

THE TRANSPORT HUB

ENGINEERING
TRANSPORT
SAFETY
PROGRESS
PRESTIGE

YOU MAY PAY THE OWNER OF A CAPITAL 2 TREATY TO MEET A REQUIREMENT.

Civilization has sprouted from the ruins, fragile and hungry, and it must take roots far and wide if it wants to survive. Your roots are routes: roads, ports, and landing pads. You have connected the Homeland and pushed the Wastelands away.

PERMANENT BONUS

A Family/Faction connected to the Hub can use a Surplus to erase a matching Need held by another connected Family/Faction.

If both pay 1-Treaty to the Hub's Owner, the Surplus is not erased.

FORTUNES

First, the Owner draws the Hub.

For each Fortune, players add a connector (road, bridge, channel, tunnel, etc) to the map. The first connector must start from the Hub. Connectors allow for fast and safe travel between settlements and locales.

Where connectors intersect, add a settlement to the map.

If connectors intersect over an existing settlement, add a Faction that works for or benefits from the Hub's traffic.

Give the settlement or Faction two of the following:

- * A name.
- * A unique resource/advantage.
- * A characteristic tradition.
- * A cultural taboo.

The Owner states the unchosen options.

TRIALS

For each Trial, add an obstacle to the map (a Hostile Ground or a Threat) on or around a connector. Describe its hazards. The Owner states how the Hub overcomes it.

If the Obstacle is placed over a settlement, add a Faction that exploits or preys on the Hub's traffic. Give the Faction two of the following:

- * A name.
- * A unique resource/advantage.
- * A characteristic tradition.
- * A cultural taboo.

The Owner states the unchosen options.