Bound Defense Token to the Opposing Players. This token is added to their pile of tokens on the Solo Playaid.
- **PERMANENT DEFENSES:** Two Peels are drawn from the cup: Belsay (EMM) and Lunelly Tower (SWM). Both are placed on the map in the correct location.

The 18 Defense Tokens are drawn off the Solo Playaid and randomly placed to cover the boxes in the SWM, SMM and EMM.

Winter – Solo Player Notoriety

Thomas has the two Notoriety from the Johnstone Grayne to place. He decides to allocate 1 to the Debateable Land to take second place there and use the other to boost his Home March up to 4.

Winter – Assemble Target Deck

Two cards are selected at random from the six Target cards possessed by each Opposing Player. Thomas puts them in a pile without looking at them. Now time to decide which two Target cards he wants to use.

He has already decided to save his Reiver card to use later with Devil's Beeftub. He would love to raid the Debateable Land before his opponents since he gets two extra dice there (one for Notoriety, one for Johnstone), plus this is the Rough Wooing turn. So, he adds his Target Same Side March card. Thinking along the same lines, he adds the Target Opposite March card since he can use Rough Wooing rerolls and the Johnstone die in the SWM.

Winter – Attack 1

Thomas shuffles the eight Target cards without looking at them and draws the first one: Kerr's Reiver +1. The die rolled is a 4, so here is the first Raid incoming on his EWM. As he had predicted when setting up defenses, the Raid will be on a Farm Region without Permanent Defenses and, as luck would have it, another roll determines that target to be Eden Valley, just where the Earl of Angus is waiting!

Thomas places the Kerr's Attack 1 Indicator in Eden Valley. The Kerrs attack with the opponent's 4 base dice plus 1 for the unbastled Sheep. All five have a +1 DRM. Rolls are 1, 1, 2, 6, 6 = 1 Cattle hit and 2 Sheep hits. The three rolls for the Earl of Angus (also with +1 DRM) are: 1, 4, 5. A block (against a Sheep hit) and a capture! Thomas' Cattle drops to 8, and the Sheep in Eden Valley is taken back to the SMM. Thomas places it in Liddesdale. A dark blue Cube is added to the Gaol in Carlisle, an orange Feud Cube is added to Cessford, and the target card placed in the Targets Discard pile. A capture result against one of Thomas' attacks would have caused a Horse to be lost; since

this is an attack by the opposing players that aspect of the result is ignored.

Winter – Attack 2

Another Kerr Target card is drawn: Target Opposite March. Since Kerr has a Battle to fight in their Home March, that's what happens here. They roll 6 dice, the Base Attack Dice of 4 plus 2 for their Notoriety, scoring 3 hits. However the English fight well here too, scoring blocks with both of their rolls. The second Kerr Attack Indicator is placed next to the Ancrum Moor Battle Card, along with 1 dark blue Cube to mark the hit that wasn't blocked. This Kerr Target card is also discarded.

Winter – Attack 3

Nice, a Dacre Target card is drawn: Target Opposite March. Time for Thomas to go raiding, and he'll send 2 of his 3 Horses on this one. He chooses Nithsdale as his target and reveals the Defense Token in that Farm Region: oh no, it is Hot Trod for 3 defense dice! Luckily Thomas rolls a 5 so the Maxwell Warden does not appear to add a +1 DRM.



Thomas rolls 4 dice (2 Horses, 1 Johnstone, 1 Sheep) that come up as 1, 2, 5, and 6 for two Sheep hits. He gets to take 2 rerolls from Rough Wooing (3, 4) for two more Cattle hits. The three defense dice are thankfully 1, 2, and 4—he avoided the Hot Trod pursuit nicely! Thomas scores 6 VP, captures the Sheep in Nithsdale (which he uses to replace his Sheep

that was lost in Eden Valley), gains 2 Cattle (to 10), and expends his Horses. A light blue Feud Cube is placed in Naworth, and the target card sent out-of-play.

Winter – Attack 4

A Fenwick Target card is picked next: Target Opposite March. There is no Battle in the EMM, the Rising of the North event is not in play, and this card does not allow targeting the Solo Player or the Debateable Land. This card is moved out-of-play with no combat being triggered.

