These rules allow players to use all the cards unlocked as Social Stretch goals during Last Aurora's Kickstarter campaign.

CONVOY CARDS

SETUP: In order to include a Device/Truck in the game, simply remove a Device/Truck card with ✚ from the same Time Period deck.

The **Flamethrower** is a special weapon that consumes ▨ instead of ▨.

When you fire with this weapon, spend 1 Fuel and reveal Outcome cards until you reveal an Outcome card with **Jammed** 🔧 or **Miss** on row 🎯 of the Player's section. This weapon inflicts the sum of the damage on all cards revealed in this way.

- The **Proto-truck** is a Truck with two special features:
- the player cannot install a Device on it;
- it has a special cargo box which allows the player to move his Convoy without spending Fuel (he can consume anyway extra fuel to increase its speed, but the standard fuel to move must not be spent).

The **V8 Annihilator** is a Truck with two special features:

- the player cannot install a Device on it;
- it has a special cargo box which allows the player to increase his speed by 2 points (instead of the standard 1) for each extra Fuel spent during the Movement Phase.

EVENT CARDS

SETUP: You can include these Event cards in the appropriate Time Period deck. They are simply added: the rest of the deck is prepared following the standard setup.
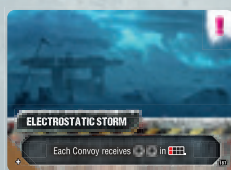
When the **Electrostatic Storm** is revealed, each Convoy receives 2 Damage counters in its top row.

ELECTROSTATIC STORM

Each Convoy receives ⊕ ▨ in ▥.

When the **Radioactive Cloud** is revealed, each player adds 1 Contamination counter to 1 of his Survivors.

RADIOACTIVE CLOUD

Each player must add 1 ☣ to 1 of his Survivors.

SURVIVOR CARDS

SETUP: In order to include a Survivor in the game, simply remove a Survivor card with ✚ from the same Time Period deck.
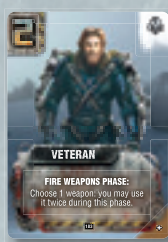
The **Veteran** allows his player to use a weapon twice during the same Fire Weapons phase.

VETERAN

FIRE WEAPONS PHASE:
Choose 1 weapon: you may use it twice during this phase.

The **Guide** allows his player to choose to ignore all Damage or Contamination on the board during the current Movement phase.

GUIDE

MOVEMENT PHASE:
You may choose to ignore all ⊕ ☣ on Shortcuts and Special Waypoints this phase.

These rules allow players to include player against player (PvP) combat in the game.

COMPONENTS

- 4 PvP cards
- 12 Outcome cards

SETUP

Follow the standard setup but with these changes:

- when you prepare Enemies for the game, randomly remove 1 Enemy card (without looking at it) from each Time Period deck (I, II, and III). Remove 1 Loot card from each deck (I-II, III-IV, V-VI) in the same way;
- replace the standard Outcome deck with the new one;
- each player takes 1 PvP card and places it above his player board. Put a Damage counter on the first space of the Evasion Track and on the first space of the Aggression Track, as shown in the figure. Damage counters used in this way will be referred to as Evasion counter and Aggression counter;
- Instead of the zero space, each player places his Fame counter on his player board in the -1 value space (the space with ★) of the Fame Track;

Evasion Track

Aggression Track

Note: The Aggression Track is formed by 8 spaces in two rows. Consider it a single track. When you have to move the damage counter past the 4th space, simply move it to the bottom track starting from the leftmost space.

All of the normal rules for the game apply except for the changes described below:

PHASE 4: FIRE WEAPONS

During his turn, a player may choose to fire at an opponent player in the same region, in addition to or instead of shooting at any Enemies. (We'll call these players the "Attacker" and the "Defender.")

When attacking another player, follow these steps:

- the Attacker chooses an unused and undamaged weapon, spends 1 Ammo, and reveals the top Outcome card: it shows the amount of damage the attack can inflict;
- the Defender ignores an amount of damage equal to the number of icons shown to the left of the Evasion counter on his Evasion Track;
- If the Defender was not able to ignore all of the damage, he must distribute the remaining Damage counters to his Convoy, as indicated by the back of the card on top of the Outcome deck. The Defender also moves the Evasion counter on his Evasion Track 1 space to the right for each Damage counter he adds to his Convoy in this way;
- The Attacker moves his Aggression counter one space forward for each Damage counter the Defender actually placed on his Convoy as the result of the attack (if possible).

  Note: A player may perform multiple attacks to one or more opponents during the same phase. In this way, he can move his Aggression counter further to gain more bonuses at the end of the phase.

