AFTER THE FOG
Rules Version 9.5.4, November 22, 2021

"Although the lady is beloved, I confess that I long for my younger days, when this village slept beneath a cool blanket of gray." – Arderwin Shea, TC 17 Queran, 1575

After the Fog *is a resource management/area control game set in the **Dew Point** universe. Players take the roles of local heroes, expanding their influence into a valley that has been drowned for centuries in deep fog. Your goal is to build up wealth and influence, and become the master of the valley.*

*This alpha playtest version of **After the Fog** is made possible by Crab Fragment Labs, with online resources available on Tabletop Simulator. If you're playing online, please be sure to load the latest version of the workshop each time you play.*

We value our players' feedback, and we hope you will help us improve this game for a release version. Questions and comments can be submitted through Crab Fragment Labs, using the form [here](). For more information about the world and characters in the game, visit the Dew Point wiki [here]().

We hope you will enjoy playing After the Fog, and thanks for supporting Crab Fragment Labs!

> **Players:** 2 to 6
> **Playing Time:** 90-120 Minutes

Components:
- Six modular *Board Sections* and four small *Filler Squares*.
- Six City Placards
- 18 Character Placards
- Three decks of *Cards*, including:
    - *63-card Market Deck*
    - *9 Contract Cards*
    - *36 Adventure Cards*
- *Resource chips*:
    - *40 each of Food, Wood, and Stone, "Basic Resources"*
    - *30 Gold, a wild resource that can be spent in place of the Basics*
    - *30 Rubies*
- *Player Pieces*, in six colors: 30 tokens, four Airships, and six Towers

Setup:

Map: Randomly choose one board section per player, shuffle them, and arrange them face up as shown below, inserting filler squares at random as indicated in the 2-, 3- and 4-player boards. Rearrange the filler squares if any two Villages (blue spaces) are connected.
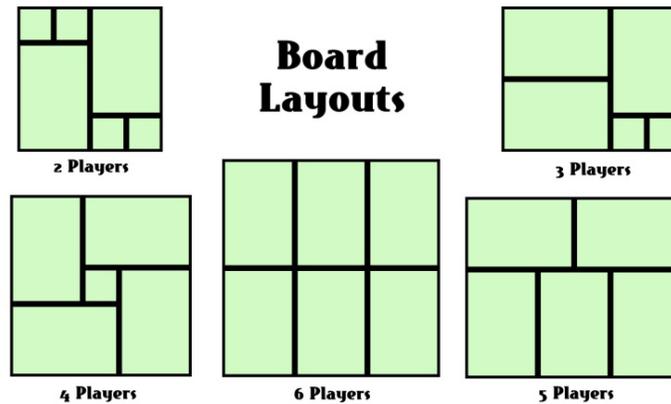
Colors: Each player chooses a player color and takes their pieces: 30 tokens, four Airships, and six Towers. Each player's Airships include the same four models: *Skyslip*, *Caravel*, *Lugger*, and *Hauler*.

Notes: Lego plans for these ship models are forthcoming. In the TTS version, we use various RPG minis for the airships because they were what's available. ☺

Resources: These are Food (Green), Wood (Brown), Stone (Gray), Gold (Yellow), and Rubies (Red). The first three (Food, Wood, and Stone) are "Basic Resources" and are roughly the same in terms of availability and value. Gold is a wild resource that can be spent in place of the others. Rubies are rare and are mostly accumulated through winning conflicts. Put the Resource chips into a central pool where everyone can reach them.

Contracts: Find the "Tower" and "Skywright's Guildhall" Contract cards, and place them beside the board. Choose two more Contracts at random, for a total of four. If there are only 2 or 3 players, remove the Guildhall. (Note: You may choose any set of contracts in this step if you prefer.)

Market Deck: Find the nine Event cards in the Market deck and remove them. Shuffle the rest of the deck, and deal a hand of two cards facedown to each player.

Next, insert the Event cards into the deck as follows: Deal the cards into ten roughly equal piles. Shuffle the Events, and place one on top of nine of the piles. Stack those piles together in a random order, placing the tenth pile (the pile with no Event) on top of the deck. This is the assembled Market Deck.

Place the Market Deck beside the board, with room for a line of six faceup cards beside it. This line of cards is called the *Open Market*. Turn over the top card of the deck into the first space in the Market.

Starting Auction: Players choose their starting Cities and Characters as follows:

1. Set out the City Placards corresponding to the Cities on the map.
2. Shuffle the Character Placards, and set out N+2 of them face up, where N is the number of players. (For example, with five players, deal out seven Characters.)
3. Starting with the youngest player and proceeding *to the right* (in reverse turn order), players may choose either a City or a Character. If you choose a City, mark it with a Tower, and take its placard. If you choose a Character, take its placard. (Note: in the TTS version the towers are not color-coded, so you will need to use a token as well as a tower when you mark your City.)
4. Then, starting with the player who picked last, and going *to the left*, each player makes a choice in the other category, so each player will end up with one City and one Character.
5. The two undrafted Characters are discarded.

