



INTRODUCTION

A new clan of Enemies has appeared along the route to the *Aurora*: the Asgardor Clan. This extremely aggressive little group has quickly emerged as one of the deadliest dangers in this frozen wasteland. Their power stems from the armor and weapons they carry, crafted from a mysterious metal said to have been salvaged from an alien spaceship that crashed to Earth many years ago...

This rulebook refers only to the additional components and rules to play *Frozen Steel*. Knowledge of the standard rules is taken for granted. Refer to the core rulebook for those rules.

EXPANSION MODULES

Frozen Steel is composed of five independent modules that are all fully compatible with each other. You can add and mix them with the base game in the way you like.

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Please keep these instructions for future reference.

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MODULE 1: EXPLORATION DECK COMPONENTS

- 22 Exploration cards (with “I”, “II”, or “III” on the back)
- 12 Object cards

SETUP

During the standard setup, replace all the base Exploration cards marked with with the expansion Exploration cards marked with . Shuffle all the expansion Object cards into the Object deck. Then, follow the standard setup in the core rulebook.

NEW ICONS

Junk Weapon: These Weapons work exactly like the standard ones except that they consume 1 Object card instead of 1 Ammo to fire.

Note: Since they don't work with Ammo, players cannot play the Incendiary Ammunition Object card to attack with a Junk Weapon.



Special: This Cargo Box provides 1 Object card at the end of each round.



Special: This Cargo Box increases the maximum number of Objects you can hold by 1.

Note: This bonus is cumulative.

APPENDIX ENCOUNTER CARDS

[210] When you encounter the **Wanted Fugitive**, you have two options: Discard him, discard 1 Object card, and lose 1 Fame Point to increase your Truck's speed by 3 for your next movement; or

You can spend 1 Ammo and discard him to gain 1 Object and 1 Fame Point, and you may add to your Convoy 1 Truck, Trailer, or Device card from the discard pile.

Note: Take the card as a reminder of the speed bonus and discard it after moving.

OBJECT CARDS

[233/234] The **Anti-rad** allows a player to remove 1 Contamination counter each from up to 3 Survivor cards present in a single zone of his choice (Active Zone, Rest Zone, or Exhausted Zone).

[227/228] The **Anti-tank Missile** allows a player to inflict 2 damage on 1 Enemy in his region and gain 1 Fame Point. As this is not a normal attack, the player cannot add a Target counter to the Enemy.

[223/224] When a player uses **Canned Goods**, he immediately adds 2 Food tokens to his Convoy, but he must also add 1 Contamination counter to 1 of his Survivors.

[229/230] When a player uses the **Smoke Bomb**, he chooses 1 Enemy in his region and, if possible, removes 1 of his opponent's Target counters from that Enemy. Then, he adds 1 of his own Target counters to that Enemy in the first empty Target box, starting from the leftmost.

[225/226] The **Stealth Device** allows a player to ignore all ambush effects and attacks from all Enemies during the current Fire Weapons Phase.

Note: A player can attack Enemies normally even if he plays this Object.

[231/232] The **Unstable Fuel** allows a player to add 2 speed points to his Truck by adding 2 Damage counters to his Convoy, or to add 3 speed points to his Truck by adding 4 Damage counters to his Convoy. The damage is added after moving.

SURVIVOR CARDS

[208] When the **Dog Trainer** gathers Resources, his player draws 1 extra Object card.

[207] When a player reveals a MISS during a normal attack, the **Spotter** lets him inflict 2 damage instead. As this is considered a normal attack, the player gains 1 Fame Point and adds a Target counter to the Enemy he hit.

[209] The **Sniper's** player can spend 1 Ammo to directly inflict 3 damages on 1 Enemy in his region without revealing an Outcome card. As this is considered a normal attack, the player gains 1 Fame Point and adds a Target counter to the Enemy he hit.

Note: You may use the Object card Incendiary Ammunition to activate the Sniper's ability.

