

BARRAGE

The Leeghwater Project Expansion Pre-Final Rulebook

A Barrage Expansion of Special Buildings and External Works.

Oh, and Dutch entrepreneurs, too!

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COMMON COMPONENTS

- 1 Expansion Board
- 10 Private Building Tiles
- 15 External Work Tiles tessere Lavoro Esterno
- 2 Scoring Tiles
- 4 Executive Officer Tiles
- 3 Advanced Technology Tiles
- 1 Special Technology Tile

COMPANY COMPONENTS – France, Germany, Italy, US

- 4 Basic Technology Tiles (Private Buildings)
- 4 Company Board Extensions

COMPANY COMPONENTS – Netherlands

- 1 Company Board
- 1 Board Extension
- 5 Basic Technology Tiles
- 5 Dam Base Pieces
- 5 Dam Elevation Pieces
- 5 Conduit Pieces
- 4 Powerhouse Pieces
- 1 Energy Markers
- 1 Order of Play Marker
- 1 Victory Point Marker
- 12 Engineers

INTRODUCTION

BARRAGE - The Leeghwater Project is an expansion for Barrage. You need the basic game to be able to use the expansion.

This expansion adds two new elements to the game to provide greater variety and depth: external works and private buildings.

External works enable you to use your machinery/equipment to carry out projects in other countries and therefore receive notable rewards *interessanti ricompense*. Watch out though: the equipment you use in other countries will not be available to you again for the rest of the game!

Private buildings represent a new type of structure for you to build. They can be placed not only on the map but also on a dedicated board and will provide new and interesting actions for your engineers to perform.

You will also find a new company board - the Netherlands, new scoring tiles and four new executive officers which will provide a huge amount of variety to the game.

THE GAME

In Barrage - The leeghwater project you will use the basic game plus the extra rules and modifications you will find here.

This expansion is not intended to be used in an introductory game; you will need all the rules which apply to the full game.

Set up

Use all the rules for setting up the basic game as well as the following:

- Place the expansion board under the advanced technologies to make a single board.
- Shuffle the 10 private building tiles, randomly draw 5 and place them in the appropriate spaces on the expansion board.
- Divide the external works tiles according to their backs, shuffle the three piles separately and place them face down in the relative spaces on the expansion board.
- Add the two new scoring tiles to those of the basic game and then randomly draw the 5 which you will use.
- Add the three new advanced technology tiles to those of the basic game. Divide the tiles according to their backs and shuffle the piles separately. Randomly draw one tile from each pile and put these tiles back in the box. Place the remaining tiles according to the rules of the basic game. In this way you will have a different set up of technology tiles in every game you play.

Choosing the Companies

- Add the NETHERLANDS board to the 4 other Company Boards (*place da gioco*) and randomly choose a number of boards to play with according to the number of players.
- If the Netherlands board is picked you will need all the orange pieces.
- Add the executive officers from the expansion to those of the basic game and then pick the ones you will use.
- Each player receives the fifth technology tile (Private Building) for their company.
- Each player receives the extension board for their company and places it under their company board.
- Each player receives 5 building pieces 5 token *edificio* and places them in the relative spaces on the extension board.

ACTION PHASE

Private Buildings

In this expansion there is a new type of structure which players can be build: private buildings. The rules for building are the same as those for building structures in the basic game, with a few differences:

- Place the required number of engineers on the company board and put the correct technology tile in the construction wheel together with the required resources.
- Each player can build 5 different private buildings in each game as shown on the tiles on the expansion board. The construction cost for each building is shown in the top left-hand corner.
- When you build a private building you must place one of your building pieces on one of the free relative spaces next to the building. Each player can only place one of their pieces next to each private building tile. If the space has a red border you must also pay 3 credits.
- Private buildings do not provide an immediate bonus when you build them, nor do they guarantee you any income.
- Private buildings work like action spaces but they can only be used by the players who have built them.
- In order to benefit from a private building when it is your turn during the action phase place the required number of engineers on the private building space.
- For each private building tile there are two spaces - one costing more than the other. Only one player can occupy the first, cheaper, space, while the second space can be occupied by multiple players. Each player can use a private building once in each round. If you have already placed your engineers next to a private building you cannot place any more, ie. players can only place their engineers in one of the spaces next to a building, not in both.
- See the relative appendix for the effects of the private building tiles.
- Private buildings give the number of victory points shown on the top-right of the tile at the end of the game.

