

Raid & Trade Scenario 5:

The Power of the Events

Players: 2-5

Set-up

Follow all the rules for game set-up found on page 3 of the base game's rulebook.

For this scenario you do not use: the Guards.

Turn Overview

As in the base game, a player may move and perform one Action before passing play to the player on the left.

Global Events

In this scenario the use for Global Events changes. After the main set-up, the first player shuffles all the Global Events and deal 2 cards to each player (including himself). At any point during their turn, players may spend 2 Action Points to play 1 Global Event. Only 1 card can be played each turn by each player. After a player active a Global Event, he discards it in the discard pile.

The Credit Discs

In this scenario the Credit Discs get an extra use. Any player may discard a Credit Disc (if he owns one) and spend 5 Action Points to pick any Global Event from the discard pile and add it to their hand.

Scenario Compatibility

The rules for this scenario can also be used as a variant for any scenario that uses the Global Events, the Outpost and the Credit Discs.

Game End

Game ends as you know from the base game (page 16 of the rulebook).