Michael Shahen - Erich Letzter - Sam Solis

Game Design 1

Borderlands Board Game Rule Book

_____

—

This board game is a cooperative tower defense game. In this game the players must

work together to stop a horde of enemies. To do this they will have to strategically position

themselves around the board and collect loot drops to increase their power. The goal of the

game is to keep enemies from reaching Sanctuary. The player loses if 4 enemies reach

Sanctuary. The player wins if all enemies in the enemy card deck and on the board are

destroyed.

Set Up

The board is a square with a 20 by 20 numbered grid on it's surface. Horizontal numbers

are red and vertical numbers are blue. Players must first place impassable terrain and cover on

the board. The game comes with preset locations, or the player can place them randomly by

rolling two 20 sided dice, one red and one blue to indicate coordinates on the board. The piece

of cover or terrain is placed on the coordinates. Players can choose how many pieces of terrain

they want in the game, but the recommended number is 4. The maximum number of terrain that

should be placed on the board is 8. The cover or terrain can cover multiple squares of space,

and it is placed correctly as long as one piece of it is covering the coordinate indicated by the dice roll. If multiple terrains are rolled and the roll places them in the same spot, it's up to player discretion whether or not they would like to reroll for different coordinates, or place it next to the other terrain. The players can also play without terrain if they choose for added difficulty.

There are three decks of cards, an enemy deck, a loot deck, and a small deck of Rare Loot cards. At the beginning of the game, shuffle both main decks and place them next to the board. Place the Rare Loot cards in a pile off to the side. Take all 3 star enemies out of the enemy deck and place them on the bottom of the enemy deck. These boss cards will be shuffled into the main deck after turn 3. In each corner of the map, there are building tiles marked to indicate where enemies can spawn. The center of the board, taking up a 3 by 3 square is Sanctuary, and the respawn zone for the players.

Each player should pick a vault hunter character and take the appropriate character card. Place the vault hunter token in one of the Sanctuary squares. On each character card there is a *health counter, damage counter, range counter, and ability timer. Players adjust these values through the game as necessary with different loot pickup values. Player special abilities are available on the third turn from the game's start. There are also base stat values for each character. All the characters start the game without lootable weapons. The player should use the characters base stats for damage until they find a gun to modify those base stats. *{For the prototype these counters aren't in a working form. As such, the player should write their different stat values on a separate piece of paper and keep track of them. This should also be done with enemies as enemy counters are also nonexistent as of now.}

Winning

       The players win when all the enemy cards are discarded and all the enemies on the board are defeated. All players win equally, but players can choose to elect rankings based on loot collected. The player with the most loot is ranked number one. This player has to clean the board.

Losing

       Players lose if a certain amount of enemies are able to reach Sanctuary before the players can kill them. The amount of lives Sanctuary has also determines the difficulty. For an easier mode, if 7 enemies reach Sanctuary the players lose. For medium difficulty only 6 enemies are allowed to reach Sanctuary. For hard mode only 5 enemies are allowed to reach Sanctuary. If an enemy reaches Sanctuary it can't be killed, and as soon as the final enemy reaches the Sanctuary, the players lose.

On the Players' Turn

       A player's turn goes through these steps on their turn:

1. Take Damage From Enemies
2. Action Phase (2 actions per turn)
3. Enemy and Loot Draw.

<u>Taking Damage</u>: Players take damage at the beginning of their turn. Players only take damage if they are within range of an enemy. The enemy will take a shot at them and deal damage. The player will then subtract from their health counter. If the player's health counter hits zero, the player may go through the rest of their turn as normal, but at the end of their turn they must

place their character back in Sanctuary. If a player is standing in Sanctuary they can't be hit by an enemy.

Action Phase: After taking damage the player has their Action Phase. On this turn the player has the ability to move around the board, shoot at an enemy, use an ability, equip weapons and powerups, trade loot with another player, or pick up loot off the board. The player can do any two of these actions on their Action Phase. Two of the same actions can not be done in the same Action Phase.

