

Raid & Trade Scenario 3:

Trouble on the streets

Players: 2-5

Set-up

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

You do not use in the game: the Outpost, the Guards, the Credit Disks, the Global Events and the Quest Cards.

After placing the tiles, place the miniatures of the players in play, in the Black Market.

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.

Combat

In this scenario, players battle each other for domination on the streets. When a player loses a Combat against another player (instead of the basic rules for winning/losing a combat), the losing player gains 1 Adrenaline Point. All the other rules for the Combat work as in the base game.

However, there is a tricky part. A player can increase his Adrenaline Points when losing a Combat, but also can deliver Adrenaline Points to another player when winning a Combat.

The amount of the Adrenaline Points, are depending on the Skill Points of the attacking player. Following the table below, you can check what happens depending the amount of Skill Points:

- Skill Points 0-5: 1 Adrenaline Point (if the attacking player wins, he delivers 1 Adrenaline Point, but if he loses then he takes 1 Adrenaline Point and so on)
- Skill Points 5-10: 2 Adrenaline Points
- Skill Points 10-15: 3 Adrenaline Points
- Skill Points 15-20: 4 Adrenaline Points

Adrenaline Points

The Adrenaline Points are tracked using the Red/Yellow dial. For this scenario, you use the Red dial in order to count the Adrenaline Points. If a player reaches 10 Adrenaline Points, he is eliminated from the game.

Important Note: The Red side of the dial does not work in the same way in this scenario, as in the base game. You only use it to count your Adrenaline Points. The Yellow side of the dial, still counts as Favor Points and in order to collect Favor Points, you follow the rules of the base game.

Player Elimination

When a player is eliminated from the game, all his Resources are divided among the players that stand on the same tile that player was standing. If there are none on the same tile, then simply remove them from the game.

Game End

The last player to survive is the winner.

Tip

In this scenario, you can also choose to play with the Wasteland side of the tiles or for those owning the expansion **War on the Streets**, the new and upgraded Suburb tiles.