

# BARRAGE

## THE LEEGWATER PROJECT

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### RULEBOOK

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*North Sea, 25 May 1923*

*Ellen Vos is on the upper deck of "Hope", her family's enormous cargo ship, staring at the unfamiliar, inhabited coasts of Europe. She sat sail from Cape Town two weeks earlier, and it is now approaching the port of Hamburg.*

*She walks past the crowd of gargantuan Mechs unloading the cargo, and enters the small, smelly bar full of drinking sailors.*

*She asks the bartender for some change and a Bell-Meucci portable telegram machine. She inserts the coins, waits for the green, steady light and starts typing with her slender, manicured fingers:*

*"Hope at destination and ready to unload. Two containers added. New details at my arrival."*

*She then returns the machine to the bartender, who is waiting for her with a Martini in one hand and a Bakelite cordless phone in the other.*

*"It's an international call for you, miss."*

*Ellen grabs the drink with one hand, takes a quick sip, then picks up the phone starts talking, leaving no time to reply to her interlocutor:*

*"You must do everything possible to refurbish all the equipment I've brought in Europe with me. We arrived late at the party, but we'll catch up, if you guys don't screw up everything".*

*She looks gloomily at the Hamburg port and its endless hangars.*

*"And don't forget about our bulding permits. I'm not satisfied with that rudimentary dam-conduit-powerhouse structure our fool competitors are so proud of. I need my Relay Field, I need my Control Station, I need my Robot Factory up and running in no time. We'll overrun them with our technology."*

*She finishes the Martini in one snappy gulp, as if it were fresh water.*

*"Now get back to work and prove to me I'm not wasting my money on you, eggheads. Oh, and get me in contact with Leslie Spencer".*

*Then, she hangs up.*

*Ellen leaves the bar. A 12-Coils, Junker-Renault limo is waiting for her, its rear door open. "Now, that's civilization. Finally," miss Vos thinks.*



# COMPONENTS

## COMMON COMPONENTS



1 Extra Management Board



4 Executive Officer Tiles  
+ 1 Leslie Spencer's Special Technology Tile  
+ 1 Tommaso Battista's Architect



15 External Work Tiles



10 Private Building Tiles



2 Bonus Tiles



3 Advanced Technology Tiles

## BASE GAME COMPANY COMPONENTS



4 Board Extensions



4 Basic Technology Tiles



5 Buildings

For each of the 4 companies

## COMPANY COMPONENTS THE NETHERLANDS



1 Company Board  
+ 1 Player Aid



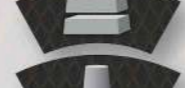
1 Board Extension



5 Basic Technology Tiles



5 Bases



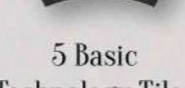
5 Elevations



5 Conduits



5 Buildings



4 Powerhouses



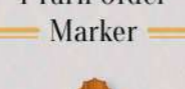
1 Turn Order Marker



1 Energy Marker



12 Engineers



1 Victory Point Marker

# INTRODUCTION

The **Leeghwater Project** is an expansion for **Barrage**. You need the base game to be able to use it. This expansion adds two new elements to the game providing greater variety and depth: **External Works** and **Private Buildings**.

**External Works** allow you to use your **Machineries** to carry out projects in other countries and therefore receive notable rewards. Watch out though: the **Machineries** you send to other countries will not be available to you again for the rest of the game!

**Private Buildings** represent a new type of structure that you can build. They will be not placed on the **Map** but on designated building spaces of the **Extra Management board** and will provide new and interesting actions for your **Engineers** to perform.

You will also find a new **Company board** – the **Netherlands**, new **Bonus tiles** and four new **Executive Officers** which will provide a huge amount of variety to the game. The fifth **Company**, however, doesn't allow you to play a 5-player game.