- *Movement* is denoted by a base number on the character card for each player. The player can move that number of squares horizontally or vertically. Player's cannot pass or land on terrain or cover, cannot pass or land on enemy squares, and cannot pass or land on another player's square. Player's cannot move diagonally. If a player chooses they may spend their second action of the Action Phase to Sprint. This adds +2 to the character's movement value, but if the player Sprints it is the only action they can take in that turn. Player's can not move onto Sanctuary, but they can travel through it as long as their movement ends somewhere outside of Sanctuary. The only time players will be placed on Sanctuary is the beginning of the game and when player's die.
- *Shooting* an enemy deals damage denoted by your damage counter and range counter. Enemies that are in line of sight of a player (no cover, enemies, or other players between the attacking character and enemy on the grid) and within range of the player's range counter on the grid (a number determined by the type of gun the player has) can be shot. The player may have two guns equipped but can only fire one of them when shooting. The player only adds the stats of the gun they are choosing to fire to their base character stats. Certain equippable guns allow the player to shoot multiple bullets at

different enemies. A different enemy can be targeted for each bullet a gun can shoot.(For example: If an smg does 2 damage, but shoots 2 times in an attack, the player may choose to either shoot one enemy for 4 damage or two enemies for 2 damage each). Each enemy has a *small health counter on their character models and damage is deducted from this counter. The player can only shoot in a horizontal or vertical path, not diagonal. *{For the sake of prototyping, enemy health and stats should be recorded on a separate piece of paper.}

- *Special Ability:* Player's can use their character's special ability on their action turn. Each special ability is unique to the character being played. The special abilities' effects are talked about later in the instructions. When a special ability is used, the effect is carried out, and afterwards the player resets their cooldown counter 3 turns. Each turn the cooldown counter lowers by one, and after three turns the player's special ability is usable again. Special abilities have special rules which are detailed later in the Special Abilities section.

- *Equipping Loot:* Loot cards can be picked up on the battlefield and equipped or used by the player during the Action Phase. Players can move onto a square where a loot token has fallen to add a card from the loot deck to their hand. The player can equip two Loot Guns at a time, equip 3 Loot Upgrades of different types, equip one Loot Shield, and use any other type of non-equipment loot found at the player's discretion or according to the usage details of the loot card. If a player chooses to use an equip action on their turn, they may swap out as many weapons or power ups as they desire for that action. Again, players can only have two guns, and 4 powerups equipped at the same time. Other loot is either one time use, permanent stat bonuses, or use-when-applicable effect. A loot's usage details and use requirements are found on the loot cards picked up.

- *Trading Loot:* Players can use on of their actions in the action phase to trade one piece of loot for any other piece of loot from their allies. In order to trade, a player's character must be within at least 3 grid squares of the player they are trading with. Players may only trade one item between each other in either direction (think of it like a Pokemon trade). Items that are traded can be immediately equipped. without needing to use an Equip action.

Enemy and Loot Draw: At the end of each turn all players draw enemies and loot. First, the player gets to regains one health point on their health counter. Then, they must draw an enemy card and add enemies to the board. Enemy cards can have multiple enemies on it with different degrees of health and damage, indicated by health counters and damage counters on the enemy card. Enemies are spawned from the closest corner spawn point {in the prototype the 4 Xs on the corners} to the player character. A small token is placed on any square adjacent to the enemy spawn point {x square}. After an enemy or group of enemies is placed on the board the enemy card is moved off to the side and placed in an "In Play" pile. When all the enemies on a certain card are killed, the player discards the card from the "In Play" pile. When an enemy is damaged the player subtracts the damage from the number on the enemy's *health counter. *{For the sake of prototyping, enemy health, damage, and range should be recorded on a separate piece of paper, and their health can be recorded and subtracted from there.}

Enemy Movement

Enemy Movement begins after each player has taken a turn and before the first player has had his second turn. All enemys move closer to Sanctuary by a number of squares indicated by a 4 sided dice roll. Enemies can only move horizontally and vertically. Enemies always try to take the shortest path possible to get to Sanctuary. If an enemy is locked in place

by terrain or other enemies, then it cannot move and should remain where it is. If an enemy can move, but not the full amount of spaces rolled, then players should move the monster tolken as many spaces as possible and then stop. Players can use their best judgement for determining what that enemy's quickest route to Sanctuary is, or if an enemy can move or can't move.