EVENT CARDS

[221] **SNOWSTORM:** When this card is revealed, all Convoys are slowed during their next movement based on their position on the Turn Order table: The first player (the leftmost one) loses 2 speed, the second and third each lose 1 speed, and the fourth player doesn't lose any speed.

[222] **EMERGENCY BROADCAST:** When this card is revealed, it forces the players to make a decision: Following the Forward Turn Order, each player may remove Food from his Convoy to immediately gain 1 Fame Point for each Food removed. If less than 2 Food are removed in total, the *Aurora* must be moved to the red Waypoint.

Note: Following the Forward Turn Order, each player can remove Food even if the previous players have already removed a total of 2 Food.

MODULE 2: ASGAROR ENEMY CLAN

COMPONENTS

- 6 Enemy cards
- 6 Loot cards

SETUP

In order to include the Asgardor Clan in the game, replace the base Enemy Clan (6 Enemy cards and 6 Loot cards) with these new cards.

NEW ICON

Asgardian Armor Box: This is treated as a standard Armor box (it can contain only a counter). During each End of Round Phase, this metal automatically regenerates, so you may remove the from it (if present).

ASGARDIAN DEFENSE BOX

The Asgardor Clan is very difficult to kill, because their armor made of alien metal can auto-repair itself.

When a player damages one of these Enemies, he must place the Damage counters starting with any Defense boxes marked with Asgardian Armor.

At the end of the round, remove ALL Damage counters present on Asgardian Defense boxes from each surviving Enemy.



APPENDIX ENEMY CARDS

[235] **TYR (Ambush)** inflicts 1 damage on the first column of the leading Convoy(s) in his region (all Convoys in the front position, including ties) and inflicts 1 damage on the Convoy cards indicated of each of the other Convoys in his region.

[236] **ULLR (Ambush)** inflicts 1 damage on the first column of the leading Convoy(s) in his region (all Convoys in the front position, including ties) and inflicts 1 damage on the Convoy cards indicated of each of the other Convoys in his region.

[237] **HEIMDALLR (Ambush)** forces each player in his region to put 1 Damage counter the highest-rated Weapon in his Convoy. In case of a tie (concerning the Weapon rating), each player chooses which of his tied Weapons he wants to damage.

[238] **HEL (Ambush)** forces each player in her region to put 1 Contamination counter on each Survivor in his Rest Zone.

[239] **THOR (Ambush)** forces each player in his region to put 1 Damage counter each on 3 different Convoy cards of his Convoy.

[240] **LOKI (Ambush)** inflicts 1 damage on the top row and 2 damage on the Convoy cards indicated of the leading Convoy(s) in his region (all Convoys in the front position, including ties). He also inflicts 2 damage on the top row of each of the other Convoys in his region.

LOOT CARDS

[243] The **Asgardian Container** is a Trailer with an Asgardian Armor Box.

[244] The **Asgardian Destroyer** Device consists of a value 4 Junk Weapon, a value 4 Weapon, and a special Cargo box that provides one Fame Point at the end of the game if it is not damaged.

[245] The **Asgardian Metal Plates** Device consists of 2 Asgardian Armor Boxes and a special Cargo box that provides two Fame Points at the end of the game if it is not damaged.

[246] The **Asgardian Power Source** 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 1 Fame Point for each Asgardian Armor Box in the player's Convoy at the end of the Game (up to a maximum of 2 Fame Points) if it is not damaged.

[241] The **Asgardian Roof Rack** Device consists of an Asgardian Armor Box and a special Cargo box that provides one Fame Point at the end of the game if it is not damaged.

[242] The **Radio Operator** is a Survivor who can force each opponent further ahead on the game board (even if their Convoys are in another region) to add 1 Damage counter to the Convoy cards indicated for each Enemy in his region.

Note: Any Convoys on the same space as the Radio Operator's player don't receive any damage.