  Note: The damage reduction from the Evasion Track is applied only when an opponent attacks (not when damage comes from any other source, such as Enemies).

  Note: The other players are not considered Enemies: all effects in the game which involve an Enemy cannot be applied to other players.

At the end of the Fire Weapons Phase, in **Forward Turn Order**, each player must:

- Move their Evasion counter back (to the left) 1 space;
- Gain ALL the bonuses shown to the left of his Aggression counter on his Aggression Track;
- Move his Aggression counter back to the first space of his Aggression Track.

EXAMPLE

Andrew

David

David ● *decides to attack* **Andrew** ● *with a* 🛻. *He spends 1 Ammo and reveals the first Outcome card: The attack inflicts 4 damage!* **Andrew** ● *ignores 2 damage (as shown on his Evasion Track), but he must still add 2 Damage counters to the center cards of his Convoy. On the plus side, he also gets to move his Evasion counter up to the last space. As a result of the successful attack,* **David** ● *moves his Aggression counter 2 spaces to the right. At the end of the phase:*

- *David* ● *gains 1 Fame Point and removes 1 Damage counter from his Convoy, as indicated by the bonus he reached on his Aggression Track; then he resets his Aggression Track by moving his Aggression counter to the first space;*
- *Andrew* ● *moves his Evasion counter 1 space to the left (he will start the next round with 2 Damage Reduction Points).*

AGGRESSION TRACK BONUSES

⭐ : Gain 1 Fame Point on your Fame Track.

❇️ : Remove 1 Damage counter from your Convoy.

🎒 : Draw 1 Object card.

⭐ | ENEMY HIT: Remove 1 Fame Point from the Fame Track of an opponent you hit during this phase. If it is not possible, the opponent must add 1 Damage counter to any Cargo Box of his Convoy.

PHASE 5: THE END OF THE ROUND

When playing with the Player versus Player add-on, you must discard Exploration cards if there are more than **4 cards** in the Exploration Zone (**3 cards** in a 2-player game) before refilling the Exploration Zone, instead of discarding only when there are more than 3 cards there.

These rules allow players to have different roles during the game. It can be used with the Alpha Map and the Beta Map.

INTRODUCTION

Survival in these frozen lands requires a lot more than luck. You're going to need to call upon every skill and trick you know if you're going to make it through.

When playing with this add-on, each player receives two Role cards. These Role cards give the player two advantages:

- a unique Ability which he may use during the game;
- a Personal Objective, which gives him additional Fame Points at the end of the game if he can complete it.

COMPONENTS

- 8 Role cards

SETUP

Shuffle all of the Role cards and deal two of them to each player. Each player looks at his cards and chooses which Ability they will use, tucking that card under the top of his Player board so that the bottom part of the card (with the Personal Objective) is hidden, as shown below:

This card shows the unique Ability that the player can use during the game.

The player puts his second Role card face down in his Active Zone without revealing it: the **bottom** part of this card indicates the Personal Objective that player can complete to gain additional Fame Points at the end of the game.

Achieving the Personal Objective on the second Role card card gives ⭐⭐|/ ⭐| if the player is ranked first / second (***even if tied***) in a particular category at the end of the game (e.g., if he is the player ***with the least Damage counters*** on his Convoy).

In a two-player game, each Personal Objective chosen gives only ⭐⭐| to the first-ranked player (the bonus of ⭐| for second place is not awarded).

> **Note:** *A Personal Objective on a Role card only awards points to the player who owns it.*

> **Note:** *The Ability on the Role card used for a Personal Objective has no effect during the game, just like the Personal Objective on the card used for its Ability.*

ROLE CARDS

BOUNTY KILLER

Ability: When an Enemy is killed, this card allows the player to ignore the Loot assignment shown on the Outcome card revealed and instead apply the result on a second Outcome card. He can use this ability every time he is involved in a Loot assignment.

Objective: The player gains points if he has the lowest number of Damage counters on his Convoy compared to the other players at the end ot the game.

GUNSMITH

Ability: When he attacks, this player may ignore the results on the revealed Outcome card. If he does, he must reveal another Outcome card and apply its effects. He may use this Ability multiple times during the same phase, once for each attack.

Objective: The player gains points if he has the highest Value on his Fame Track compared to the other players at the end of the game.

MOTIVATOR

Ability: At the start of the game, this player places Damage counters on two of the three bonus boxes shown on this card. The remaining (visible) one gives his Survivors a bonus of +1 Exploration Skill when they perform an action with a specific type of card (starting from the left): +1 to Improve the Convoy, +1 to Gather Resources, +1 to Recruit a Survivor. The player may change this bonus by moving the Damage counters during each End of Round Phase.