Player Character Cards

Each character has a card associated with it. At the beginning of the game each player picks a different character and takes that character's card. Each character starts with the same stats at 5 health, with a base damage of 1, a range of 3 squares, and a movement value of 3. (This means the player can take 5 damage before dying, does one damage per shot, and can move 3 squares on the grid either horizontally or vertically, no diagonals.) When player's take damage, the player subtracts that damage from his health and moves the *health counter to reflect the damage taken. Certain loot, when equipped will allow players to change their stats. This is done by adjusting the various *counters on the card to reflect what their current values are with equipped loot.

*{For the prototype, record this information on a separate piece of paper and update it from that paper}.

Loot and Enemy Decks

There are two decks of cards in the game. The Loot Deck and Enemy Deck. Enemies are placed from the top of the enemy deck at the end of each player's turn. Hidden within the Enemy Deck are chest cards. If a chest card is drawn, instead of placing an enemy on the board, the player will place a loot token. The token's location on the grid is determined by rolling the two 12 sided dice, and then placing the chest on the coordinates that the dice dictate.

Players have the opportunity to capture this token by moving to and on top of it. If they capture this token they are allowed to pick, at random, one facedown piece of loot from the Rare Loot pile.

Enemies: Enemies have between 1-8 health points, indicated by a health counter on the enemy pieces {for the prototype, keep this number recorded on a separate piece of paper instead}. An enemy's card denotes how much health, damage, and range an enemy has, and how many of them spawn on the board. Enemies move based on a 6 sided dice roll after a full rotation of player turns (The beginning of player one's turn is a full rotation). At the beginning of the game each player's base damage and gun range is indicated on the character card. The enemies shoot at players before each player's turn. Enemys can shoot once in any direction around them with clear line of site. (no cover, enemies, or other players between the enemy and his target) Enemys can only attack if the target is close enough to the player. This depends on number the enemy's gun range. When an enemy takes damage it is deducted from their health counter* {record this on a separate piece of paper while the game is still a prototype}. When the enemy runs out of health they are defeated and removed from the board. When all enemies on a card are removed from the board, the card is removed from the "In Play" pile and discarded. When all enemy cards are discarded the player's win the game. If an enemy reaches Sanctuary on it's movement turn it immediately becomes unkillable. If a 5th enemy reaches Sanctuary and enters the city, than the player's lose the game.

Bosses:

In the enemy deck have several special Boss enemies. These enemies are all 3 stars and are difficult to fight. At the beginning of the game these boss enemies should be placed at the bottom of the deck. After three turns, shuffle the enemy deck to randomize the enemy deck.

Loot: The loot deck contains a variety of Loot cards that all have different effects. Loot

Guns are cards that the player can equip to change their base range and damage. Loot Shields can be equipped to give the player more health, or more health recovery at the end of their turns. Loot Upgrades give the player various bonuses to different stats, their special ability, or other bonuses. These bonuses are indicated on the card and 3 Upgrades can be applied at a time along with two guns and one shield. (6 equipable items total). As the players collect loot and upgrades, their characters can deal more damage, increase their health, and find guns with longer ranges or splash ranges. These are calculated by updating the health, damage, and range counters on the player card.* {For the prototype please use a separate piece of paper}. When an enemy is defeated the player gets to draw cards from the loot deck based on the difficulty of the enemy defeated. Enemy difficulty is denoted by three possible stars on the enemy card. 1 star is an easy enemy that give 1 loot. 2 stars is a difficult enemy that gives 2 loot. 3 stars is a challenging enemy and is worth 3 loot. When all the enemies on a card are defeated, the player that defeated that card immediately is allowed to draw his earned loot from the loot deck. For cards that have multiple enemies, loot is only awarded once all the enemies on that card are defeated. The loot for the card only goes to the player who killed the last enemy on the card. (For example: A one star enemy card is drawn with 6 engineers and 6 engineers tokens are placed on the board. Player 1 kills 5 of the engineers, but Player 2 kills the last one. The Engineer card is removed from the "In Play" pile and Player 2 receives 1 loot). Certain enemies can also be classified as a boss enemy. A boss enemy is always 3 stars. If a player defeats a boss enemy, instead of drawing normal loot cards, they can choose one loot card at random from the Rare Loot pile. Loot cards can be a variety of things. Guns which add damage and range, shield powerups which provide added health, a variety of different relic and class powerups with different abilities, modifications to their ability powers, cooldown resets, and other effects, denoted by instructions on each loot card. Each loot's effects are described on their

cards and can be applied from there based on the loot cards requisites or instructions.

