

Age of Steam – Kansas Tornadoes Expansion Map Rules (4 to 6 players)

This expansion brings the destructiveness of tornadoes to Age of Steam. Set in the state of Kansas, a season of tornado outbreaks across the state must be dealt with. While the effects of the tornadoes can be chaotic, proper planning and use of the Emergency Response/Forecast special action are crucial.

Age of Steam base game rules apply except for changes noted below.

Setup:

Place 3 goods on Kansas City and on Wichita. Place 2 goods on each of the remaining Cities on the map. Set the provided tornado damage markers next to the map to be used during the Tornado Phase.

Tornado Phase (Prior to Issue Shares Phase):

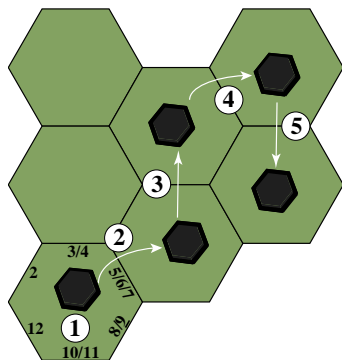
The tornado event occurs prior to the Issue Shares each turn except for the last turn of the game. The number of tornadoes triggered each turn is determined by the number of players according to the following table.

Tornado Outbreak								
TURN:	1	2	3	4	5	6	7	8
4 players	4	3	3	2	2	1	1	0
5 players	4	3	2	2	1	1	0	
6 players	4	3	2	1	1	0		

Players roll a pair of D8 dice (provided with map) to determine the starting location of each tornado (alternatively, a deck of cards from Ace (1) through 8 or a dice rolling app may be used).

Tornado Start Location: The North-South gridline value (1-8) is determined first; one of the players rolls a D8 and places the D8 on the matching value. Next, the West-East gridline value is determined in the same manner. Place a tornado damage marker on the hex that intersects the two gridline values. This is the starting location of the tornado.

Tornado Path: Next the path of the tornado is determined. The tornado will always move 5 spaces representing an F5 tornado. The tornado will tend to move in a northeasterly direction as is typical of actual tornadoes. The start player rolls two D6 dice for each of the five movements. The total of the dice roll determines the direction of the tornado path. There is a tornado path key on the map to follow during play. See the example below.



Tornado Path Example:

1. Start of path (from 1-8 grid)
2. Dice roll of 4+3=7 (move northeast)
3. Dice roll of 1+2=3 (move north)
4. Dice roll of 1+5=6 (move northeast)
5. Dice roll of 5+6=11 (move south)

Place a damage marker on the hex after each movement. This may be on any type of hex (empty terrain, track tile, City, New City, or town). The path may double-back on itself or cross paths with previous tornadoes. When this occurs, place an additional damage marker on the hex. Continue rolling the dice until a total of 5 damage markers are placed on the map. If a roll results in a direction where placement is not possible, i.e. off the map, then re-roll until placement is possible.

Repeat this process for each tornado based on the turn and number of players.

Building Track:

Plain hexes cost \$2. Hill and river hexes cost \$3.

Track may not be built on hexes with tornado damage markers. During the build phase on their turn a player may remove damage markers from unbuilt hexes, track tiles, or towns for \$1/damage marker removed; damage markers on Cities may not be removed in this manner. The number of damage markers that may be removed in this phase is unlimited. Damage markers removed in this way are placed back in the damage token supply.

Moving Goods:

Deliveries are not allowed over links with one or more damage markers. Deliveries cannot travel through Cities or towns with one or more damage markers or start from Cities with one or more damage markers. Deliveries may end on a City with one or more damage markers. When a good matching the color of a City with a damage marker is delivered to the City then one damage marker is removed from the City. ***Important: The player making the delivery to the City keeps this damage marker in front of them for end game scoring.***

Emergency Response/Forecast Special Action:

This special action provides two benefits. The Emergency Response benefit allows a player to remove up to three tornado damage markers from the map during their build for free. Only one of the three damage markers removed may come from a City or a New City. ***Important: Damage markers removed from Cities or New Cities are kept by the player for end game scoring.***

The Forecast benefit allows the player to predict the starting location of one tornado during the next tornado phase. At the start of the next tornado phase, the player states which gridline they want to predict (West-East or North-South, then the coordinate from the other gridline is determined as normal. After this, the player decides which location from their selected gridline they want the tornado to start.

Example: Gwynneth chooses the Emergency Response/Forecast Action in Round 2. At the beginning of Round 3, she chooses to forecast the second tornado from the West-East gridline. The North-South location is at 7 based on the die roll. Gwynneth now decides where the tornado occurs along the West-East gridline by choosing the location and she selects the 3 location; therefore, the tornado starts on Dodge City.

End of Game:

Players receive 2 points in final scoring for each tornado damage marker they have collected from Cities during the game.