

## Raid & Trade Scenario 4:

### The Crime Lord

Players: 2-5

#### Set-up

Follow all the basic rules for game set-up as found on page 3 of the rulebook (base game).

You do not use in the game the Outpost, the Credit Disks and the Guards.

You set-up the map tiles as in the base game and the central one (Black Market) is called for this scenario "Crime Lord's Hideout".

The oldest 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 with the following difference. The players are trying to Raid Resources and score Victory Points for them by giving them to the local Crime Lord.

#### Victory Points/Gameplay

Players score Victory Points by spending 1 Action Point and giving in Resources to the Crime Lord who is always located at the central map tile.

Each Resource is traded for 1 Victory Point which is tracked by using the Skill Meter.

The players can also gain Victory Points by Crafting, since in this scenario all Skill Points count as Victory Points.

Apart the fact that each Resource awards 1 Victory Point, the players can also Trade to get more Points. Check out the following board:

- 3 of the same color = 2 Victory Points
- 4 of the same color = 3 Victory Points
- 6 of the same color = 4 Victory Points
- 8 of the same color = 6 Victory Points

**Note! In this scenario players can only carry up to 10 Resources and then cannot take any more until they Trade some in, for Victory Points.**

#### Raiding Extra

If the Houses are all Raided, then players place all of them back in their original positions until the game ends.

#### Player Combat

Note that players can still combat each other to steal Resources.

#### Game End

The first player to reach 20 Victory Points is the winner.