Each player places their smallest Airship at their City (the Skyslip). This is your starting ship. Players collect the starting resources described on their City placard. Turns will proceed to the left, starting with the Character whose first name comes first alphabetically.

You will note on your City placard a specific individual goal for that city, such as controlling the most Farms at the end of the game. Each city also has a different mix of starting resources.

Definitions:

Actions: On each turn, each of your Airships may take one *Action*. This means moving the ship to a space on the board, or staying where it is, and then doing whatever is appropriate for that space.

Spaces: Every location on the board is a "space," including Farms, Forests, Mines, Villages, and Cities.

Tokens: Owners and Spies. Players will use tokens to designate their influence in spaces. A single space can contain a stack of tokens from multiple players. In a stack, the top player is the *owner*, or *controller*, and all tokens below that are *spies*. Stacks can contain no more than one chip from each player.

"Produce" and "Collect": *Production* occurs specifically when a board space is visited by an Airship, and resources are drawn from that space. When resources are "collected," for example due to a card effect, this does not count as production, and it therefore cannot be improved by a higher Production stat.

Turns: Before each turn there is a **Market Step**. Each turn has two phases: **Move** and **Buy**.

Before the Turn: Market Step

If the Open Market already contains six cards, skip this step. Otherwise, add one new card face up to the Open Market from the Market Deck. This happens before every turn, including the first, which means that the first player should start their turn with two cards in the Open Market.

Events: If the card you draw in this step is an Event, follow its instructions, and then draw another Market Card. Each Event has a unique and immediate effect. Drawing a certain number of Events will cause the end of the game. This number varies with the number of players, as described later.

Player Turn Phase 1: Move

Each Airship Can Move Once: You start the game with one Airship, your Skyslip, and you may unlock more ships as the game proceeds. Each ship gets one action in this phase. An "action" means moving to a space and producing resources from that space. Sometimes this also causes a Conflict.

Staying Put: If you wish, an Airship can stay in the same place and activate the space it is on.

Restrictions:
- Skyslips have limited movement. They can move to Towers and Cities, as well as any space within one step of your tokens (including spies).
- Larger Airships can move anywhere.
- If a space has produced resources already, it cannot produce again on the same turn. You may, however, gang up several ships in one space to use their combined Attack or Defense power.

Results of a Move: If you move your Airship to an empty space, mark it with your token, and produce resources as appropriate to the space. If the space is controlled by another player, there will first be a Conflict to determine who owns the space, and then you will still place a token if you didn't already have one there.

Conflict: When you move into an opponent's space, you will compare Attack and Defense values to determine who controls the space. The active player is the *attacker*, and the owner is the *defender*. Exception: a space with a Tower cannot be captured, so there is no conflict. (This includes Cities.)

Attack Value: The attacker determines their attack value as follows:
- Start with the combined Attack values of all the Attacker's ships in the space.
- If the Attacker already had a token in the space, add +1.
- For each neighboring space controlled by the Attacker, add +1.
- For each neighboring Tower controlled by the Attacker, add +1.

Defense Value: The defender computes their power as follows:
- For controlling the space, start with a value of 1.
- For each of the defender's Airships on the space, add that ship's Defense value.
- For each neighboring space controlled by the defender, add +1.
- For each neighboring Tower controlled by the defender, add +1.
- If the defender has already taken their last turn of the game, add +1.

Resolution: The higher total value wins the conflict. The attacker wins ties.

Conflict Effects: Some players may have the option to improve their Attack and Defense scores during a conflict. The Attacker must make all such decisions first, and then the Defender may do the same.

Results of Conflict: If the attacker wins, they become the new owner of the space, and place their token on top of the stack. They also earn one Ruby. If the attacker loses, they add a token to the bottom of the stack (a Spy), unless they had one there already. (Winning as the defender does not earn you a Ruby.)

Opposing Towers: Towers cannot be captured. However, moving to an opponent's Tower gives you access to the same production as that player (with tribute, see below), and adds your token as a spy.

Production: After the conflict is resolved, you produce resources from the space. This happens *regardless of the results of the conflict*.

Normal Spaces: In a space without a Tower, you produce one Basic Resource for the space: Food in Farms, Wood in Forests, and Stone in Mines. If your ship has bonus production for that resource, you produce the extra. For example, if you visit a Farm and have +1 Food production, you produce 2 Food.

Fog Spaces: When you visit an empty space that is marked with a Fog icon, you *do not* produce the usual resources from that space. Instead, draw an Adventure Card and follow its instructions. Unless it's clearly described otherwise, the instruction on the Adventure is to be followed once, immediately upon drawing the card. You do place a token on this space when you visit it, and when a space has a player token covering its fog icon, it becomes a normal space.

Towers: When you visit a space with a Tower, you produce the Basic Resource for the space, modified by your Production stat, as above. In addition, you may produce resources for a connected *Network*.

> **Networks:** Spaces are part of a network if they are all the same type of space, all owned by the same player, and all connected by a single road segment to another space in the network. A Network can be any size. Towers produce resources based on their connected networks, producing one additional unit of the Resource for every space in the Network. For example, if you visit a Farm Tower that is part of a 4-space network of Farms, the network will produce a total of 4 Food.

