

# GameMaster Notes

## Campaign Development History

The Border Patrol campaign system began as a 4-page outline written by Brian Lane in 1991. Since then, it has grown to about 200 pages of campaign materials.

In the early 90s, Border Patrol (v1.x) was play-tested at the NCSU Historical and Fictional Simulations Society (H&FSS, or “Huffs”). Over the following 10 years, it underwent several major revisions (v2.x and v3.x were never formally play-tested). Versions v4.1 through v4.7 underwent limited play-testing. The current revision level is v4.9.

It is hoped that v4.x has no major bugs. Considerable CPU-time was spent on v2.x and v3.x, ironing out major design issues. They might not have been completely eliminated, but it wasn't for a lack of effort.

As the rules are in a state of “Playtest”, the GameMaster reserves the right to tweak something if it becomes plain there's a serious (not minor!) problem with a campaign rule. Sometimes, what looks great on paper proves to be unworkable in actual play. However, any tweaks will **not** be retroactive unless the problem is so bad that all players agree it needs to be changed back to the beginning. It should be noted that, as play goes on, any sort of retroactive change would become progressively more difficult, and so the chances of such a thing would become even more remote.

Border Patrol consists of 21 Sections, 10 Annexes, and a number of additional materials (like the Strategic Map, and forms). Annex V-D, which provides a mechanism for computing the BPV-equivalent of Officers based on Rating, is still a work in progress – however, that should not affect play until long after the campaign start, giving enough time for work on that Annex to be completed.

The campaign rules utilize the letter “V” as their prefix, so as not to conflict with SFB rule designations.

**End of GameMaster Notes: Campaign Development History**