Map Connectors

Each of these strips connects a Home Base to another Home Base according to how many players there are and the map layout.

They are of variable length as certain event cards can extend the distance between the Home Bases.

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/ \_/ \_/ \_/E\_/ \_/F\_/1\_/1\_/1\_/2\_/2\_/2\_/3\_/3\_/3\
\_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/ \_/
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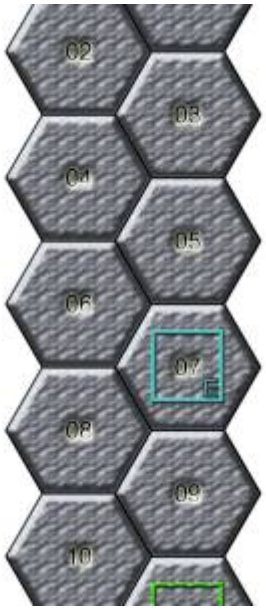
           0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9
```

Key

E - default encounter square
F - encounter square when extension 1 is activated otherwise it counts as a blank square
G - encounter square when extension 2 is activated otherwise it counts as an extension 1 blank square
H - encounter square when extension 3 is activated otherwise it counts as an extension 2 blank square

Tiles



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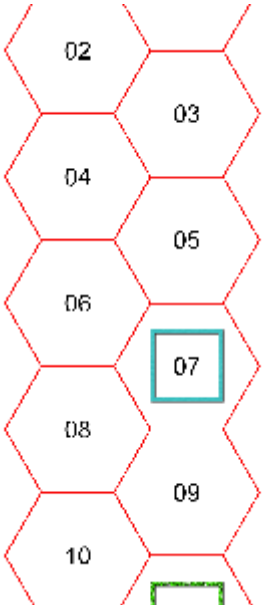
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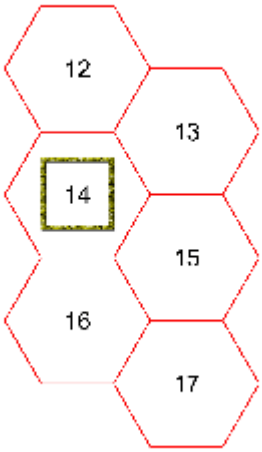
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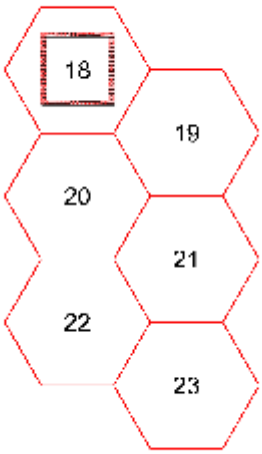

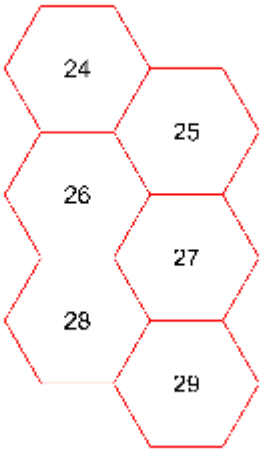

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