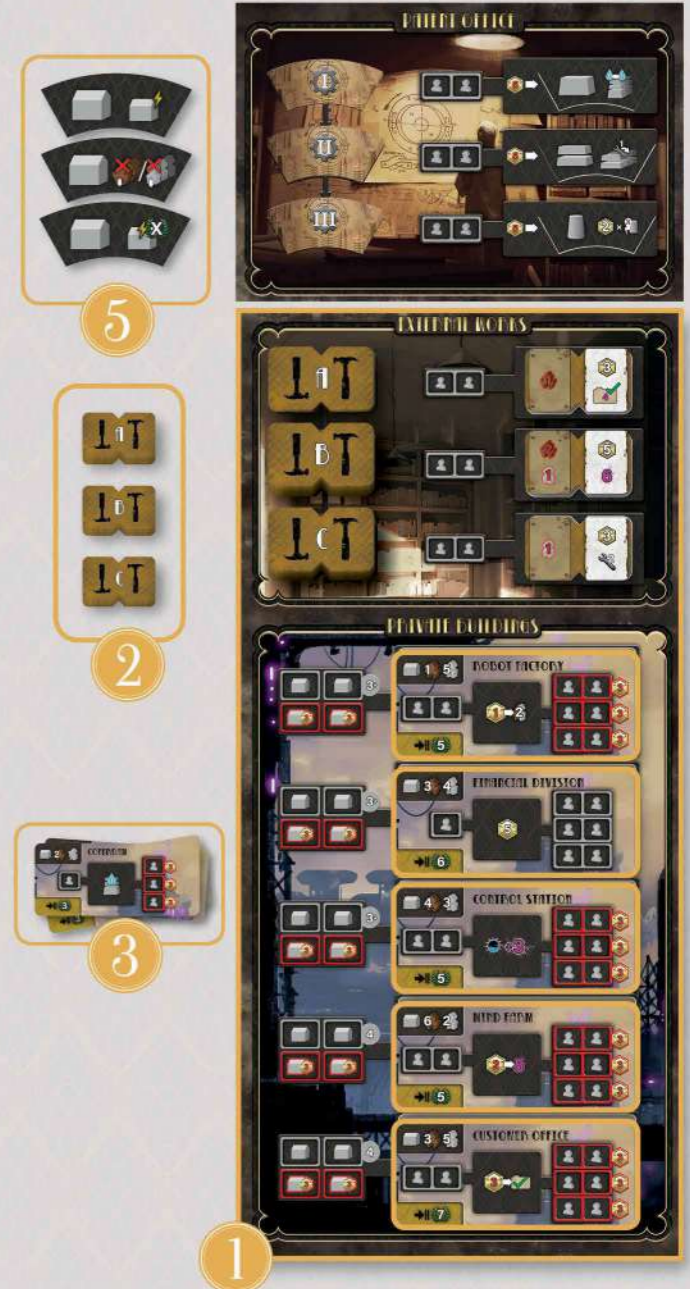
To play **Barrage** with **The Leeghwater Project** you must use the base game rules plus the extra rules and modifications you will find explained in this rulebook. This expansion is not intended to be used in an introductory game; you will need all the advanced rules which apply to the full game.

# GENERAL SETUP

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

- Place the **Extra Management board** under the **Patent Office board**.
- Divide the **External Work tiles** according to their backs, shuffle the three piles separately and place them face down in the designated spaces on the **Extra Management board**. Pick the first 3 tiles from the pile "A" and place them face up in the designated spaces on the right side of the board.
- Shuffle the 10 **Private Building tiles**, randomly draw 5 tiles and place them in the designated spaces on the **Extra Management board**. Put the remaining tiles back in the box.
- Add the 2 new **Bonus tiles** to those of the base game and then randomly draw the 5 tiles you will use. Put the remaining tiles back in the box.
- Add the 3 new **Advanced Technology tiles** to those of the base 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 (*this way you will have a different set up of **Technology tiles** in every game you play*). Place the piles in the designated spaces of the **Patent Office board** and then pick the first 3 tiles from the pile "I" according to the rules of the base game.



