

The Fires of Summer



During the City Maintenance Phase roll d6 for each structure in your play area. On a roll of 1 or 2 add a counter to the structure. During play exhaust a structure to remove the counter from it. During play exhaust two personalities under your control to add or remove a counter to or from a structure. Structures may only have one counter at a time. During the Discard Phase discard any structures with a counter from this event. Strongholds are not affected by this event.

1st

Tournament Event

Artist: Lance W. Card