Objective: The player gains points if he has the most Survivor cards compared to the other players at the end of the game.

NITRO CULTIST

Ability: When this player spends Fuel to move during the Movement Phase, the first extra Fuel spent gives a bonus chosen by the player: one additional movement point OR two additional movement points but he must add one Contamination to one of his Survivors and one Damage to his Convoy.
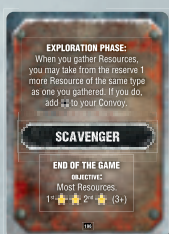
Objective: The player gains points if his Convoy is in the first position on the Road board at the end of the game.

RADIATION EXPERT

Ability: During the Exploration Phase, this player's contaminated Survivors don't suffer the penalty to their Exploration Skill for any Contamination they have. However, if the number of Contamination counters becomes equal to the Survivor's Exploration Skill, the Survivor still dies as normal.

Objective: The player gains points if he has the lowest number of Contaminated Survivors compared to the other players at the end of the game.

SCAVENGER

Ability: When this player performs the Gather Resources action, he may choose to take one additional Resource of the same type as one he gathered. If he does, he must add one Damage to his Convoy.

Objective: The player gains points if he has the highest number of Resources in his Convoy compared to the other players at the end of the game (and he has at least 1 Resource).

SMUGGLER

Ability: This player starts the game with two extra Cargo Boxes: he can treat them as normal cargo boxes on his Convoy. The player cannot be forced to place Damage counters on them due to an Enemy's attack, but he may place damage there if he chooses (when possible).

Objective: The player gains points if he has the highest number of cards forming his Convoy compared to the other players at the end of the game.

TINKERER

Ability: When this player acquires an Object in any way, he always draws 2 Object cards, keeps one, and discards the other.

Objective: The player gains points if he has the most Object cards compared to the other players at the end of the game (and has at least 1 Object card).

These rules allow players to include Mutant enemies and related Loot in the game.

COMPONENTS
- 6 Enemy cards
- 6 Loot cards

SETUP
In order to include Mutants in the game, simply replace the base Enemy clan (6 Enemy cards and 6 Loot cards) with these new cards.
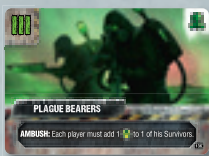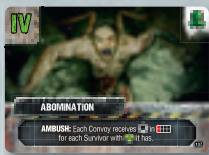
ENEMY CARDS

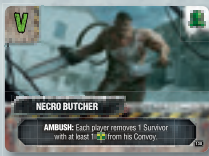**Infected Survivors (Ambush).** Each Convoy receives ⬤ | in ▮▮▮▮.

Zombie Polar Bear (Ambush). Each Convoy receives ⬤ | in ▮▮▮▮ and, for each 🟧 it contains, ⬤ | in ▮▮▮▮.
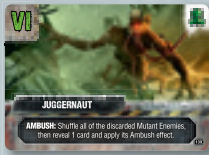
Plague Bearers (Ambush). Each player places 1 ☢| on one of his Survivors.

Abomination (Ambush). Each Convoy receives ⬤ | in ▮▮▮▮ for each Survivor with ☢| it contains.

Necro Butcher (Ambush). Each player removes 1 Suvivor with at least 1 ☢ from his Convoy.

Juggernaut (Ambush). Shuffle all discarded Enemies: draw 1 card and apply its Ambush effect. Then, discard the Enemy card drawn for the Ambush effect.

LOOT CARDS

The **Cryogenic Capsule** device has a special Cargo box that provides one Fame Point at the end of the game if it is not damaged, and a second box that provides one Fame Point for each Contamination token in the player's Convoy at the end of the game (up to a maximum of 2 Fame Points) if it is not damaged.

The **Immunologist** awards his player one Fame Point if he reaches (or passes) the Aurora.

The **Infected Baggage Rack** is a Device in which the player can store up to 3 Fuel and/or Ammo tokens.

The **Meat Grinder** Truck allows the player to sacrifice any number of his Survivors to speed up his Convoy. For each Survivor discarded in this way, the player increases his speed by 2 and must add 1 Damage counter to any Cargo box in his Convoy.
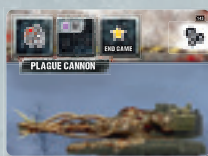
The **Plague Cannon** device consists of a value 4 Weapon, 1 Fuel/Ammo Cargo Box and a special Cargo Box that provides one Fame Point at the end of the game if it is not damaged.

The **Vaccine Storage Tank** device has two identical special Cargo boxes, each one providing one Fame Point at the end of the game if it is not damaged.