External Works

In this expansion there is a new action which players can choose to perform: external works.

In order to perform this action when it is their turn players must:

- Place two engineers in of the three appropriate spaces. Each space is associated with an external works tile.
- To carry out the action you must then take the resources shown on the tile from your supply. You cannot take resources from your construction wheel to perform this action. The resources you have used are then placed in the common supply/stockpile. If you not have the resources required you cannot place your engineers in that space.
- Immediately receive the reward shown on the tile.
- Take the tile and place it face down next to your company board.

Final Scoring

Add up the points shown on the buildings you have built.

Appendix 1: Company Boards – Netherlands

The **Netherlands** board features a new effect associated with the third powerhouse:






Every time you produce energy, you can place water directly on one of your dams EXCEPT for the one that you have just used in the production. The water token that you place is taken from the common supply and does not travel through headstreams or rivers.

Appendix 2: New Executive Officers

	<p>You have a special action space for one engineer. You can use this space to activate one of the buildings which you have already built. You can also activate the same building using one of the normal action spaces. This officer therefore allows you to activate the same building twice in a single round.</p>
	<p>Receive the special technology tile for external works. When you perform the external works action you can use this tile so that you do not lose the resources required for the action. Place the resources required on your construction wheel together with the tile as if you were building. The resources and the tile will be available to you again when the construction wheel has made a complete turn. You cannot use this effect if the external works special technology tile is already on the construction wheel.</p>
	<p>You can fulfill two or more contracts in one single production as long as the total amount of energy produced is higher than the amount of energy required by the contracts. The maximum number of contracts you can have at one time is 4.</p>
	<p>Receive the architect in place of one of your 12 engineers. If you use your/the architect in a space requiring only one engineer you immediately have another turn. If you place the architect together with other engineers in a space requiring 2 or 3 engineers you do not receive any special effect.</p>

Appendix 3: New Advanced Technologies

No.	Level	Icon	Type of Construction	Special Ability
LW1	I		Private Building	Immediately receive the effect of the building you have just built. You do not need to place any engineers to obtain the effect. You must still pay any and all costs shown in the effect of the given building.
LW2	II		Private Building	Pay only one of the two types of resources required in the construction cost. If the cost is only one type of resource then you can build for free.
LW3	III		Private Building	Immediately receive the victory points awarded by the building you have just built.

Appendix 4: Private Buildings

Name	Icon	Effect
Cofferdam		Take 1 water drop from the supply and place it directly above a dam of your choice. This drop does not follow the usual flow of the river.
Base Camp		Take a technology tile from your construction wheel and place it in your supply. You cannot take any resources from the wheel.
Workshop		Choose one segment of your construction wheel and take half of the resources from that segment. If necessary round down. You can decide which resources to take.
Depot		Take and perform the effect of an external works tile paying a cost in credits which is equal to double the number of resources required on the tile. When you use this building you do not pay any resources.
Transformer		Pay 1 credit to receive advance by 4 points on the Energy Track.
Retailer		Pay 1 credit to receive 2 resources of your choice.
Branch		Receive 5 credits
Control Center		Perform a production action with a +3 bonus.
Wind Turbine		Pay 2 credits to receive 5 energy points. You can use this energy to fulfill a contract.
Subcontractor		Pay 3 credits to fulfill a contract. You do not produce energy but simply receive the bonus from the contract then turn it face down.