If you are playing a 3-player game, you must place **Building pieces** of a **Company** not in use in all the building spaces with a "4" symbol.  
If you are playing a 2-player game, you must place **Building pieces** from a **Company** not in use in all the building spaces with a "3+" and a "4" symbol.

## CHOOSING THE COMPANIES

- 1 Before choosing the Company to be used in the game, add the **Netherlands Company board** to the other 4 Company boards. As in the base full game randomly choose a number of boards to play with according to the number of players. If you pick the Netherlands board, you will need all the orange components.
- 2 Before choosing the Executive Officers to be used in the game, add the **new Executive Officer** tiles from the expansion to those of the base game and then randomly pick the ones you will use.
- 3 Take the **Extension board** associated to your Company and places it under your Company board.
- 4 Place the 5 **Building Pieces** of your color in the relative spaces of your Extension board.
- 5 Take the **new Basic Technology** tile of your color.

## NEW RULES

The **Income and Headstreams Phase** is performed as in the base game.

During the **Actions Phase**, you will have three new types of action that you can perform. You can carry out an **External Work**, build a **Building** and perform the special action of a **Building tile** you have activated.

### EXTERNAL WORKS



This section allows you to fulfill **External Works**.

There are 3 action spaces here, each one connected to a specific **External Work** tile that can be fulfilled. **External Works** are similar to **Contracts**, with the difference that they don't need you to produce **Energy Units** to be fulfilled: you will need to spend **Machineries**.

When it's your turn during the **Actions Phase**, you can fulfill an available **External Work**.

*Place 2 Engineers in the action space connected to an **External Work**. Discard the **Machineries** illustrated on the left side of the tile and immediately get the reward illustrated on the right side of the tile.*

You must take the **Machineries** from your personal supply and put them in the general supply. You cannot take **Machineries** from your **Construction Wheel**. Take the tile and place it face down in your personal supply next to your **Company board**.

As for the base game, if you can't fulfill the **External Work** because you don't have the required **Machineries**, you cannot place your **Engineers** in that action space.



### EXTERNAL WORKS SPECIAL REWARDS

- Fulfill one face up **Contract** in your personal supply. You don't need to produce energy to get the reward.
- Fulfill one face up **Contract** in your personal supply requiring 4 **Energy Units** (or less). You don't need to produce energy to get the reward.
- Take one available **Advanced Technology** tile. You don't need to place **Engineers** or pay the **Credits** to take the tile.
- Build a **Powerhouse**. You don't need to place **Engineers**, to insert the **Technology** tile or the **Machineries**. However, if you decide to build the **Powerhouse** in a construction space with a red-bordered icon, you still have to pay 3 **Credits**.
- Build a **Base** in a building space in the **Plains** area. You don't need to place **Engineers**, to insert the **Technology** tile or the **Machineries**. However, if you decide to build the **Base** in a construction space with a red-bordered icon, you still have to pay 3 **Credits**.
- Build a **Conduit** with a production value of 4 (or less). You don't need to place **Engineers**, to insert the **Technology** tile or the **Machineries**.
- Build 2 **Elevations** on one or two of your **Dams**. You don't need to place **Engineers**, to insert the **Technology** tile or the **Machineries**.

### PRIVATE BUILDINGS



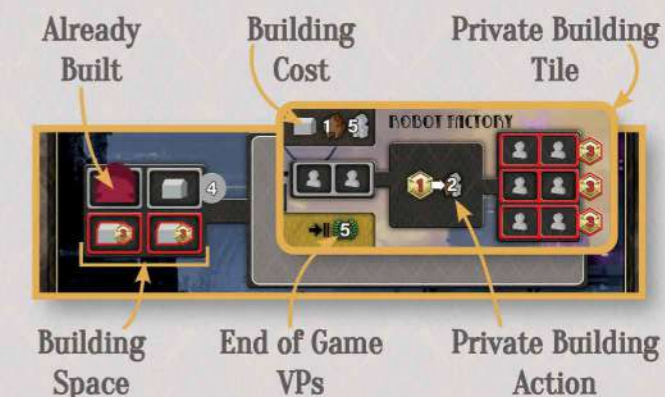
This section allows you to perform the special actions of the **Private Buildings** you have activated.

