

Raid & Trade Scenario 6:

Fog on the Streets

2-5 Players

Set-Up

In this scenario players will have to face a little twist. Instead of setting up the board normally players only place down the Map Tile with the Black Market (Orange Circle) in the center of the table. Players then follow all setup steps except for steps 2 and 11 of the base game rules. Skip those steps as they will be happening as you play.

You do not use in the game: 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. In this scenario a player is allowed to move off the edges of a tile as long as there are still tiles that haven't been already placed on the board. When a player does move off the edges of a tile his turn pauses, randomly choose a tile from those available and place it down in any rotation you like.

Then fill in the spots on the tile with any houses (if there any left) as you would do on step 11 of the setup. The player's turn now resumes and continues. When all tiles have been placed down the players can no longer move off the edges of a tile and the game continues just like in the base game.

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 Disks.

Game End

All the basic game winning conditions apply as described on page 16 of the rulebook.