

Raid & Trade Scenario 1:

Bloody Package

2-5 Players

Set-Up:

Place the Map Tiles in the order shown on the image below. Make sure that the Black Market is placed on the Starting tile (first tile on the left) and the Outpost tile and mini on the far end of the map in the spot noted.



After placing the tiles place one Black Market token (a credit disc token marked with number 4) and the Outpost tile or mini, in their respective positions. Place the map tiles (Small, Medium, Large) on the map following the rules of the base game on page 3 of the rulebook.

You do not use in the game: the Guard tiles, the Global Events, Credit Disc Tokens and the Quest Cards.

All players place their minis in the Black Market.

The youngest player begins the game.

Turn Overview:

As in the base 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 this scenario and you can find more details below.

The Package:

In this scenario each player is facing off against all other players in a race to get to the outpost first, claim the package and deliver it to the black market. In order to do so a player needs to spend 5 Action Points and also to have at least 10 Skill Points. If a player meets these requirements he claims the package. This player takes the Credit Disk token labeled with the number 4, this represents the package. Another player can steal the package if he attacks successfully the player who carries the package and so on.

The Delivery:

The player in possession of the credit disk now has to reach the Black Market tile and spent 10 Action Points to deliver it while all other players try to steal the package from him. Note though that while a player is carrying the Package he has to spend an additional Action Point whenever he would spend one while moving, as he tries to reach the market with caution and also the package is really heavy.

Game End:

If a player succeeds in delivering the package at the Black Market the game ends and he is the winner.

Do not forget. You follow the same rules you can find in the base game with the exception of the removed components that have no use in this scenario. You can move, craft, attack, trade etc. as you already know.