You can build a new type of structure: **Buildings**. **Building** pieces are not placed on the **Map**, but on designated building spaces with the related icon on the **Extra Management board**. When you place a **Building** you activate the connected **Private Building** tile. The rules for building are the same as those for building structures in the basic game, with a few differences:

- 1 Place the required number of **Engineers** on a **Construction** action space of your **Company board**.
  - 2 Put the **Technology** tile for **Buildings** in the open segment of your **Construction Wheel**.
  - 3 Put the required **Machineries** in the open segment of your **Construction Wheel**.
- The construction cost for each **Building** depends on where you build it. It is illustrated in the top left-hand corner of the connected **Private Building** tile.
- 4 Rotate your **Construction Wheel** by one segment.
  - 5 Place the first **Building** piece from the left of your extension in one of the available building spaces next to the connected **Private Building** tile.

If the space has a red-bordered icon, you must also pay 3 **Credits**. You can only place one of your **Building** pieces next to each **Private Building** tile. Each player can build up to 5 **Buildings** in each game, therefore activating all the 5 **Private Building** tiles.

**Buildings** do not guarantee you any income.



**Private Building's** special actions can only be performed by the players who have activated them (those who have placed a **Building** in the connected building space). When it is your turn during the **Actions Phase**, you can use the action space of a **Private Building** tile that you have activated.

*Place the required number of **Engineers** on an available action space on the **Private Building** tile to perform the relative action.*

**Private Buildings** have always four action spaces, one on the left side (cheaper) and 3 on the right side (more expensive). The first player in a round who place their **Engineers** on a **Private Building** tile action space, will place them on the action space on the left side. All other players must place their **Engineers** on the action space on the right side. For a detailed description of all **Private Buildings**, see Appendix 3 at page 7.

*You can only perform a **Private Building** action once in the same round.*

You cannot place **Engineers** on a **Private Building** tile where you have already placed **Engineers** this round.



Paul (red) and Viktor (green) can perform this **Private Building** action. Viktor performed it first, so he placed his **Engineers** in the left space. Paul must place his on the right space, paying 3 additional **Credits**.

At the end of the game, **Private Building** tiles also grant the number of **Victory Points** illustrated on the bottom left-hand corner of the tile, but only to the players who have activated them (see *End of the Game*, page 6).

The Scoring Phase and the End of Round Phase are performed as in the base game, with the following addition.

**If there are any External Work tile left on the Extra Management board, discard them putting them back in the box.**

Take three new External Work tiles and place them face-up in the designated spaces. First, pick the tiles from pile "A"; when depleted, pick them from pile "B" and finally from pile "C".

## END OF THE GAME

The final scoring takes place as in the base game, with the following addition.

**Score Victory Points for the Private Building tiles that you have activated.**

## APPENDICES

### Appendix 1: Company Board THE NETHERLANDS



The Netherlands Company board features a new special ability.



The Netherlands  
Ellen Vos  
Orange



**After you have performed a production action, you can immediately add 1 Water Drop on one of your Dams. You cannot add it on the Dam that you have just used for the production. Take the Water Drop directly from the general supply (it doesn't flow through headstreams and rivers).**

### Appendix 2: New Advanced Technologies



Image	Construction Type	Special Effect
	Building	When you use this tile, you can immediately perform the action of the Private Building tile you have just activated. In order to do so, you don't need to place any Engineers in the Private Building action space. You must still pay any cost illustrated in the action symbol.
	Building	When you use this tile, put in your Construction Wheel only one of the two types of Machinery required by the construction cost of the Private Building you are activating. If the construction cost is only of one type of Machinery, you can build it for free.
	Building	When you use this tile, immediately score the Victory Points awarded by the Private Building you have just activated. You will score them again at the end of the game, as usual.



