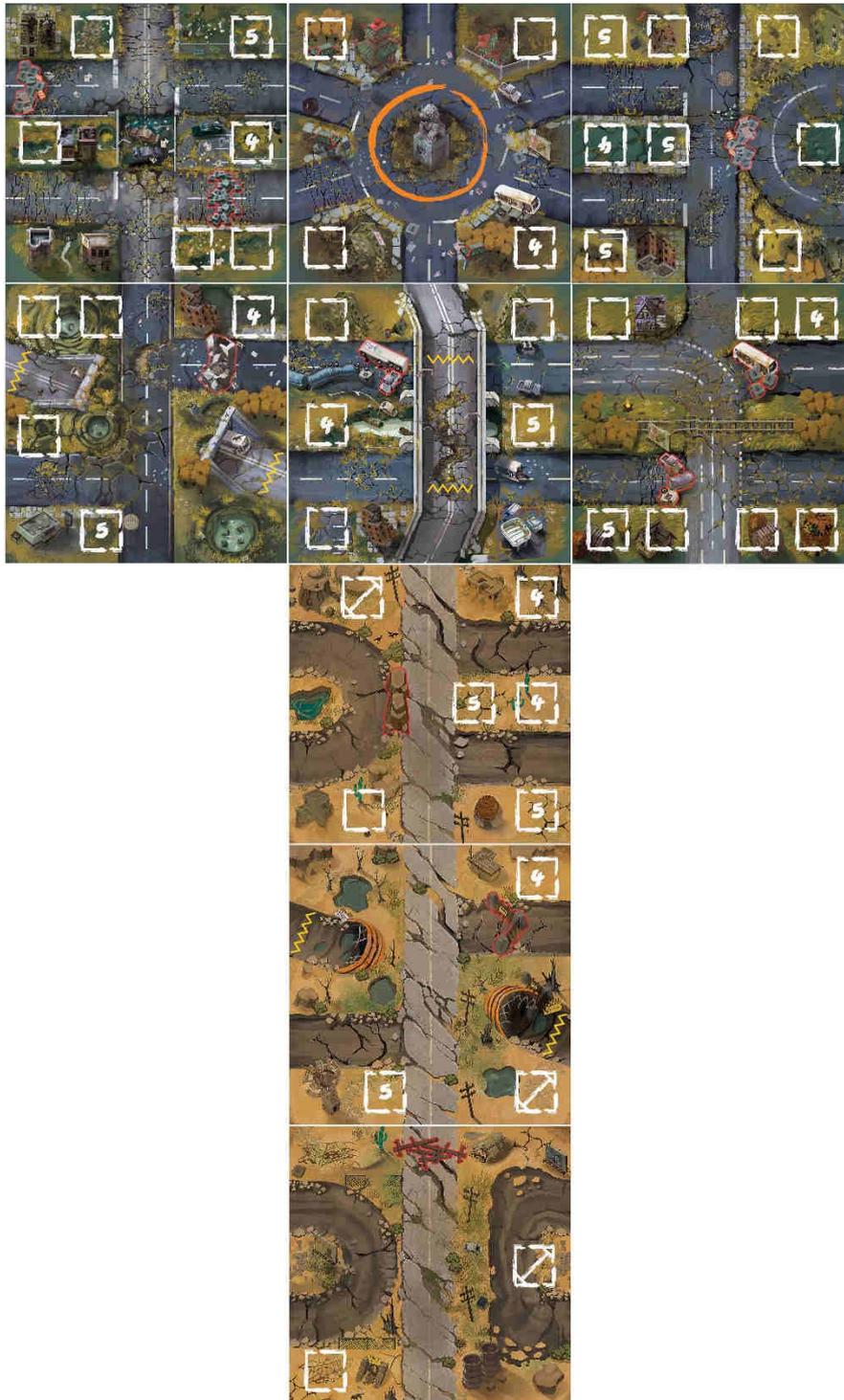# Raid & Trade Scenario 2:
From hell to desert
2-5 Players

<u>Set-Up:</u>

Place the Map Tiles in the order shown on the image below. Make sure that the Black Market is placed in the first row of tiles.

After placing the tiles place one Black Market token in its respective position. Use the Outpost miniature for it. Place the map tiles (Small, Medium and Large) on the map following the normal rules on page 3 of the basic rulebook. Place the Guard Tokens, two on each Wasteland map tile in any positions the players choose (you cannot place 2 Guards at the same house).

You do not use in the game: the Credit Disks, the Global Events and the Quest Cards. You use the Outpost as "token" but you don't follow its rules.

The youngest player begins the game.

Turn Overview

As in the normal game, a player may move and perform one action before passing play to the player on the left. However some special rules apply after a certain point in the scenario and you can find more details below.

The Wasteland

In this scenario players have to Raid in order to gather up Resources and then Skill Points for 4 turns. After the 4th turn any player with 15 Skill Points or more may spend those skill points to move from the city tile connected with the Wasteland to the first Wasteland tile. There is no other way to access the Wasteland and players cannot move normally there but only after the 4th round and by spending 15 Skill Points.

Moving

When a player moves onto a Map Tile with at least one Guard, he automatically receives 1 Adrenaline Point. Then, each of the Guards on the Map Tile attacks the player, and combat is resolved as per the rules below. Players may move off the map on the last Wasteland tile.

Combat

When entering a tile with at least one Guard, the player automatically receives 1 Adrenaline Point and has a choice: he can either bribe him with 4 resources other than Gun Resources or enter into combat with him. If the player bribes the Guard he discards 4 resources other than Gun Resources and from now on ignores this Guard for the rest of the game. The Guard(s) will attack using the player's die and the player may defend by spending 3 Action Points and a Gun Resource token. In this attack, only (nuclear) and (PoW) symbols count for the Guard's roll. If the Guard defeats the player, he steals 3 Resource Tokens of the player's choice, which are place underneath the Guard and the player receives 1 Adrenaline Point.

If the player is on a Map tile with a Guard, he may attack him by spending 5 Action Points and a Gun Resource token. The Guard will always defend, by rolling the player's die. If the player defeats the Guard, the Guard is removed, and the player receives all Resource Tokens (if any) underneath the Guard and receives 1 Favor Point. If the player fails to defeat the Guard he may try again by spending another 5 Action Points but no additional Gun Resource token is required this time.

Combat between players is conducted following the normal game rules.

Adrenaline Points

These are tracked using the Blacklist/Favor Points dial. If a player ever reaches 10 Adrenaline Points, he is eliminated from the game.

Player Elimination

When a player is eliminated from the game all his resources are divided among other players in the same map tile that he was. If there are none on the same map tile then simply discard them.

Game End

The first player to move off the ruins map and passes through all the three Wasteland map tiles is the winner.

Remember: As we mention in the base rules, never mix normal tiles and the wasteland cause of the different applying rules. However you are free to experiment on that and practice your skills.