Note: The ability of the Radio Operator is activated during his player's turn.

MODULE 3: ASYMMETRICAL STARTING CREW

COMPONENTS

- 8 Survivor cards (with “S” on the back)

SETUP

In order to include the asymmetric crew in the game, replace the standard starting crews (composed of *Leaders* and *Co-Pilots*) with these cards.

APPENDIX PACK CREW

[247] The **Arctic Wolf** allows his player to perform the Bonus Action for the zone to the left (if present) and the Bonus Action for the zone to the right (if present) of the chosen Exploration Zone slot, in addition to the card action and the Bonus Action of the slot chosen, in the order he wants.

Note: The power of the Arctic Wolf doesn't allow the player to perform the same Bonus Action twice.

[248] The **Chaser Wolf** increases his player's Truck speed by 3 if there is at least 1 Convoy further ahead on the road (ignoring any Convoys in the same space as his player's Convoy).

Note: If the Convoy of the player who owns the Chaser Wolf is the lead one, he doesn't receive any speed bonus from this card.

EXAMPLE 1: EXPLORING WITH THE ARCTIC WOLF



In this case, the Arctic Wolf must improve his Convoy by taking the Junk Gun. He can also choose to perform the related Bonus Action and the two Bonus Actions adjacent to the zone he explored in any order he wants (even before resolving the card action).

MUTANT CREW

[249] When the **Alpha Mutant** has finished an exploration action, he is moved directly to the Rest Zone if his player removes 1 Contamination counter from him.

Note: A Contamination counter added to the Alpha Mutant during an exploration action can be removed immediately to pay the cost of his ability.

Note: If the Alpha Mutant receives a third Contamination counter, he dies like a normal Survivor (he completes the current action but he cannot survive using his ability).

Note: If the Alpha Mutant performs a Bonus Action or card action which forces his player to remove a Contamination counter from him, he must remove it.

[250] Before moving his Convoy, the **Ghoul's** player can remove 1 Contamination counter from the Ghoul to increase his Truck's speed by 2 for that movement.

Note: If the Ghoul receives a second Contamination counter, he dies like a normal Survivor (he completes the current action but he cannot survive using his ability).

Note: If the Ghoul performs a Bonus Action or card action which forces his player to remove a Contamination counter from him, he must remove it.

ASGARDIAN CREW

[251] The **Valkyrie** increases her player's Truck speed by 1, 2, or 3 if her Convoy is composed of at least 3, 5, or 7 cards (including Truck, Trailer, and Device cards).

[252] During the Fire Weapons Phase, the **War Girl** increases the damage inflicted by her player's first successful shot at an Enemy by 1, 2, or 3 if her Convoy is composed of at least 3, 5, or 7 cards (including Truck, Trailer, and Device cards).

ANDROID CREW

[253] The **Synthetic Prototype** increases its player's Truck speed by 2 if all his Convoy cards have no Damage counters.

The Synthetic Prototype can be fed with 1 Object or 1 Resource of any type.

[254] The **Supply Bot** allows its player to discard 1 Object card to increase his Truck's speed by 2. The Supply Bot can be fed with 1 Object or 1 Resource of any type.

MODULE 4: STORY CARDS

COMPONENTS

- 40 Story cards (with “I”, “II”, or “III” on the back)

SETUP

Follow the standard setup of the game. Then, sort the Story cards into three decks by the Time Period on the Back (I, II, III) and shuffle each deck separately. Put the Period I deck near the Exploration deck. Put the other two decks aside for now: they will enter the game later.

TRIGGER CONDITION

The back of each Story card shows which phase of the round that card can be triggered. The text at the bottom describes the specific action, event, or situation that must take place to trigger that part of the story. Unless otherwise noted, the Story card must always be resolved before the resolution of the incident that triggered it.

EXAMPLE 1: TRIGGERING A STORY CARD



This Period I Story card is triggered during the Exploration Phase, when a player performs a Gather Resources action. When this happens, the player who performs that action must face this Story card (see below) **BEFORE** performing the Gather Resources action.