### Appendix 3: Private Buildings

Each Private Building tile has a production cost that you must pay when you build the corresponding Building piece. They have a special

action that can be performed only by players who have activated them. They also grants Victory Points at the end of the game.

Name	Construction Cost	Awarded PV	Symbol	Special Action
Cofferdam		→   3		Take 1 Water Drop from the general supply and place it directly on a Neutral Dam or on one of your Personal Dams of your choosing.
Development Office		→   3		Take a Technology tile from your Construction Wheel and place it back in your personal supply. You cannot take any invested Machinery from that segment.
Research Lab		→   4		Choose one segment of your Construction Wheel. Take half of the invested Machineries from that segment and place them back in your personal supply, round down. You can decide which Machineries to take.
Loan Agency		→   4		Take an available External Work tile and immediately receive its reward. Instead of discarding Machineries, you must pay an amount of Credits equal to the number of Machineries required by the tile multiplied per 2.
Energy Relay Field		→   4		Pay 1 Credit to move your Energy marker of 4 steps on the Energy Track. As usual, you cannot use this Energy Units to fulfill Contracts.
Robot Factory		→   5		Pay 1 Credit to receive 2 Machineries of your choosing.
Financial Division		→   6		Gain 5 Credits.
Control Station		→   5		Perform a production action with a +3 bonus. You can still apply the activated bonuses and special ability of your Company board.
Wind Farm		→   5		Pay 2 Credits to produce 5 Energy Units. Move your Energy marker on the Energy Track by 5 steps. You can use this energy to fulfill a Contract.
Customer Office		→   7		Pay 3 Credits to fulfill one face up Contract in your supply. You don't need to produce energy to get the reward.



## Appendix 4: New Executive Officers



LESLIE SPENCER



Take the depicted Special Technology tile at the beginning of the game. When you perform an External Works action, you can place the required Machineries on your Construction Wheel together with this tile, as if you were performing a construction action. Then, rotate the Wheel by one segment. The Machineries and the tile will be available again when the Construction Wheel has made a complete rotation. You don't have to place Engineers in a construction action space on your Company board, but you still have to place them on the connected External Works action space. You cannot use this special ability if the special Technology tile is already on your Construction Wheel.



MARGOT FOUCHÉ



You have a personal action space on this Executive Officer tile. When it's your turn during the Actions Phase, you can place 1 Engineer here to perform the special action of a Private Building that you have activated. You still can perform the same Private Building action using its normal action spaces. Therefore, this Executive Officer allows you to perform the same Private Building special action twice in the same round.



SIMONE LUCIANI



You can have up to 4 Contracts tile face-up in your personal supply. You can fulfill two or more Contracts with one single production action, as long as the total amount of produced Energy Units is more than or equal to the total amount of energy required by the Contracts.



TOMMASO BATTISTA



Replace one of your 12 starting Engineers with the Architect at the beginning of the game. The Architect is a special Engineer. If you place the Architect in an action space requiring only one Engineer, you can immediately take another turn. If you place the Architect together with other Engineers in an action space requiring two or three Engineers, you do not activate this special ability.



Mahiri Sekibo's special ability with the new Executive Officers:

**Leslie Spencer:** You can copy the special ability without using the corresponding special Technology tile: just put the number of Machineries required by the External Work in the open segment of the Construction Wheel. Then, rotate your Wheel by one segment.

**Margot Fouché:** You can copy perform the special action of a Private Building tile you have activated by placing one of your Engineers in the Bank. You don't receive any Credit from the Bank.

**Simone Luciani:** If you are performing an action in the Contract Office, you'll be able to acquire new Contracts with a temporary Contract limit of 4. You'll be able to hold 4 Contracts in your personal supply until you fulfill one of them - after the fulfillment, your Contracts personal supply limit will get back to 3.

If you are performing an action in the Turbine Station, you'll be able to fulfill multiple Contracts with that production action.

**Tommaso Battista:** You can use one of your Engineer as if it was the Architect.

## CREDITS



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