

Raid & Trade Scenario 7:

Gas Leak Evacuation

2-5 Players

Set-Up

Follow all the normal rules for game set-up found on page 3 of the rulebook with the following exception:

As the central tile of the map place the helipad instead of Black Market.

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

Turn Overview

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

Houses Closing

For this scenario, in each round, when the first player's turn begins he/she **must** choose 1 house on the map and remove it from the game. This house has been contaminated by the poisonous gas and is no longer accessible. If there aren't any houses left on the map, then all the players lose the scenario (and the developers win!).

The Helipad

The aim of this scenario is for the players to grab as many resources as possible from raiding or stealing from other players fast and run to the helipad before all the houses are gone. A player in the same tile as the helipad may spend the required resources and skill points shown on the helipad to flee the city instantly winning the scenario and leaving all others behind to the gas infected city.

Combat

Combat in this scenario works normally with the exception that there is no choice to steal a credit disk rather only to steal resources which is a very effective way to slow other players down in this scenario.

Game End

This scenario ends either when someone leaves with the helicopter in which case he instantly wins the scenario or when all the houses are gone in which case all players lose the scenario.