Winter – Attack 5

Now a Maxwell Target card is drawn: Target Same Side March which does have the Debateable Land as a valid target. The Maxwells are going to beat Thomas there this turn. They automatically steal the 2 Sheep and Thomas chooses to place them in Nithsdale and Annandale (to avoid Lunelly Tower).

Winter – Attack 6

One card too late, the Dacre Same Side Target comes up. With the Debateable Land off the table for the turn, Thomas can choose either a raid on the EMM or a Feud or Gaolbreak as his attack. He decides on a Gaolbreak at Dumfries to see if he can add a new Horse. The Defense Token there is revealed to be the Deputy Warden (and with a roll of 3, the real Warden does not show up). Thomas rolls 3 dice (Horse, cube in Gaol, Johnstone Allied Grayne), scoring 1 hit (he is not eligible for Rough Wooing rerolls since this is a Gaolbreak). The defense die misses. Thomas' VP climb by 2 to 8, he gains a Horse (for 4 total), his Cube is removed from Dumfries, and he gains 2 Notoriety in SWM while the Maxwell family loses 1.

Winter – Attack 7

Fenwick Same Side March—everyone had the same idea about going after the Debateable Land this turn. With that option off the table, the Fenwicks are going to raid Thomas and the Caldew Valley is the target. They receive 5 dice, just like in the earlier attack on Eden Valley, and roll 2 Sheep and 1 Cattle hit. The Deputy Warden fails to stop them, so Thomas loses 1 Cattle (to 9) and the Sheep is taken to Redesdale. Thomas gains an orange Feud Cube at Fenwick; he now has 1 Feud with each of his opponents!

Winter – Attack 8

Peace still doesn't come to the English West March, the final Target card is the Maxwell +1 Feud or Gaolbreak. The two Feud Cubes in Naworth are targeted since they outnumber the one Gaolbreak Cube. Thomas has no defense token present there so the Maxwells get to roll 6 dice with no counter. They score 2 hits, their Feud Cubes are removed, and they gain 2 Notoriety in the SWM while Thomas loses 1. Smart that he added one there earlier; it lets him preserve a 3 to 2 lead!

The Turn Concludes

Actions to finish the turn now commence:

- The Ancrum Moor battle award is given to the Kerrs who jump up to 9 Notoriety in the SMM.
- Both events are discarded (two reroll dice went unused from Rough Wooing).
- Thomas' Horses are reset, Attack Indicators removed, 2 new Sheep are added to the Debateable Land, Thomas' Defense Tokens returned to his box, and all other Defense Tokens placed on the Solo Playaid.
- Thomas is awarded 4 VP for the two Cubes in his Gaol and 4 VP for Notoriety (first in EWM, second in DL—no VP for the second-place tie in SWM). He ends the turn with 16 VP. A modest total from Turn 1 but with cards like Keeper of Tynedale and Devil's Beeftub held in reserve, Thomas has big plans for Turns 2 and 3.

Key Terms Index

Attack – The initiation of combat by a Player, either a Raid, Feud, Gaolbreak or Battle. (7)

Attack Indicator – A two-sided counter placed on the map next to the target of an attack. (2.12, 7.4)

Autumn – The second phase of each turn where Players perform administrative tasks and prepare for the Winter combats. (6)

Bastle – A Sheep piece that has been flipped on its side to denote that it is protected from Raids. Historically a “bastle” is a fortified farmhouse; in this game it is also used as a verb to describe the act of protecting a Sheep. (5.2.6)

Battle – One of the four types of combat; occurs at a Battlefield when the proper event has been drawn. (7)

Battlefield – Map location that holds a Battle event. (2.1.1)

Block – Defensive combat result that nullifies a hit by the attacker. (7.6)

Bonus Action – Extra actions granted to Families with the lowest VP totals during the Spring of the first two turns. (8.3)

Capture – Defensive combat result that causes one of the attacker’s Horses to be lost and one of the attacker’s Player Cubes to be placed in Gaol. (7.6)

Card Decks Display – Cardstock card holding various card decks and discard piles. (2.2)

Castle Garrison – A Permanent Defense that provides 2 defense dice against Raids. (2.1.1)

Cattle – The least valuable type of Livestock; acts as the game’s currency. (2.7.3, 5.2.2)

Cattle Hit – Offensive combat result that can cause Cattle to move between Families. (7.6)

Cattle Income – Economic statistic for each Family based on the number of Sheep they possess; determines how many new Cattle they gain in Autumn. (6.1)

