



MAYHEM 2210 A.D. - TERRITORIES

Explanation

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

General rules

Normal Risk 2210 A.D. Rules apply, except for cards that tell you to turn over the top card of the land or water territory deck.

Before turning over the top card of the territory deck, roll an 8-sided die.

If you roll a 1, turn over the top card of the Mayhem 2210 A.D. land or water territory deck.

Else, turn over the top card of the normal land or water territory deck.

If the normal or Mayhem decks do not contain cards anymore, you don't need to roll a die, but just take the top card of the remaining deck.

Setup

Shuffle the Territories cards into the Mayhem 2210 A.D. deck.

Place the Mayhem 2210 A.D. Territory cards, next to the normal territory card decks.

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.

