



MAYHEM 2210 A.D. - EMERGENCY ORDERS

Explanation

Emergency orders is a mini-expansion for the Mayhem 2210 A.D. expansion.

General rules

Normal Risk 2210 A.D. Rules apply.

Setup

If you don't use the Tech Commander in the game, remove **Tech Commander Emergency Orders** from the deck.

Shuffle the Emergency orders cards into the Mayhem 2210 A.D. deck.

Playing

Each player, before the Collect and deploy MODs and Energy phase, takes the top card from Mayhem 2210 A.D. deck and immediately plays it.