The loot deck also has several Loot Midget cards hidden in it. If a player draws a Loot Midget, they must roll two 12 sided die and place a token for him on the coordinate denoted by the dice. Loot Midgets have 10 health, and do not attack. The player that kills this enemy is immediately allowed to draw a card from the Rare Loot pile at random. Loot Midgets move when normal enemies move, but if they reach Sanctuary, they do not enter the city. Instead they disappear, no player receives loot, but Sanctuary does not lose a life.

Player Death

If a player's health drops below zero at the beginning of the turn, then their Action Phase becomes limited to only being able to shoot at an available enemy. The player is allowed to spend both actions on this turn as shooting actions. If enemies aren't in range the player cannot take an action. After this turn is over, the player removes their character from the board. On the player's next turn they can replace their piece on the board at Sanctuary. This turn is limited in that the player will only be able to use a move, equip, or trade action on their turn. They can not attack or use a special ability. At the end of their turn the player is revived on, they have to draw two enemy cards instead of one.

Special Abilities

On a player's turn they may choose to use a special ability power. Each power is unique and has a different effect. The abilities' effects are described on the player's character card. When one of these abilities are used, the player reads the effects from the character card and carries out the instructions. After a player uses a power the power goes on a cooldown for three turns.

The power cannot be used again until three turns have passed. If phaselock kills an enemy before it ends, the player who used phaselock receives the loot immediately.

Siren: The special ability for the Siren character, Maya, is Phaselock. This ability locks any enemy on the board in place. The ability is active for a full rotation of player turns (until the player who used Phaselock begins their next Action Phase). Phaselock has a damage area around it, and any enemy standing on any squares adjacent to the Phaselocked enemy (including the Phaselocked enemy himself) take one damage at the beginning of each player's turn. If the Phaselocked enemy dies then the Phaselock effect ends immediately and the adjacent squares being affected by Phaselock's damage field return to normal. Phaselocked enemies cannot move during Enemy movement or do any damage to players.

Gunzerker: The special ability for the Gunzerker character, Salvador, is Gunzerking. This ability allows Salvador to deal damage with two weapons per attack, and allows Salvador to take an extra three actions during his Action phase for one turn. (Sprinting is worth 2 action points) These three actions can be any of the possible actions usable during the Action Phase, and each individual action can be taken multiple times in a row (normally actions in the Action Phase can not be repeated, like shooting twice in a turn, but with Gunzerking active, the player can shoot 5 times in a row, move twice and shoot three times, etc. as they please). After the player's turn ends, Gunzerking also ends, and the player's next turn will return to normal rules. Player's also only receive half loot from enemies they kill while gunzerking rounding down. (Example: Normally killing 3 one star enemies will net you 3 loot. Killing these enemies while gunzerking only gives you 1 loot).

Commando: The special ability for the Commando, Axton, is Sabre Turret. When the player uses this ability, they are allowed to place a special token on the map that act's as Axton's turret. The turret itself provides a wall of cover that blocks enemy fire, but allows player fire to pass through. The wall extends one grid square on both sides of the turret token, making it 3 blocks long total including the turret token, and it can be oriented vertically and horizontally. Once the turret is placed on the board it cannot be moved until the ability ends. The Sabre Turret has a range of 3 squares from it's center in any direction. The turret stays in this position until the player who placed the turret's next action phase. At the beginning of each player's turn, regardless of whether they placed the turret and before enemies do damage, the turret does one damage to any enemy in range of it. If an enemy dies from this damage the kill goes to the player who placed the turret and that player gets the loot from any enemy they kill.

Hunter: When the hunter uses his special ability, Bloodwing, he picks an enemy target to attack. This enemy is now marked by the hunter. Any attacks done to this enemy by the hunter or any other player deals an extra +2 damage. The marked enemy stays marked for a whole round, until the Hunter's next Action Phase. If a marked enemy is killed before the mark wears off, then the hunter immediately receives 2 free loot, and the player who killed the enemy gets the enemy's loot. That player and the hunter may then make an immediate free trade if they desire. If the hunter marks and kills an enemy, he only receives 2 free loot, and no loot from killing the enemy. He also cannot trade with any players if he kills the target himself. If an enemy is part of a group, then when the hunter uses Bloodwing, it marks all targets that are part of that group. The enemy is not considered defeated until all enemies on the marked card are dead.