TRIGGERABLE STORY CARDS

Only **visible** Story cards can be activated. A Story card is visible if it is:

- the top card of the current Story deck; or
- a Story card Archived under a card in the Exploration Zone (the effects of some Story cards force the player to put them under certain cards).

A player can resolve only one Story card during a single turn in any phase of the game. Therefore, after resolving a Story card, that player must ignore all other visible Story cards (including the Story card on top of the deck) for the rest of his turn.

Some Story cards are triggered outside of a player's turn (for example: “At the beginning of the phase,

before any Enemy performs an ambush.”). If this happens, the first player in Forward Turn Order must resolve the card. After resolving it, ignore all other visible Story cards that could be triggered at the same moment of the game (for example: if you triggered and resolved a card activated at the beginning of the Fire Weapons Phase, you must ignore any other Story cards with the same trigger).

FACING A STORY CARD

When a player triggers a Story card, he must “face” it. The player to his left draws the card and reads its name and introduction out loud. Then, he reads all the options listed on the card, so his opponent can choose how to face it, but does not read the possible results of those options yet.

EXAMPLE 2: FACING A STORY CARD



David ● triggers a Story card. Frances ●, the player to his left, draws the card and, without revealing it, reads out loud the name, the introduction and, in this case, 2 options (option A and option B), without reading the success (✓) and failure (✗) results. David ● must now choose the option he wants to face for this card (A or B).

Once the player has decided which option he likes, he must determine if his decision succeeds or fails. There are 3 possibilities:

- No particular condition: the player automatically succeeds, reading the success text (✓);
- An **ATTEMPT**: an immediate test the player must try to pass;
- A **MISSION**: a particular task the player must undertake in order to gain a benefit.

Unless otherwise noted, after the resolution of the Story card, the player who faced it must continue the game normally (if the trigger condition was, for example, an action, the player must perform that action).

Note: If the resolution indicates “without performing any actions,” and the Bonus Action was not completed before the card action, both the triggering action and the Bonus Action are not performed.

MAKING AN ATTEMPT

An Attempt will say something like “**ATTEMPT [A,B]**”. This means that in order to make the Attempt, the player must reveal one Outcome card and look at the first letter at the bottom, starting from the left. If that letter is listed for the Attempt, the player succeeds and immediately reads the success text (✓). If instead fails the Mission, he must read the failure text (✗).

Some Attempts allow a player to improve his chances to succeed by spending Resources (before making the Attempt) or being in a particular situation.

EXAMPLE 3: MAKING AN ATTEMPT

A Try to hit the man: **ATTEMPT [A,B], + [C]** if you spend 1 Ammo

For this option, the player can choose to spend 1 Ammo to improve his probability of success by adding the letter C to the Attempt.

PERFORMING A MISSION

A Mission is a specific task that the player can complete in order to gain certain benefits, as described on the card.

Unless otherwise noted, when a player accepts a Mission, he must place the Story card in his Active Zone as a reminder.

When the player completes the Mission, he immediately reads the success text (✓).

If instead fails the Mission, he must read the failure text (✗).

Note: A player can accept and have any number of “active” Missions in his Active Zone.

GLOSSARY

Story cards can have many special “keywords”, which have the following effects:

- **ATTEMPT**: A test which the player must immediately resolve by revealing an Outcome card.
- **ARCHIVE**: Instructs the player to put the card in a specific zone or under a specific card. If a card is Archived under a Convoy card, the Cargo boxes at the bottom of the card must be considered for

any rule of the game as if they were part of the card they are attached to. If that Convoy card is discarded in any way, the Archived card attached to it must also be discarded.

Note: A player cannot Archive 2 Story cards on the same card (he must keep 1 Story card of his choice and discard the other one).