Cities: Cities always produce one Gold. In addition, you may choose any one Basic Resource type, and produce from an adjacent Network of that type. For example, when you visit a City that is connected to a network of three Forests, you may produce one Gold, and three Wood. (The network is considered connected if it is controlled by the *owner of the City*, not necessarily by you.)

Villages: The blue spaces are Villages. These can produce any Basic Resource of your choice. If a Village has a Tower, it becomes like a City, and produces Gold instead. When you produce at a Village with a Tower, the results are the same as producing in a City: you produce one Gold, and activate any one of the adjacent networks.

Windfall and Tribute When multiple players have tokens on the same space, two types of additional payment can happen as a result of production. These are *Windfall* and *Tribute*.

> **Windfall:** When the *owner* of a space produces resources in that space, *Windfall* is collected by all *Spies* in that space. Whatever Basic Resource was collected by the Owner, each Spy on the space collects one token of that resource from the Bank. *Note: If, for some reason, the owner produces only Gold and no Basic Resources, then there is no Windfall.*

> **Tribute:** When a non-owner produces resources in a space, they must pay *Tribute* to the owner. From whatever resources were produced, *one token* must be paid to the owner. This payment comes from the player and not from the Bank. *Note: other spies on this space collect nothing.*

Player Turn Phase 2: Buy

In the second phase of your turn, you may buy cards. You may buy one Market Card, either from the Open Market or from your hand. You can also pay for Contracts, up to one of each.

Market Cards: You can buy *one Market Card* each turn. When you buy a card from the Open Market, place it face-up on the table in front of you.

The cards in your hand can be bought in the same way, and also count as being bought from the Market. If you buy a card from your hand, you must also draw a replacement card from the Open Market, so that you always have two Market cards in your hand.

Contracts: You can buy *each Contract* up to once every turn. These cards remain in place, available to all players throughout the game.

Unlocking New Airships: As your influence grows, you will gain access to more Airships. Some Market Cards and Characters are marked with a Shipwright Icon (Ale, Powder, or Lapis). Each set of icons can unlock a new airship, as noted on the City Placards.

When you fulfill a ship's requirements by owning the right collection of icons, the ship permanently becomes a part of your fleet. Place the ship on your City on the turn when you unlock it. It will be available on your next turn. *Note: Even if you later lose the requisite icons, the ship remains in play.*

Note that the abilities of the individual ships (+1 Attack, +1 Production) apply to that ship only.

Game Terms:

Towers: A Tower is a permanent structure built on a space that you own. Towers grant bonuses to Defense and Production, as described above. They are worth two points each.

Rubies: You earn a Ruby each time you win an attack. There are also other ways to acquire them. Rubies are scored as a block at the end of the game, as described below. There is a hard limit of 30 Rubies in the game. After the supply is exhausted, when you collect a Ruby, you take it from another player.

End of Game and Scoring:

The end of the game will be triggered by drawing a certain number of Events from the Market Deck. The number required varies with the number of players:

Number of Players:	2	3	4	5	6
Events to End Game:	4	5	6	7	9

When the end is triggered, each player gets *one more turn*, with the following changes to the rules for the marketplace:
- After the Market Card is dealt to replace the last Event, the Market Deck is frozen, and the Open Market does not refill.
- Players do not redraw when they buy Market Cards from their hands.

After the game is over, calculated your score as follows:
- **Spaces:** For every space you control, including your City, score 1 point.
- **Cards:** Score the point value of all your collected cards, including Market and Adventure Cards.
- **Airships:** For every Airship in your fleet, including the Skyslip, score 2 points.
- **Towers:** For every Tower you control, including your City, score 2 points.
- **Rubies:** The player with the most Rubies scores N points, where N is the number of players. The second-most scores N-1 points, and so on, except that the last player, and all players with zero Rubies, score zero points. If two players are tied for any level, they both get the higher value.
- **Bonuses:** All Cities have goals which grant points for certain end-of-game achievements.

Ties: If there is a tie for most total points, resources are the tiebreaker. Compare Gold first, then Stone, Wood, and Food. If that is still tied, the winner is the player who went later in the first round.

Some FAQs:

Resources on Market Cards: Due to some effects, there may be resources on Market Cards. If you buy one of these cards, you collect these resources. You can also use them as a discount against the price of the card, if applicable. However, if you draw the card into your hand, the resources are discarded.

Running Out of Tokens: Unlike Rubies, there is no limit to the number of tokens a player can use. If you need extras, borrow them from an unused player color, or use other items.

City Devices on Characters: These are strictly for flavor at the moment, but we are considering making these work exactly like the Banners: They score 2 points when the City makes its goal.

Credits:

After the Fog and the Dew Point universe and characters are created by James Ernest, © 2020 James Ernest and Crab Fragment Labs.

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Character art in the playtest edition drawn by Nate Taylor. Additional art from clipart.com.