



After the Fog
Version 9.5.1

The Hook River Valley is renowned for wines and spirits. Many families from this region have moved elsewhere, taking their brands and secrets with them. Now they are returning to claim their old territories.

Goal: Expansion. At the end of the game, score 2 points if you control at least five spaces that are not on your starting board.



Starting Resources:



SKYSLIP

La Bolta

2
Points

1
Attack

1
Defense



This ship can travel only to Towers, and to spaces within one step of your own tokens (this includes your spies).

CARAVEL

The Hawk

2
Points

2
Attack

1
Defense



+1 Food Production, +1 Attack
This ship can travel anywhere.

Unlock: Ale  x4

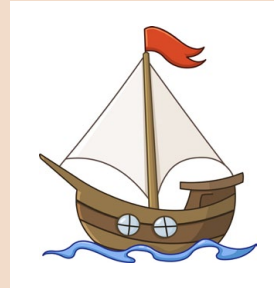
LUGGER

La Serena


2
Points

2
Attack

1
Defense



+1 Wood Production, +1 Attack
This ship can travel anywhere.

Unlock: Powder  x4

HAULER

Marshall Pruett

2
Points

2
Attack

1
Defense



+1 Stone Production, +1 Attack
This ship can travel anywhere.

Unlock: Lapis  x4



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Curty is a wealthy and ambitious city-state on the shores of Loer Lake whose stubborn aristocrats refuse even to acknowledge the rising fog. Envoys from Curty can be found in nearly every city in Dearworth.

Goal: Forestry. At the end of the game, score 2 points if you alone control the most Forests.



Starting Resources:

2 Food

1 Wood

1 Stone

SKYSLIP

Skyward Sailor

2 Points

1 Attack

1 Defense



This ship can travel only to Towers, and to spaces within one step of your own tokens (this includes your spies).

CARAVEL

La Bosta

2 Points

2 Attack

1 Defense



+1 Food Production, +1 Attack
This ship can travel anywhere.

Unlock: Ale  x4

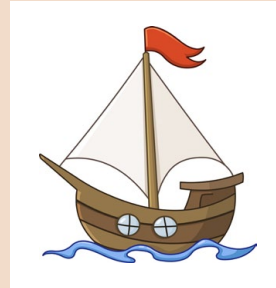
LUGGER

Worrier's Walk


2 Points

2 Attack

1 Defense



+1 Wood Production, +1 Attack
This ship can travel anywhere.

Unlock: Powder  x4

HAULER

The Grande Ketel

2 Points

2 Attack

1 Defense



+1 Stone Production, +1 Attack
This ship can travel anywhere.

Unlock: Lapis  x4



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Dowery is a sleepy farming town on the big bend of the Cockerel Spur. It is surrounded by scrub lands and deep fog, as well as several of the Kingdom's most prodigious gem mines.

Goal: Husbandry. At the end of the game, score 2 points if you alone control the most Farms.



Starting Resources:

1 Food

2 Wood

1 Stone

SKYSLIP

The Conjurer

2
Points

1
Attack

1
Defense



This ship can travel only to Towers, and to spaces within one step of your own tokens (this includes your spies).

CARAVEL

Happ-Deley

2
Points

2
Attack

1
Defense



+1 Food Production, +1 Attack
This ship can travel anywhere.

Unlock: Ale  x4

LUGGER

Cricketeer


2
Points

2
Attack

1
Defense



+1 Wood Production, +1 Attack
This ship can travel anywhere.

Unlock: Powder  x4

HAULER

World Maker

2
Points

2
Attack

1
Defense



+1 Stone Production, +1 Attack
This ship can travel anywhere.

Unlock: Lapis  x4



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Sharing is a high, windy city that has never known deep fog. It is surrounded by copper mines and granite quarries, and its talented shipwrights produce many unique and nimble fixed-wing aircraft.

Goal: Flight. At the end of the game, score 2 points if you control at least three airships.



Starting Resources:



SKYSLIP

Moon Raker

2
Points

1
Attack

1
Defense



This ship can travel only to Towers, and to spaces within one step of your own tokens (this includes your spies).

CARAVEL

Big Two-Birds

2
Points

2
Attack

1
Defense



+1 Food Production, +1 Attack
This ship can travel anywhere.

Unlock: Ale  x4

LUGGER

Lightning Tern


2
Points

2
Attack

1
Defense



+1 Wood Production, +1 Attack
This ship can travel anywhere.

Unlock: Powder  x4

HAULER

Davis Meere

2
Points

2
Attack

1
Defense



+1 Stone Production, +1 Attack
This ship can travel anywhere.

Unlock: Lapis  x4



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Tenpin is the largest and oldest city in Dearworth, a crowded and filthy maze of palaces, slums, and shipworks perched atop Sterling Butte. It shares its name with the Kingdom's largest lake, a virtual inland sea.

Goal: Fortune. At the end of the game, score 2 points if you alone have the most Gold.



Starting Resources:

1 Food

2 Wood

1 Stone

SKYSLIP

The Intrepid

2
Points

1
Attack

1
Defense



This ship can travel only to Towers, and to spaces within one step of your own tokens (this includes your spies).

CARAVEL

El Camión

2
Points

2
Attack

1
Defense



+1 Food Production, +1 Attack
This ship can travel anywhere.

Unlock: Ale  x4

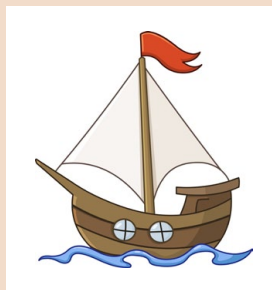
LUGGER

La Bolsa


2
Points

2
Attack

1
Defense



+1 Wood Production, +1 Attack
This ship can travel anywhere.

Unlock: Powder  x4

HAULER

La Grande Dame


2
Points

2
Attack

1
Defense



+1 Stone Production, +1 Attack
This ship can travel anywhere.

Unlock: Lapis  x4



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Willough a fast-growing logging town on the shores of the Weterbranch. Its false-front buildings sprawl up the hills at Catches Bend and Gowers Lake. Willough is also the home of DeVere's foremost military academy.

Goal: Defense. At the end of the game, score 2 points if you have built at least three Towers.



Starting Resources:



SKYSLIP

Duskin



This ship can travel only to Towers, and to spaces within one step of your own tokens (this includes your spies).

CARAVEL

Piloter Penn

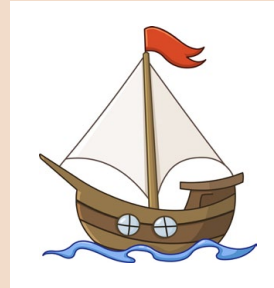


+1 Food Production, +1 Attack
This ship can travel anywhere.


Unlock: Ale  x4

LUGGER

Windworthy



+1 Wood Production, +1 Attack
This ship can travel anywhere.

Unlock: Powder  x4

HAULER

Il Sintiere



+1 Stone Production, +1 Attack
This ship can travel anywhere.

Unlock: Lapis  x4