- **DISCARD**: Instructs the player to discard the Story card into the Story discard pile (create a pile near the board for the Story cards).
- **FAIL**: Indicates that the player fails the Attempt or Mission and must read the failure text (✗).
- **MISSION**: Indicates a task the player must perform and describes the conditions to resolve it or fail.
- **RESOLVE**: Indicates that the player completes the Mission and must read the success text (✓).

END OF ROUND

At the end of each round, discard the Story card currently on **top** of the Story deck, revealing a new Story card.

CHANGING THE DECK

During the game, when the first Period II card appears on the top of the Exploration deck, remove the Period I Story deck from the game, without removing any Archived or “active” Mission Story cards in play. From then on, use the Period II Story deck in its place.

Do the same with the Period III Story deck when the first Period III Exploration card appears on top of the Exploration deck.

LAST AUTOMA WITH STORY CARDS

If you play a solo game against the Automa, apply these rules:

- The Automa triggers Story cards like a normal player. If the Automa performs an action related to the trigger on a visible Story card, even if it only discards a matching card, it triggers that Story card. For example, if the Automa discards an Encounter as a result of its action, it must trigger a Story card which says, “When a player resolves an Encounter.”
- When the Automa triggers a Story card, it doesn't face it. Instead, put the card in its Object/Loot Zone without revealing it.
- During the player's turn, he may discard 1 Story card in the Automa's Object/Loot Zone to prevent ALL the effects present on an Automa Action

card. This **cannot** prevent the Automa from exploring. The player may discard any number of the Automa's Story cards in the same turn to negate 1 Action card for each Story card discarded.

- When the player triggers a card, he must draw and read it for himself.

Important: When playing solo, you will have to read your Story cards for yourself, but you should try to do so **without** reading the results and “spoiling” the effect before you choose which option to take.

Note: The cards activated in a particular situation (for example, at the end of a phase) are always resolved by the player and not discarded.

Note: At the end of the game, all the Story cards remaining in the Automa's Object/Loot Zone are discarded without effect and award no Fame Points.

Note: When a Story card must be faced by more than 1 player, it must be faced by the player, then moved directly into the Automa's Object/Loot Zone.

EXAMPLE 4: DISCARDING AN AUTOMA STORY CARD



During the Movement Phase, David ● decides to discard the Story card in the Automa's Object/Loot Zone to prevent all of the effects of the Action card just played by the Automa: The Automa doesn't gain 1 Survivor and David ● does not add 1 ● to his Convoy.

MODULE 5: PLAYER VS PLAYER

COMPONENTS

- 4 PvP cards
- 12 Outcome cards

SETUP

Follow the standard setup, but with these changes:

- In step 5, replace the standard Outcome deck with the new one.
- In step 6, 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.
- In step 11, 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.
- After all standard steps are completed, 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 below. Damage counters used in this way will be referred to as Evasion counter and Aggression counter.



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

RULE CHANGES

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

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 potentially inflict.
- The Defender reduces this damage by the number of icons shown to the left of the Evasion counter on his Evasion Track.
- If the Defender was not able to reduce the damage to zero or less, 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 his 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.

PHASE 5: END OF ROUND

When playing with the Player vs Player module, you must discard the excess cards if there are more than **4 cards** in the Exploration Zone (**3 cards** in a 2-player game) before refilling the Exploration Zone.

EXAMPLE 1: ATTACKING AN OPPONENT



David ● decides to attack Andrew ● with a ●. He spends 1 Ammo and reveals the first Outcome card: The attack inflicts 4 damage! Andrew ● reduces 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 back to the first space.
- Andrew ● moves his Evasion counter 1 space to the left (he will start the next round able to reduce 2 Damage).

AGGRESSION TRACK BONUSES

- ★ Gain 1 Fame Point on your Fame Track.
- ✖ Remove 1 Damage counter from your Convoy.
- 🗑 Draw 1 Object card.
- ★ Player Hit: Remove 1 Fame Point from the Fame Track of 1 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.