Current Events Area – Three boxes in the southeast corner of the map to hold Events that are active this turn which do not occur at a Battlefield. (6.2)

Debateable Land – The only Farm Region outside of any March, leaving it extremely vulnerable. (2.1.1)

Default Action – A less powerful drafting move taken to bolster Livestock, defenses or Notoriety. (5.5)

Defense Token – A counter received during setup or Summer that is placed face down during the Autumn to guard against upcoming Attacks. (5.2.1)

Discard – One of the four Summer drafting actions; allows you to take one Default Action. (5.4)

EEM – English East March. (2.1.1)

EMM – English Middle March. (2.1.1)

Event Card – A card from the Event Deck that presents a one-Winter-long historical opportunity for the Players. (2.9)

Event Deck – The deck of Event Cards placed on the Card Decks Display. (2.2)

Event Discards – Event Cards that have been drawn on a previous turn. (2.2)

EWM – English West March. (2.1.1)

Family – The kinship group in control of a single March. (1.1)

Family Seat – Map location that holds the Feuds With Box for a Family and a militia Defense Token box. (2.1.1)

Family Sheet – Player mat tracking Recruited cards, Held cards, Sheep On Map, and combat dice for a single Family. (2.4)

Farm Region – Map location that holds the Sheep allocated to this region and a Defense Token box. (2.1.1)

Feud – One of the four types of combat; occurs at a Family Seat where one of your Player Cubes marks an existing Feud. (7)

Feuds With Box – Holds Player Cubes representing those Families with a grudge against the Family controlling this March. (2.1.1)

Gaol – Holds Player Cubes representing those Families who have captives in the custody of the Family controlling this March. (2.1.1)

Gaolbreak – One of the four types of combat; occurs at a Gaol where one of your Player Cubes marks a previous Capture. (7)

Hand Size – Economic statistic for each Family based on the number of Sheep they possess; limits how many cards they can Hold in Autumn. (6.1)

Hanged – Defensive combat result that causes one of the attacker’s Horses to be lost and immediately awards VP to the defender. (7.6)

Held Card Box – An area of a Family Sheet reserved to hold a Family’s hand of cards to be used later in the game. (2.4)

Hit – Combat result that tracks progress toward winning a Battle, Feud, or Gaolbreak. (7.6)

Hold – One of the four Summer drafting actions; results in a card being placed face down in your Held Card Box. (5.3)

Home March – The March associated with a specific Family. (2.1.1)

Horse Limit – Economic statistic for each Family based on the number of Sheep they possess; limits how many Horses they can have in Autumn. (6.1)

Horses – The most valuable type of Livestock, representing your attack power. (2.7.3, 5.2.4)

Livestock – The aggregate term for Cattle, Horses, and Sheep. (2.7)

March – One of six administrative districts, each controlled by a single family. (2)

Notoriety – Numerical value tracked for each March to depict which Family has the strongest reputation there. (7.3)

Notoriety Track – Set of 12 boxes near each March; Player Cubes are moved along this Track to display Notoriety for each Family. (2.1.1, 7.3)

Peel – A Permanent Defense that provides 1 defense die against Raids. (2.1.1)

Permanent Defense – A Castle Garrison or Peel; each one protects two adjacent Farm Regions. (2.1.1, 5.2.5)

Play – One of the four Summer drafting actions; results in livestock or defenses being added to your March. (5.2)

Player – Human participant in the game. (1.1)

Player Cube – Wooden cube in one of the Family colors used to mark Turn Order, Feuds, captives in Gaol, VP, and Notoriety. (2.13)

Raid – One of the four types of combat; occurs in a Farm Region and may result in Cattle or Sheep changing hands. (7)

Randomization Cups – Opaque cups used to draw cubes or counters at random. (3.5)

Recruit – One of the four Summer drafting actions; results in a card being placed face up on your Family Sheet. (5.1)

Rising of the North – The only Event Card that creates a Battle off-map; although it acts as a Battle it is placed in the Current Events area and special rules apply to its resolution (6.2, 7.6).

Scots' Dyke Marker – Counter that may be placed in the Debateable Land on Turn 2; if so all Raids on this Farm Region have one hit blocked. (2.1.1)

SEM – Scottish East March. (2.1.1)

Sheep – A Livestock which is more valuable than Cattle but less valuable than Horses, representing your economic wealth. (2.7.2, 5.2.3)

Sheep Hit – Offensive combat result that can cause Sheep to move between Families. (7.6)

Sheep On Map Tracker – A table in the middle of each Family Sheet that contains economic statistics used each Autumn. (2.4, 6.1)

Sixth Round – Final round of Summer drafting where one of the two cards in each Family's hand is added to the Summer Cards Discard pile. (5.6)

SMM – Scottish Middle March. (2.1.1)

Spring – The fourth and final phase of each turn where the game is reset for the next turn and scores are recorded. (8)

Summer – The first phase of each turn where Players draft cards to strengthen their families. (5)

Summer Card – A card in one of the three Summer Decks that can be drafted to improve the abilities of a Family: come in three types, thirteen subtypes. (2.8)

Summer Cards Out-of-Play – A pile of Summer Cards that have been expended and are now out of the game. (2.2)

Summer Cards Discard – A pile of Summer Cards that were Discarded; cards here may reenter play by various means. (2.2)

SWM – Scottish West March. (2.1.1)

Target Card – One of six cards given to each Family at the start of the game; one is expended whenever an attack is executed. (2.11, 7.4)

Target Discards – A pile of Target Cards that have been expended and are now out of the game. (2.2)

Town – Map location that holds the Gaol for a March and a militia Defense Token box. (2.1.1)

Trait Card – Additional ability drafted for a Family if playing with the Traits Advanced Rule. (10.1)

Turn Order – Order in which Families resolve their attacks in Winter; shown by Player Cubes in the Winter Combat Area. (2.1.2, 7.1, 7.7).

Victory Track – Cardstock card holding one Player Cubes from each Family to track scores. (2.3)

Walled Town – Berwick and Carlisle; special Towns where Gaolbreaks are harder to execute. (2.1.1)

Warden Card – A card given to each Family that can be used once in the game to reposition their defenses after an attack has been declared (7.4).

Winter – The third phase of each turn where attacks are initiated to score VP and gain livestock. (7)

Winter Combat Area – Area on the west edge of the map used to display Turn Order and selected Target Cards. (2.1.2, 7.2)

BORDER REIVERS SOLO SCORE SHEET

<i>Player Name:</i>						
<i>Family:</i>						
TURN 1		Game 1	Game 2	Game 3	Game 4	Game 5
Raid Sheep	x2					
Raid Cattle	x1					
Feud Attack	x3					
Feud Defense	x3					
Gaolbreak Attack	x2					
Battle Attack	Var					
Hanging	x6					
Reivers in Gaol (end of turn)	x2					
Notoriety	Var					
TURN TOTAL						
TURN 2		Game 1	Game 2	Game 3	Game 4	Game 5
Raid Sheep	x2					
Raid Cattle	x1					
Feud Attack	x3					
Feud Defense	x3					
Gaolbreak Attack	x2					
Battle Attack	Var					
Hanging	x6					
Reivers in Gaol (end of turn)	x2					
Notoriety	Var					
TURN TOTAL						
RUNNING TOTAL						
TURN 3		Game 1	Game 2	Game 3	Game 4	Game 5
Raid Sheep	x2					
Raid Cattle	x1					
Feud Attack	x3					
Feud Defense	x3					
Gaolbreak Attack	x2					
Battle Attack	Var					
Hanging	x6					
Warden's Tithe, Bills of Complaint	Var					
Reivers in Gaol (end of turn)	x2					
Notoriety	Var					
Ballads	Var					
TURN TOTAL						
RUNNING TOTAL						
Cattle (End Game), per 2	x1					
Sheep (End Game), per 2	x2					
Horses (End Game), per 2	x3					
FINAL TOTAL						
SCORE	WIN?	VICTORY LEVEL	SCORE	WIN?	VICTORY LEVEL	
99 and below	Loss	Ill-Drowned Geordie	160 to 169	Win	Archie Fyre the Braes	
100 to 119	Loss	Nebless Clem Croser	170 to 179	Win	Bold Buccleuth	
120 to 139	Loss	Fingerless Will Nixon	180 to 189	Win	Jock of the Peartree	
140 to 159	Loss	Young Scrope	190 to 199	Win	Sir Robert Carey	
			200 and up	Win	Kinmont Willie	